Usenet Newsgroup Archive: comp.sys.atari.8bit

1995-01 - 1995-05

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Date span: 1995-01-01 through 1995-05-31

Source text: comp.sys.atari.8bit.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 4,579

Message records with no readable body available in the source text: 8

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. Dual RCA jack to S-video cable?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-01 03:26:29 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <521aool.lmcclure@delphi.com>
Source record: 95746

Does anyone know of a source for a ready-made, inexpensive (i.e., less than $20 cable that has dual RCA jacks on one end, and an S-video plug on the other).

Yes, I know their are alternatives. I could drop by the local Best Buy, pick up a 6' S-video cable for $8, lop off one end and solder on a couple of inline RCA jacks. Alternately, I could call up Redmond Cable and have them make one up, if I wanted to shell out some significant bucks.

The reason I am looking for such a cable is so that I can plug my Atari 8-bits, C-128, and Plus/4 into the S-video input on my TV without either having to build custom cables for each computer, or alternately hacking a S-video (mini-DIN 4) port onto each one.

A ready-made cable would likely be more sturdy than something I would make up. Frankly, if I end up doing it myself, I'll likely just build a small conversion box with dual RCA jacks on one side, and a S-video jack on the other.

That said, if no one knows of a source of such a cable, would anyone else be interested in such a cable or interface box?

P.S. - A ready made Atari-8 to S-video monitor cable would be an acceptable alternative, although for various reasons, not as desireable as one with dual RCA jacks.

2. Atari 400/800 to PC Monitor??

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-01 04:52:17 UTC
From: joneil@infi.net
Message-ID: <3e5ce1$5gt@lucy.infi.net>
Source record: 95747

Is there an adaptor cable or diagram for one out there that will allow me to connect either my 400 or 800 (probably the 800 since it has the monitor out jack) to a PC type monitor? I'm sure I can find a good deal on someones old EGA or CGA monitor and much rather have another 14" monitor on my desk than a 19" color TV!

Also , what is the filename for PC Xformer?? Having trouble finding it!

John O
joneil@infi.net

3. Re: PC Xformer and boulderdash

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-01 05:22:17 UTC
From: ab588@yfn.ysu.edu
Message-ID: <3e5e69$nqj@news.ysu.edu>
Source record: 95748

```
If you haven't got a disk drive to read atari disks then you can't
transfer any files from your atari to the pc...there are some progs.
that read atari disks from the pc 5 1/4 drive.

--
Joe Sabatino -->ab588@yfn.ysu.edu
```

4. Re: Atari 400/800 to PC Monitor??

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-01 05:34:35 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <x804gMr.lmcclure@delphi.com>
Source record: 95749

In a message dated 1-1-95, John O'Neil said:

"Is there an adaptor cable or diagram for one out there
that will allow me to connect either my 400 or 800
(probably the 800 since it has the monitor out jack)
to a PC type monitor?"

You need to get ahold of the December '93 issue of Atari Classics. One of the articles therin showed how to interface an RGBI (CGA) or mono TTL monitor with the Atari 8-bit machines.

"I'm sure I can find a good deal on someones old EGA or
CGA monitor and much rather have another 14" monitor
on my desk than a 19" color TV!"

You should be able to find a used composite or split video monitor (i.e., Commdore 1701, 1702, or 1802) for about the same price as a used CGA or EGA monitor. For that matter, nose around comp.sys.amiga.marketplace, and you might find a used 1080 or 1084 in the price range you are thinking of.

5. HELP! Sparta w/PC Xformer3.0

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-01 06:19:23 UTC
From: ab588@yfn.ysu.edu
Message-ID: <3e5hhb$oun@news.ysu.edu>
Source record: 95750

On pg.3 of the manual I got with my registered copy of PC Xformer3.0
it says "something" about running SPARTADOS bootable disk images, but
no further instructions on how to make a bootable Sparta disk image.
I've tried to use DCM2DSK to make .atr files and disk2XFD to make
.xfd files but PCX3.0 wont run the resulting files.
Help! Has anyone ever been able to make a usable sparta diskimage for
PCxformer?
Most of my software is in sparta format and makes calls to sparta
subdirectories.
I have successfully made .atr files that do run Syncalc, Synfile and
Zybex that are supposedly protected.
I just want to run my AtariWriter plus 3.0 from my486.
That would be something!!
--
Joe Sabatino -->ab588@yfn.ysu.edu

6. Re: Orphans of the world: Unite!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-01 07:07:24 UTC
From: ai542@FreeNet.Carleton.CA
Message-ID: <D1pt4C.Dx@freenet.carleton.ca>
Source record: 95741

In a previous posting, Joe Walsh (ransom22@delphi.com) writes:
> Glenn M. Saunders <krishna@max.tiac.net> writes:
>
>>Even the most virile MS-DOS/Windows advocates will celebrate the day those
>>packages are put out to pasture as legacy sections of future OSs and
>>emulations of OSs, which will be soon.
>>
>>Noone will purposefully limit themselves to ancient IBM software, or even
>>newer versions of DOS/Windows if there is a better alternative out there.
>
> "better" is a relative term. :) I know several people who
> much prefer MS-DOs's command line to the GUI interface. Sure, if something
> comes along that they see as being "better", then they will switch.
> But I don't see that happening for those who prefer command line over
> GUI.
>

You can add me to the list as well. I prefer the command line rather than GUI. I'm a computer programmer and write both ms-dos and Windows driven software.

If I had a choice, I'd rather launch an application (like Norton, or WordPerfect) from the command line. Why? Well, it starts instantly, has ALL the low 640k area plus the high mem to boogie in, without having to worry about sharing memory, etc.. with Windows. All this clicking from icon to icon and switching back and forth is a pain when you want to begin and end an application then move to another FAST. Maybe that will change with Chicago, but the advantage a Mac has over the IBM platform is that it is in the FIRMWARE, not sharing memory and being OVERHEAD.

Anyway, back to the original stuff.... the 8 bit was one of the most advanced computers for it's time because of the custom chips incorporated into the design. The cpu chip didn't have run the whole show. In addition, the disk drives had custom chips and were "smart", unline the IBM drives which had to be continually monitored by the cpu.

Lets even mention that the ST had a far better and stable GUI than earlier versions of Windows or TopView. The ST in comparison ran faster.

.....if it had only been marketed more vigorously, the world would be using Ataris not IBM clones. Ah well, they'll learn eventually ...YA RIGHT!! I haven't seen ONE Falcon ad during Christmas, and from what I hear, Atari is going great guns in Europe, but NOT in North America. The more things change, the more they stay the same. I have never seen a company that was so arrogant to a userbase in my life.

--

"Any sufficiently advanced technology | ai542@FreeNet.Carleton.CA
is indistinguishable from magic." | (Vince Grienti)
--- Arthur C. Clarke | Nepean, Ontario CANADA

7. Re: Atari 400/800 to PC Monitor??

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-01 09:24:26 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3e5sca$7s3@nic-nac.CSU.net>
Source record: 95743

PC Xformer's filename is XF2.ZIP, XF25.ZIP and I think also XF255.ZIP.
THese are versions 2.0, 2.5, and 2.55, all public domain version which are
not as compatible as the commercial version 3.0 available from Branch Always
Software and Atari dealers. (Has BRASOFT started selling it to normal PC
dealers? I wonder how many more he would sell!?)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

8. Re: HELP! Sparta w/PC Xformer3.0

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-01 09:30:47 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3e5so7$7vu@nic-nac.CSU.net>
Source record: 95744

Hmm.. Ok, I wrote the PCXF3.0 manual and I guess that's my goof. There is currently no version of SpartaDOS which will run under PC Xformer, to the best of my knowledge. I believe Fine Tooned Engineering (FTe) has the rights to SpartaDOS now and has released it as PD (?) and made a few alterations to it, but I don't think a PCXF3.0-compatible version has been released yet. I'm not sure exactly who's fault it is, PC Xformer's or SpartaDOSes, but my bet is it's PCXF's since, well, SpartaDOS and real Ataris have been out quit a while longer. :)

Why do you need SpartaDOS to run AtariWriter+. Also, will any of your software which "calls SpartaDOS directories" run under MyDOS? MyDOS supports not only it's ":"-separated path format ("D1:GAMES:SPACE:"), but also SpartaDOS's ("D1:GAMES>SPACE>"). Again, be sure the SOFTWARE runs under MyDOS, not just that the subdirectories can be called. SpartaDOS is a much more complex monster and has different I/O calls and memory areas being used.

Good luck!
-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
BTW- SpartaDOS wasn't covered much in the PC Xformer manual because
1) The "average joe" user would be using PCXF for games, mainly. Most games either don't need SpartaDOS or won't RUN with SpartaDOS (or don't even HAVE a specific real DOS)
2) I don't use SpartaDOS, don't know too much about it, and it's so much like MSDOS that an MSDOS user of PC Xformer could probably at least get around ok in SpartaDOS.

9. Binary loading compiled Action! programs from WITHIN an Action! prg.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-01 09:36:17 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3e5t2h$86e@nic-nac.CSU.net>
Source record: 95745

hhhhhhhHHHHHHHEEEEEELLLLPPPPP!

To put it bluntly, this:

```
Close(1)
XIO(40,0,1,4,0,"D:INTRO.COM")
```

does NOT load and run "D:INTRO.COM", but instead loads and runs "DOS.SYS"
(ie, it acts either like the program ended or gets an error during the
load and falls back to the DOS menu).

ARGH!

What I'm doing is making a REALLY big game which is going to be in multiple
files which are chained; that is, when one part is completed, it loads and
starts up the next part.

Now, I can binary [L]oad and run "INTRO.COM" fine from the MyDOS menu..
Works like a beaut'. But calling the MyDOS binary load command through a
general I/O (XIO) call just doesn't do it! WHY!? What am I missing!?
What isn't Action! doing!?

I've binary loaded stuff successfully before from Action!.. The SX212 R:
handler I think it was... of course, that's not a full blown program like
"INTRO.COM" is.

What AM I doing wrong!?

SOMEONE HELP >FAST<!

Thanx
-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
With a new game up his sleeve... maybe :)

10. Re: (Revised) Copying my ROM cartridges.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-01 14:00:41 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <130231@cup.portal.com>
Source record: 95751
Body handling: HTML body converted to readable text

A program people used a lot with the 800 was CARTCOPY. You just run the program with BASIC in the left slot, then plug the cart in the right slot. The program then writes out a load & go file of the cart. It's been my experience that these will run with an 800, but not always with an XL or XE series computer. I'm just letting you know in case the emulator doesn't work with them, it may not be it's fault. If you can't find the file let me know & I'll see if I can find a copy.
Rick

11. Re: Binary loading compiled Action! programs from WITHIN an Act

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-01 14:20:34 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <130232@cup.portal.com>
Source record: 95752

```
Don't you mean XIO(39 ? XIO(40 is the Sparta DOS binary load.
Rick
```

12. Re: Binary loading compiled Action! programs from WITHIN an Act

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-01 14:20:39 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <130233@cup.portal.com>
Source record: 95753

```
& I just looked at my manual, format would be something like:
XIO(1, 0, 39, 4, 0, "D:INTRO")
Unless you're using the some of the PD routines to modify the XIO cmd.
Rick
```

13. Still questions about ROM cart copying

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-01 16:15:33 UTC
From: bwbwn@rice.edu
Message-ID: <3e6kf5$3cg@larry.rice.edu>
Source record: 95754

Maybe if I explained my setup and hardware, you guys can help
me out better. I have an Atari 800 with two cartridge slots and
48K of RAM...I use OSS's DOS XL. I can boot with a BASIC XL
cartridge in the left slot, and a game cartridge in the right slot,
as well as a DOS disk in the disk drive.

By using OS functions, I can obtain (I _think_) a dump of the
contents of the right cartridge.

Now, I have a ROM image on my disk drive. I've tried binary
loading the ROM image, but it ends up with a crash that
results in a cold restart.

Can anyone help me out with the memory addresses of the
left and right cartridge slot?

And also, how do I load my ROM images into memory?

Thanks,
Wes Brown

14. Re: HELP! Sparta w/PC Xformer3.0

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-01 17:15:16 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <RE+Ywo0.ftooned@delphi.com>
Source record: 95755

Joe, it looks like we have to get Bill to stop using Mydos! <grin>

I have SpartaDOS working with PC Xformer here in house, and will
be uploading it to the networks in the next week or so...

There are problems with using an ATR disk image in Double Density,
and the only way to get a Double Density disk to work at present
is to use and XFD style image. It gets kinda complicated, but I
will be doing a comprehensive review of PC XFormer 3.0 in the
next issue of Atari Classics...

Mike

15. Re: (Revised) Copying my ROM cartridges.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-01 18:08:48 UTC
From: bjcorr@delphi.com
Message-ID: <9501011310591.DLITE.bjcorr@delphi.com>
Source record: 95756

>(Wes Brown asks how to copy carts.)
>There's two ways I know of. Star Raiders I copied using 'The
>Impersonator', a cart copy program which requires that a dummy cart be
>used with the disk file you make by inserting the cart in the correct
>way using the cart copy program that comes with 'Impersonator'. There
>are other cart copy 'systems' I believe. It also may be possible to use
>osnxl omnimon os that comes with the ramrod os plug in module available
>from FTe. osnxl allows you to hit SELECT and RESET and pop into a
>machine language monitor. From this point you can dump any area of
>memory to disk sectors, then you have to know how to make the disk
>sectors into a file. But still, I think Star Raiders worked with the
>'Impersonator'. I don't know about 'Dig Dug'.
>--
>Russ Gilbert, user of the UniBoard System @ wariat.org
>E-Mail: Russ.Gilbert@apk.wariat.org
Mr. Gilbert is quite correct about Omnimon being able to handle this.
For example, with 8k Basic (the technique should work with most 8k carrts..);

The basic idea is to load basic, pop into Omni and write the cartridge area
to disk. Then you shut down, remove basic, load up DOS and pop into Omni
again. This time you read the file you made into memory starting at the
cartridge area ($A000), pop out of Omni and go to DOS and use the 'K'
command to save Basic as a binary file (DOS will save the file with the
neccessary sector links) using a start adderess of $A000 and an end address
of $BFFF. This is the cart area for a typical 8k cartridge. The last step is
to use Omni to read the file into memory one more time to append some load
vectors to the end of the file, to move the screen down, initalize and start
the program. I have detailed instructions for all of this if anyone is
interested.
bjcorr@delphi.com

16. Re: Atari 400/800 to PC Monitor??

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-01 18:08:59 UTC
From: bjcorr@delphi.com
Message-ID: <9501011310592.DLITE.bjcorr@delphi.com>
Source record: 95757

Is there any way to obtain this articcle on-line? The stores here have a TON of used CGA monitors for dirt cheap, composites are few and far between!
bjcorr@delphi.com

17. Re: Atari 400/800 to PC Monitor??

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-01 18:13:07 UTC
From: bjcorr@delphi.com
Message-ID: <9501011314591.DLITE.bjcorr@delphi.com>
Source record: 95758

```
>In a message dated 1-1-95, John O'Neil said:
>
> "Is there an adaptor cable or diagram for one out there
> that will allow me to connect either my 400 or 800
> (probably the 800 since it has the monitor out jack)
> to a PC type monitor?"
>
>
>You need to get ahold of the December '93 issue of Atari Classics. One of
>the articles therin showed how to interface an RGBI (CGA) or mono TTL
>monitor with the Atari 8-bit machines.
>
> "I'm sure I can find a good deal on someones old EGA or
> CGA monitor and much rather have another 14" monitor
> on my desk than a 19" color TV!"
>
>You should be able to find a used composite or split video monitor (i.e.,
>Commdore 1701, 1702, or 1802) for about the same price as a used CGA or
>EGA monitor. For that matter, nose around comp.sys.amiga.marketplace,
>and you might find a used 1080 or 1084 in the price range you are thinking
>of.
Sorry, my last post didn't have this quote so it made absolutely no sense.
Is this article available on-line somewhere?
bjcorr
```

18. Re: Using Usenet for advertising (Policy statements)

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-01 19:30:33 UTC
From: ai542@FreeNet.Carleton.CA
Message-ID: <D1qrIx.7Eu@freenet.carleton.ca>
Source record: 95759

In a previous posting, Michael Current (mcurrent@blue.weeg.uiowa.edu) writes:

[snip, snip]

>> 7. Usenet is not an advertising medium.
>
> A man walks into a crowded theater and shouts, "ANYBODY WANT TO BUY A
> CAR?" The crowd stands up and shouts back, "WRONG THEATER!"
>
[wade, wade, chop, chop]

Predictably enough, the topic of commercial advertising in a Usenet is rife in more than a few newsgroups. I'm also a musician, and there is a lively conversation going on in the bass players sig about advertising.

BTW, I love your "theater" example!

What we've been getting on the other sig, is that age old and very tiresome bleat of "free speech". Most of us have posted back saying that free speech is fine -- but put it into a biz sig. This of course is totally ignored, and the users-cum-commercial-advertisers continue to bray their arguments.

It is essentially a no-win situation. The only way to counter this is to flame the offender. However it wastes disk space, and is a pain to wade through those increasing silly messages. So.... what is the result...fewer persons access and post/read the newsgroup, and everyone loses.

A newsgroup exists by the sheer force of "newness". The user accesses it to see what new messages have been posted that are either of passing interest, directly related to his/her needs, or to join a debate (like this post for instance).

To be completely fair, there IS some advertising that takes place on THIS newsgroup almost regularly by commercial users. However the difference is that the advertising is extremely low key and is in the nature of asking users what they want, and the status of the product being developed. Here I am referring to FTE. These guys are developing a product WITH OUR INPUT, and reporting back as to the status, pitfalls, tradeoffs, that they have found while engaged in that process. This is a totally different type of information exchange and cannot be called advertising. As a matter of fact, without the FTE people posting, this newsgroup would be considerably diminished.

The other music newsgroup I was referring to, had some advertisers that did a quick post (much hype), and that's it. No long term interesting information exchange -- virtually like picking up the telephone, placing

the ad and finished.

This usenet has been quite good in that respect, and the posters have been quite responsible.

--

"Any sufficiently advanced technology | ai542@FreeNet.Carleton.CA
is indistinguishable from magic." | (Vince Grienti)
--- Arthur C. Clarke | Nepean, Ontario CANADA

19. Re: Still questions about ROM cart copyi

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-01 19:40:38 UTC
From: bjcorr@delphi.com
Message-ID: <9501011442591.DLITE.bjcorr@delphi.com>
Source record: 95760

>Maybe if I explained my setup and hardware, you guys can help
>me out better. I have an Atari 800 with two cartridge slots and
>48K of RAM...I use OSS's DOS XL. I can boot with a BASIC XL
>cartridge in the left slot, and a game cartridge in the right slot,
>as well as a DOS disk in the disk drive.
>
>By using OS functions, I can obtain (I _think_) a dump of the
>contents of the right cartridge.
>
>Now, I have a ROM image on my disk drive. I've tried binary
>loading the ROM image, but it ends up with a crash that
>results in a cold restart.
>
>Can anyone help me out with the memory addresses of the
>left and right cartridge slot?
>
>And also, how do I load my ROM images into memory?
>
> Thanks,
> Wes Brown
>
Well, I have no experience with DOS XL, but...
To load and run the disk image of your ROM cart it must have been saved ala
the DOS 'K' command, with sector links, to tell the OS where the next
sector of the file is located. The file must also have the first 2 bytes of
the file set to FF FF, DOS expects this at the beggining of all binary load
files. Next, the end of the file will doubtless have to have some load
vectors appended to it. For the Basic cartridge these bytes are:
6A 00 6A 00 90 E2 02 E3 02 F6 F3 00 98 08 98 20 06 98 6C FA BF 6C FE BF E0
02 E1 02 00 98

20. Re: (Revised) Copying my ROM cartridges.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-01 20:10:30 UTC
From: david@signus.demon.co.uk
Message-ID: <1995Jan1.201030.332@signus.demon.co.uk>
Source record: 95762

bwbwn@rice.edu wrote:
: I got a lot of original 8K cartridges, which I'd doubt is copy protected. I'm talking
: about 1979-1981 era cartridges. :) Stuff like Star Raiders, Dig Dug, etc. I'm still
: asking HOW. :) How do you copy these cartridges?

Many years ago, I remember a device called PIL. This device was a small
card with a switch on top. When the switch was off, RAM memory in the
cartridge area could be written. When it was switched on, it disabled the
cpu memory write line to the cartridge area, thus making the RAM between
0x8000 to 0xBfff unwritable.

Operation of the device was simple :-

1. The switch was set to the off position
2. The PIL disk was inserted which contained a menu program that
loaded the appropriate ROM image into the RAM area.
3. The switch was set to the on position making the RAM unwritable.
4. System reset was pressed, the OS was then unable to write to
the 'Protected RAM' area, and assumed that it was ROM.
5. The OS would then run the software exactly as it would run a
real ROM, i.e. from the vectors at the top of cartridge memory.

This device only worked for cartridges that were not banked switched,
but it would also allow protected cartridges to be run since even
the ROM program could not overwrite itself.

I notice that in the PC XFormer directory there is a file called
'ataribas.rom'. Perhaps PC XFormer has the ability to treat this
area as ROM. If so, you could rename your ROM image to 'ataribas.rom'
and then run PC XFormer (or does it allow you select the ROM?)

The Atari 800 had two cartridge slots, and although not recommended,
you could sometimes insert a second 8K cartridge into the unused
slot while basic was running a program (Although it usually crashed
the machine). If the machine kept running the program could dump the
ROM image from 0x8000 to 0x9fff to disk. Unfortunately when the
cartridge was inserted it appeared in the screen address space
making the screen unreadable, so the basic program could monitor
the start key and dump to disk when pressed. If it didn't dump to
disk, the machine had crashed and you had to restart.

I have no idea were you can obtain a PIL, but I remember that it
had used a single IC with the chip number rubbed off.
--
David Firth <david@signus.demon.co.uk>

21. Re: HELP! Sparta w/PC Xformer3.0

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-01 20:46:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <1JAN199515465237@pavo.concordia.ca>
Source record: 95761

In article <3e5so7$7vu@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu (William Kendrick) writes...
>best of my knowledge. I believe Fine Tooned Engineering (FTe) has the
>rights to SpartaDOS now and has released it as PD (?) and made a few alter-
>ations to it, but I don't think a PCXF3.0-compatible version has been
>released yet. I'm not sure exactly who's fault it is, PC Xformer's or
>SpartaDOSes, but my bet is it's PCXF's since, well, SpartaDOS and real
>Ataris have been out quit a while longer. :)
>
SpartaDos (at v3.2g now) was released as ShareWare - $20 to register, as I recall. Mike at FTe is looking at making Sparta PCXF compatible, but has a few other projects to complete first. He did release a version on Mac65 for PCXF though; it's at UMich, though I forget the name and directory.

Dave

22. 8-Bit Stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-01 20:54:24 UTC
From: Martin.Crommie@p480.f79.n105.z1.fidonet.org
Message-ID: <789003940.AA03815@jina.rain.com>
Source record: 95767

```
Posting for a guy that called to have some 8-Bit stuff sold.

800 XL with omnimon chip
800XL parts machine
Power Pack card
NEC Color composite monitor
820 printer
810 disk drive w/ happy interface
DD Disk drive
Joysticks
serial interface
Misc software and books
810 field service book
diagnostics cartridge

Call Mal Dunford at 1-206-892-5728 in Vancover?
```

23. Re: (Revised) Copying my ROM cartridges.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-01 21:28:47 UTC
From: david@signus.demon.co.uk
Message-ID: <1995Jan1.212847.467@signus.demon.co.uk>
Source record: 95763

David Firth (david@signus.demon.co.uk) wrote:

: I have no idea were you can obtain a PIL, but I remember that it
: had used a single IC with the chip number rubbed off.
^^^^^^^^^^^^^^^^^^^^^^

I have just found the device and the chip number is on it. It is a
74LS000 quad 2-input NAND gate and the only other component is a switch.

Sorry I have no details on the connections on the cartridge
slot but assuming :-

16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 (to rear of computer)
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 (to front of computer)

2 is connected to pins 9 & 10 on the 74LS00.

14 is connected to pins 1, 2, 4, 5 and 7 on the 74LS00.
Probably only pin 7 (ground) on the 74LS00 need be connected,
It looks like the remaining connection are to avoid floating
inputs on unused nand gates.

15 is connected to pin 8 on the 74LS00 via the switch.
(RAM enabled when the switch breaks the connection)
(ROM enabled when the switch makes the connection)

15 is also connected to 17 (on cartridge port)

18 is connected to pin 14 on the 74LS00 (vcc) and pin 14 is soldered to
pins 12 and 13 (again probably to avoid floating inputs?)

Don't attempt this if your not sure what you are doing since it could
damage your machine if connected up incorrectly (or if I have described
it incorrectly!)
--
David Firth <david@signus.demon.co.uk>

24. Re: Still questions about ROM cart copying

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-01 21:40:48 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Jan01.163053.6553@wariat.UUCP>
Source record: 95764

(Wes Brown asks how to load his ROM cart images into memory.)
Somebody else gave you some hex binary code. Maybe this will help you understand what you gotta do to get your ROM disk files to work. Remember that a binary save from DOS puts a 255,255,load address lo, load address high header on your ROM image file. If you just dumped the area $A000 to $BFFF to disk using BASIC, then you don't have the load header. So here's what you have to do to make a load from DOS file out of your disk ROM image.
1. Move the Display list, screen memory and RAMTOP ($6A) down. This is done by putting a $A0 in $6A and opening the screen editor E: device. You will have to make a binary load file with assembler editor or make a BASIC file that makes this header for you.
2. Load in your ROM image. $A000 to $BFFF
3. Append a run address six bytes to $2E0, $2E1, run address to your load file.
This should work. Short of posting a BASIC program that will do all this, I would suggest you do it how you wanna do it, but do it to your BASIC cart first, so you know your system works. It may not work on some carts because they are protected or are banked.
(The run address for a cart is located at $BFFA,B the cart may need to be inited at address $BFFE,F). The run address for BASIC is $A000.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

25. Re: (Revised) Copying my ROM cartridges.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-01 21:48:10 UTC
From: krishna@max.tiac.net
Message-ID: <3e77ur$hpj@sundog.tiac.net>
Source record: 95765

I believe CSS STILL sells The Pill!

```
AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
A // RIP Jay Miner ||| | G. M. Saunders | "You are not ready A
A \X/ Amy & Atari/ | \ | krishna@max.tiac.net | for immortality." A
A 1200 6502 series | | -Kosh A
AaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaA
```

26. Re: (Revised) Copying my ROM cartridges.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-01 23:00:33 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <130257@cup.portal.com>
Source record: 95766

Actually, the instructions that come with Omnimon are kind of, well I'll explain. 1st, the example given is not right. The cart init & run address for the example of making basic into a file are wrong. It happens that they are right for the assembler editor cart though & I think they confused the carts/instructions. 2nd the jump they show to $F3F5 is completely illegal. The legal jump is not all that harder to do, as it is, files will only run under OMNIMON, OMNIVIEW, or a 800/400 OS. 3rd, all you have to do is have a DOS disk in drive #1. Hit B<return> from the OMNIMON command line & DOS will boot no matter what cartridge you have plugged in. Then all you have to do is a binary save 'K from the DOS menu with 'filename',$A000,$BFFF, INIT, RUN (if I have them in the right order?) & DOS takes care of all the rest: Takes maybe a minute.
IMO: I love my OMNIMON. I spent maybe a week or two using it to burn some new carts for ones I had that were going bad, but for the last 9 years or so I've used it for programing, saving corrupted disk, debug'n code. I think a lot of people originally bought it for it's ability to crack stuff & it was advertised as such, but the thing is such joy to have around when I program I couldn't imagine using my 8 bit without it.

27. Alt. Reality, City

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-02 00:09:09 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Jan01.190536.12309@wariat.UUCP>
Source record: 95768

(What a great time to buy Atari8 software. I got Alt. Real, city and
dungeon for $6 apiece from a well known vendor that had lots of other
specials on for REALLY CHEAP.)
The book says you chose whether you wanna be good or evil. But the only
way to get the bucks (short of resurex) is to beat somebody ('Kill'
somebody) and get their stuff. There's no way to make an honest buck
in Alt. REal. So, I loved Price's graphics and music and the intro
song and spaceship are worth the $6. I don't know. I've heard lots of
people rave about this game.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

28. Re: Using Usenet for advertising (Policy statements)

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-02 01:18:28 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <3e7k94$1lbm@blue.weeg.uiowa.edu>
Source record: 95769

ai542@FreeNet.Carleton.CA (Vince Grienti) writes:

>In a previous posting, Michael Current (mcurrent@blue.weeg.uiowa.edu) writes:

>BTW, I love your "theater" example!

Note that I didn't write the text I posted concerning Usenet advertising.
It came from two FAQs I found that are maintained by other people.
("What Is Usenet?" and "What is Usenet? A Second Opinion") Sorry for any
confusion on that.

--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

29. Re: HELP! Sparta w/PC Xformer3.0

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-02 02:16:17 UTC
From: ab588@yfn.ysu.edu
Message-ID: <3e7nlh$ncs@news.ysu.edu>
Source record: 95770

Bill, I would use mydos but the program I'm trying to run is
only sparta specific...its atariwriter plus 3.0..gets 8 dirs, <Q>uits,
runs Daisydot2 and back to aw w/o loosing the file and run all the
other utils..(proof & database>.
What-da-ya-mean sparta wont run games!
I was just hopin'....hummmmm, well the manual says it would run it
but I guess my byte count on the files I send over to the pc are off.
Either that or it just wont find the boot sector...I run the boot
on the x32d.dos file before I either discom it and run dsctodisk or
disk2xfd it. When I null cable the files over to the pc they always
grow...(cept last time when I used ymodem batch on 2 files...the one
that went first loaded but the only thing I got was a frooze curser
on the screen>.
--
Joe Sabatino -->ab588@yfn.ysu.edu

30. Re: HELP! Sparta w/PC Xformer3.0

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-02 02:33:06 UTC
From: ab588@yfn.ysu.edu
Message-ID: <3e7ol2$nrn@news.ysu.edu>
Source record: 95771

Oh Mike, you're a life saver....please put the .xfd file on Genie
if possible...I can't get on the net here cuz of alll the weenees
using the chat. They only have 20 lines here at yfn.
Leave a msg here when you upload it.
THANK YOU FTe!
--
Joe Sabatino -->ab588@yfn.ysu.edu

31. Re: Atari 400/800 to PC Monitor??

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-02 04:59:06 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <pS45wE6.lmcclure@delphi.com>
Source record: 95772

In a message dated 1-1-95, Ben Corr said:

"Is this article available on-line somewhere?"

Not that I am aware of. However, I recall seeing something very similar, but less refined, and less well explained in a local user group letter many years ago. Therefore, there might be a file somewhere, thought perhaps lacking the completeness and clarity of the AC article.

One caveat about this mod is that the colors you get will not be the same ones you see on a composite monitor or TV. Aside from the limited palette of a CGA monitor, it has to do with how the monitor is driven by this mod. The signals are derived from the 4050 video buffer chip, where the luma signals are represented in digital form on four output pins. This means that luminance (and which RGBI pin each is connected to) determines the color. In other words, if you had a screen that would be 16 shades of blue on a composite monitor, you would instead get each of the 16 RGBI colors on a CGA monitor. Not so bad for text (in fact, down right desireable in some cases, especially if the program allows you to change character and background brightness), but with some weird or awful results for many games and demos. Imagine the CES Robot Demo, or the opening to Rescue on Fractalus, with their subtle mono-color shading, and how that would end up as a technicolor rainbow on a CGA monitor, and you'll see what I mean.

32. Cheap PC for SIO2PC use?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-02 05:12:44 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <hSy4w+8.lmcclure@delphi.com>
Source record: 95773

If you have access to cheap used PC's, this may not be of interest, but if not...

In the January issue of Electronics NOW, Timeline Inc. is selling a 286 motherboard with 2 serial, parallel, floppy & IDE HD controller, and onboard VGA controller for $29.99. The Unit expands with standard 9-bit, 30-pin 256K or 1meg SIMMs up to 8 megs. One drawback is no expansions slots, other than one proprietary connector, but since it has everything any SIO2PC user should need, why worry? Other stuff: 12Mhz 80286 CPU running with 1 wait state, Phoenix BIOS, real-time clock, onboard speaker.

If you need something that runs with a cheaper monitor (i.e. CGA, TTL, or composite), there is another company selling an XT board with built in CGA/Hercules video, parallel and serial for $19.95. However, seeing as this has no HD interface, unless you plan on running only from floppies, it is probably not a good deal. Most folks could likely find a complete XT system complete locally with a hard drive for less than they could build this board into a similar system.

33. Power Supply Question

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-02 07:42:43 UTC
From: gkomatsu@uhunix3.uhcc.Hawaii.Edu
Message-ID: <D1rpF7.HG4@news.hawaii.edu>
Source record: 95776

Recently I picked up a power supply which looked like it would
work with my 800xl. (it does, btw, anyway...)
While the physical shape of the "brick" is a little different
from the one that came with my 800xl, it has the same part number
(CO61982) Thing I'm wondering about though is on my (old) power supply
there's a box midway between the brick and the computer-side cable.
the "new" one lacks this box. (the RF cable also has a similiar
looking box btw)
--
_galen_komatsu__gkomatsu@uhunix.uhcc.hawaii.edu__ar592@cleveland.freenet.edu_
XTC Nakajima Michiyo nin Revolution Atari2600 KOF'94
semprini!

34. Re: Binary loading compiled Action! programs from WITHIN an Act

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-02 07:52:48 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3e8bcg$37o@nic-nac.CSU.net>
Source record: 95774

I'm using MyDOS, and it mimics a lot of SpartaDOS XIO calls (at least v. 4.50 and above do). Make directory is both some number for MyDOS, and some number for SpartaDOS. (I think the MyDOS one is 41, but you can also use SpartaDOSes).

In the MyDOS manual at the end of the description of XIO 39, it says that XIO 40 is identical, to put it breifly. :)

.. Russ Gilbert e-mailed me a neat routine for Action! which copies itself into page 6, stores the required data there, and then calls the page 6 code. It works for me, so I'm VERY happy! (THanx AGAIN Russ! :))

If anyone wants, I can post it or put it on UMich..

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

35. Re: Alt. Reality, City

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-02 08:00:33 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3e8br1$3c1@nic-nac.CSU.net>
Source record: 95775

AHH! Alternate Reality for >>$6<<!? WHERE! Both City And Dungeon?
(ie, $6 total, $6 a piece, or is only the City available (for $6)?)

I LOVE THAT GAME! Speaking of P.Price.. is he still around here!?
I saw his name on something I was running the other day, in fact...

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
(Feedback for OutBreak, anyone?)

36. ATARIO

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-02 09:05:48 UTC
From: cp576@cleveland.Freenet.Edu
Message-ID: <3e8flc$2qg@usenet.INS.CWRU.Edu>
Source record: 95777

Will Dwinnell <predictor@delphi.com> wrote:

>ATARIO reads the A: drive on the IBM PC. If there is an Atari (don't
>ask me what formats are supported, I think the documentation says)
>5 1/4" disk in there, it'll tell you what's on it, and let you suck
>the files off, onto the PC. The first time I did this I thought it
>was so cool- I took the files off the PC (via 3 1/2" disk) to
>my 1040 STe, which has ST XFormer. I couldn't believe it worked.
>Anyway, if you need to read off of the B: drive, you can recompile
>the ATARIO source (Turbo Pascal 3) with a slight modification- I've
>tried this and it works. What I'd really like to know is if it's
>possible to write to an Atari disk in an IBM drive.

I wrote my own modified version of ATARIO that would read and write atari
disks. (I could never get it to work in 1050 double density as the source code
suggested would be possible). "Util" used to slow down as the disk became full.
Unfornately, It resides on a 5.25" disk, and I only have acess to a PC with a
5.25" disk and I was writing it on someone else PC that had Turbo-Pascal, and
I don't. Most posts seem to say that "Util" works better when the disk is
formatted on an Atari. I usually had the best results when the disk was formatted
with "Util" on a PC. One problem I has with Util was that if an error occurred the
drive appeared to remain in Atari Mode (256 byte sectors). "Util" is the utility
written in C that will read and write Atari True-Double density disks on A PC. It may
have been updated since I last seen it. I sent to the archive a program that can read
an atari disk, convert it to an .XFD image file and send it to a PC via Xmodem. You
need to have an RS232 port on the atari and PC and a null modem cable as well as
a program on the PC side capable of using Standard XModem (Not Xmodem-CRC).
The program can also receive disks. I am awaing info on how to implement XModem-CRC.
If the program doesn't appear or you have any problems to get it to work send me some

email. It has mainly only been tested with R-verter type handlers and interfaces.

Ken Siders
cp576@cleveland.freenet.edu

37. (Revised) Copying my ROM cartridges.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-02 14:59:23 UTC
From: pronk@delta.xs4all.nl
Message-ID: <4df_9501040735@delta.xs4all.nl>
Source record: 95787

```
>The person who copied his BASIC cart was no big problem, the BASIC cart
>is a straightforward, non-protected, 8k cart. There were very few of
>those produced, I think.
The Atari assembler cartridge.

Eddy
---
| Fidonet: Eddy Pronk 2:282/209.3
| Internet: pronk@delta.xs4all.nl
| Standard disclaimer: The views of this user are strictly his own.
| Delta-BBS NL +31-5240-15204 Internet gateway for ZO-Drenthe
```

38. Re: Alt. Reality, City

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-02 16:55:54 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <xY05wky.ransom22@delphi.com>
Source record: 95778

William Kendrick <kendrick@zippy.sonoma.edu> writes:

>AHH! Alternate Reality for >>$6<<!? WHERE! Both City And Dungeon?
>(ie, $6 total, $6 a piece, or is only the City available (for $6)?)

Both are available at American Techna-Vision. Each is $6, or
a total of $12 for both. American Technavision, a long-time Atari 8-bit
software, hardware and parts vendor, has lowered their prices
drastically recently. While their selection of programs is no longer as
extensive as it once was, it is worthwhile to get a copy of their
flyer/catalog. Other interesting stuff they sell is 400/800 power
packs for $4.50 and XE/XL power packs for $9.95. SIO cables are $1.95
each (3 foot), 1050 drive mechs are $17.50 or two for $29.95 (BRAND NEW
TANDON MECHS!), 64K 600XL memory upgrade (requires soldering three
wires) for $14.95, The Seven Cities of Gold (GREAT EA game) for $4.00,
COMPUTE!'s Mapping the Atari (XL/XE edition) for $9.95 or 400/800
edition for $5.00, F-15 Strike Eagle for $4.00....you get the picture. :)
All this stuff is brand new. Not all software comes with box and
instructions, but most do...ask when you call to order.
No, I do not work for them. I have, however, spent a lot of
money on items received from them (unfortunately, before the prices
dropped!) and am a satisfied customer. If you are looking for an 8-bit
item, it is a good idea to check with them before calling B&C or
BEST, which both have more extensive inventories but also MUCH higher
prices.
American Techna-Vision can be reached at 510/352-3787.

-Joe

39. Re: Power Supply Question

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-02 16:57:32 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <x494AW8.ransom22@delphi.com>
Source record: 95779

Galen Tatsuo Komatsu <gkomatsu@uhunix3.uhcc.Hawaii.Edu> writes:

> Recently I picked up a power supply which looked like it would
>work with my 800xl. (it does, btw, anyway...)
> While the physical shape of the "brick" is a little different
>from the one that came with my 800xl, it has the same part number
>(CO61982) Thing I'm wondering about though is on my (old) power supply
>there's a box midway between the brick and the computer-side cable.
>the "new" one lacks this box. (the RF cable also has a similiar
>looking box btw)

Hmmm. I believe the RF cable "box" is to reduce interference...
perhaps the power supply box is for the same purpose? I have never
seen an Atari P/S with such a box, although I do have an RF cable with
one....

-Joe

40. For Sale - 8-Bit Atari Itmes

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-02 17:33:17 UTC
From: ussing@turtle.fisher.com
Message-ID: <1995Jan2.123317.1614@turtle.fisher.com>
Source record: 95780

I am now fully retiring my Atari system. Therefore, I am placing
this posting in this group to determine if there is any interest in
purchasing the Atari items. I would like to sell all of it together.
I have the following items:

Two Atari 800's - One known to be working the other worked
the last time it was on.
One Atari 800XL - Worked the last time it was on.
Two Atari 850's - One known to be working the other I don't
recall the last time it was used.
Two Atari 1050 disk drives - Both known to be working.
One or Two 410 tape units.
One Atari printer plotter device. I don't recall the number.
Various cables and such for connecting monitors, modems & such.
A bunch of game cartridges, basic cartridges, Atari Writer,
Editor Assembler and Print Shop, SynCalc and some other
diskette software.
Most of the original documentation for all of the above and
other information about the Atari systems.

I don't have a complete inventory. If interested respond via email
to this post. I do not read this group on a regular basis. I had
the system on over the holidays and reformatted most of the old
diskettes which will also be included. I could also include a printer
in the deal if interested.

I am posting this to determine if there is anyone that can get some
use out of this stuff. I just goes against my grain to throw out
things that are still working but somewhat out dated.

Dan Ussing

41. Re: PC Xformer and boulderdash

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-02 18:24:19 UTC
From: dderhak@xmission.com
Message-ID: <3e9gcj$7vk@xmission.xmission.com>
Source record: 95781

In article <3e5e69$nqj@news.ysu.edu>, ab588@yfn.ysu.edu (joseph sabatino) says:

>If you haven't got a disk drive to read atari disks then you can't
>transfer any files from your atari to the pc...there are some progs.
>that read atari disks from the pc 5 1/4 drive.
>
>--
>Joe Sabatino -->ab588@yfn.ysu.edu

What are these programs called, and where are they on
the net? Could you enlighten us Joe?

dderhak@xmission.com

42. Re: Orphans of the world: Unite!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-02 18:32:39 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3e9h5d$ssm@charm.magnus.acs.ohio-state.edu>
Source record: 95782

ai542@FreeNet.Carleton.CA (Vince Grienti) wrote:
>You can add me to the list as well. I prefer the command line rather than
>GUI.

I like a command line, too (that's one reason I prefer SpartaDOS to MyDOS),
but you can have a command line within a GUI, even in Windows (try JPsoft's
Take Command).

>If I had a choice, I'd rather launch an application (like Norton, or
>WordPerfect) from the command line.

Me too.

> Why? Well, it starts instantly, has
>ALL the low 640k area plus the high mem to boogie in, without having to
>worry about sharing memory, etc.. with Windows.

None of that stuff has anything to do with the command line vs. GUI per se.
It has more to do with the multitasking and resulting memory management (or
lack thereof).

> All this clicking from
>icon to icon and switching back and forth is a pain when you want to begin
>and end an application then move to another FAST.

One advantage to multitasking is that you don't have to end one application
before beginning another -- you can keep them both alive and switch quickly
between the two, without waiting for startup and shutdown routines to do
their thing.

> Maybe that will change
>with Chicago, but the advantage a Mac has over the IBM platform is that it
>is in the FIRMWARE, not sharing memory and being OVERHEAD.

And the advantage the PC (no longer merely IBM) platform has over the Mac
is that you're not stuck with the operating system the machine ships with.
You can change to something totally different.
That was also a feature of the XL/XE, but that RAM was usually used for
storage of some other sort, rather than OS replacement.

>Anyway, back to the original stuff.... the 8 bit was one of the most
>advanced computers for it's time because of the custom chips incorporated
>into the design. The cpu chip didn't have run the whole show. In addition,
>the disk drives had custom chips and were "smart", unline the IBM drives
>which had to be continually monitored by the cpu.

I believe PC drives are monitored by a controller, just like the Atari
drives. The difference is that the PC's drive controller controls multiple

drives and I/O ports, while in the Atari each drive has its own controller.
The Intel CPU talks to the controller, not to the drive.

[ST raves deleted]
>......if it had only been marketed more vigorously, the world would be
>using Ataris not IBM clones.

I've heard this many times in the Atari community, but I still don't believe it. The reason Intel-based PC's are dominant now is a combination of IBM's power a decade ago and it's decision to make the PC from parts anyone else could put together, including an outside (Microsoft) operating system. This turned out to be a bad decision from IBM's point of view (they're maybe third or fourth at best in Intel-based PC sales), but a great deal for Microsoft, since their OS could be run without modification or recompilation on the PCs of numerous manufacturers. Also good (but not quite as good) for Intel.

Apple, on the other hand, started small, became the dominant player in the 8-bit market through educational placement, then took Xerox PARC's ideas for a GUI before anyone else had on the mainstream market. They kept everything proprietary, and did PLENTY of marketing ("The Computer For the Rest of Us"), and now they hold a distant second place to the PC clones.

--
--------------- R o b F u n k -------------|------> Funk.17@osu.edu <------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in" | funkr@er4.eng.ohio-state.edu
-- Chris Mars, "Stuck in Rewind" | rfunk@freenet.columbus.oh.us

43. Re: Orphans of the world: Unite!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-02 20:12:26 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <BEz74tK.ransom22@delphi.com>
Source record: 95783

Rob Funk <rfunk@magnus.acs.ohio-state.edu> writes:

>I've heard this many times in the Atari community, but I still don't believe
>it. The reason Intel-based PC's are dominant now is a combination of IBM's
>power a decade ago and it's decision to make the PC from parts anyone else
>could put together, including an outside (Microsoft) operating system. This
>turned out to be a bad decision from IBM's point of view (they're maybe third
>or fourth at best in Intel-based PC sales), but a great deal for Microsoft,
>since their OS could be run without modification or recompilation on the PCs
>of numerous manufacturers. Also good (but not quite as good) for Intel.

According to figures put out by Reuters yesterday, the Pc
leaders in 1994 were:

1. Compaq, with 4.83 million units shipped
2. IBM, with 4.23 million units shipped
3. Apple, with 4.13 million units shipped
4. Packard Bell, with 2.29 million units shipped
5. NEC with 1.71 million units shipped

So...

>Apple, on the other hand, started small, became the dominant player in the
>8-bit market through educational placement, then took Xerox PARC's ideas for
>a GUI before anyone else had on the mainstream market. They kept everything
>proprietary, and did PLENTY of marketing ("The Computer For the Rest of Us"),
>and now they hold a distant second place to the PC clones.

Apple is in third place, not second, in terms of units shipped.
If you meant as far as total number of people using the computers, then
you are correct, as they have a 10% marketshare, which is more than Atari,
Commodore or ayone else other than the MS-dOS/Windows makers can say.

What continues to amaze me is the way the IBM PC and clones (
hereafter refered to as the IBM PC, which includes all clones) killed
all the competition. I mean, Apple once enjoyed a HUGE marketshare,
back in the 8-bit era. Atari had a 24% marketshare at one time, which
is nothing to laugh at (and a larger share than Apple's current one!).
Commodore had great success in that era as well. Then, IBM comes along
with a less-capable, less-friendly, less nearly everything computer
with a crummy OS and poor graphics, and the IBM PC destroys all
competition!
It has been eleven years now since the notorious "1984" Mac
ad (well, as of the superbowl :), and Apple is STILL unable to get
the marketshare it deserves. As for Atari and Commodore, well, they
completely blew it even worse than Apple did.

Now, if you want to work in virtually any industry other than graphics or desktop publishing, knowledge of the Ms-DOS and/or Windows and IBM PC platform is mandatory. Most home computerists have an IBM PC on their desktop.
This wasn't a masterstroke of IBM's. They pretty much screwed themselves out of a lot of profits by using off-the-shelf componants and by farming out the OS creation job. While they have ridden the IBM PC tidalwave, others have done so as well, with better results (ie, Compaq).
What is horrifying is that, in making the choices they did, they have ended up choking off the viability of all other platforms. This has held true for quite a while now, but it may change in the future if the PowerPC ever gets shipped.
But, short of another paradigm shift in the Pc market, the IBM PC's legacy will continue.

Fortunately for those of us who make the Atari 8-bit our primary computer, this is all neither here nor there. :) Our platform is already officially "dead". :)

-Joe

44. Re: Alt. Reality, City

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-02 20:20:16 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3e9n60$1ql@nic-nac.CSU.net>
Source record: 95784

COOL! Thanx! I'll spread this info. around local BBSes. Man, SIO cables
for $1.95.. time to stock up! And I've been thinking of finally getting an
>XL< version of Mapping! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

45. Re: Orphans of the world: Unite!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-02 20:26:07 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3e9ngv$257@nic-nac.CSU.net>
Source record: 95785

Joe! That was an amazing post! Very well done and insightful.. I'm gonna
put up a copy on some local PC bulletin boards to see what the typical IBM
loser.. ahem.. user has to say..

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Typing on his IBM PS/2 (aka big dumb terminal, GIF viewer and Atari disk drive)

46. What is Omnimon? And DRAM for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-02 21:31:46 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FADIBFVSUP@stingray.manawatu.gen.nz>
Source record: 95786

I figure that Omnimon is a monitor, but is it a cart ,or some kind of
replacement ROM that piggybacks or fully replaces the Atari one, or what?

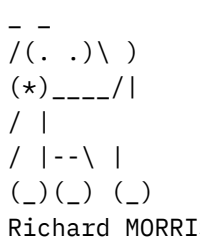
And also, where's the cheapest place (pref. in Calif. or Oregon) to get
replacement DRAMs for an 800XL? They aren't so cheap in NZ.

I saw that posting that had a 600XL 64K ram pack for $13 or so - so I guess
at worst, I could buy one of these and remove the chips and install them in
my XL? Is that right? And do _all_ ram packs come with IC holders?

Richard.

PS. Is omnimon still available? If so, where, how much... ?

--



Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

47. Re: Orphans of the world: Unite!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-03 00:10:46 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <JS35o5O.ransom22@delphi.com>
Source record: 95789

William Kendrick <kendrick@zippy.sonoma.edu> writes:

>Joe! That was an amazing post! Very well done and insightful.. I'm gonna
>put up a copy on some local PC bulletin boards to see what the typical IBM
>loser.. ahem.. user has to say..

Well, thanks a lot! That means a good deal coming from you. :)

Now that you said it is going to be posted elsewhere, I looked
back at it and found typos and spelling errors, of course. :(Oh,
well, that's par for the course.

Hmmm..lessseee...how to get this back to discussing the 8-bit...
hmmm...grin...

-Joe

48. Re: What is Omnimon? And DRAM for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-03 00:20:03 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <BWw7wzL.ransom22@delphi.com>
Source record: 95790

Richard MORRIS <richard@stingray.manawatu.gen.nz> writes:

>And also, where's the cheapest place (pref. in Calif. or Oregon) to get
>replacement DRAMs for an 800XL? They aren't so cheap in NZ.

Dunno about cheapest....but they CAN be purchased from B&C
ComputerVisions for $15.00 for a set of 8 4164's (yielding 64K). Item
number ICG005. (408)986-9960.

>PS. Is omnimon still available? If so, where, how much... ?

Omnimon is still available at B&C. The 400/800 version is 29.95
at B&C, who carry the Ramrod XL/XE with Omnimon for $49.95, and the
RAMROD 800 w/Omnimon for $39.95.

But, I don't have a copy of every Atari vendor catalog/flyer, so
I have no idea if these are the best possible prices.

>I saw that posting that had a 600XL 64K ram pack for $13 or so - so I guess
>at worst, I could buy one of these and remove the chips and install them in
>my XL? Is that right? And do _all_ ram packs come with IC holders?

No idea. My suggestion is that you call B&C and ask whether they
are in the products they carry. Or call American Technavision and ask
about that 600XL 64K upgrade for $13....

-Joe

49. Midi for Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-03 02:36:48 UTC
From: James King <jeking7@delphi.com>
Message-ID: <Jew74ZI.jeking7@delphi.com>
Source record: 95797

I'm looking for a midi device. Just bought my nephew a good synthesizer
with midi capability, and would like to see him abe to use his Atari
in conjunction with the synth.

Anybody have a midi device for sale/trade,please contact me.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

50. DeTerm 1.59 - why isnt it popular?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-03 02:39:37 UTC
From: James King <jeking7@delphi.com>
Message-ID: <J8x4ovJ.jeking7@delphi.com>
Source record: 95798

For the heck of it, I've decided to pull my copy of Determ out of
plastic, and give it a try.

Cant imagine why its not more popular than Bobterm. I mean, it offers
all of Bobterms features (minus 80 column) PLUS much more:

1) SpartaDos command line
2) binary load option for those without SpartaDos
3) Batch up/downloads
4) CI$ Quick-B protocol
5) Buffer capture
6) Pull-down windows
7) Play "Breakout" game while up or downloading
8) More add-on modules than Bobterm
9) Instant onboard HELP screens

Anybody else out there using it again? Anybody have any idea
on how to create these add-on modules? I'd love to see an XEP80
add-on for 80 column usage!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

51. Trade (still) 320k 130xe (loaded!) for upgraded 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-03 02:42:45 UTC
From: James King <jeking7@delphi.com>
Message-ID: <B+x7QrN.jeking7@delphi.com>
Source record: 95788

I still have a full loaded, MINT condition 130xe that I'd like to trade
for an equally loaded 800xl. My 130xe features the following:

1) fully socketed
2) brand new keyboard w/mylar
3) Best XE Touch keyboard replacement (for that 800 feel!)
4) 320k ramdisk upgrade
5) Atari Classics Magazine super-video upgrade
6) Atari Classics Magazine super-audio enhancement
7) OS Toggle switch (non-functional after trade, as it runs a MUX rom now)

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

52. Re: Errors!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-03 03:05:50 UTC
From: nlin@alliant.backbone.uoknor.edu
Message-ID: <3eaeue$8rp@romulus.ucs.uoknor.edu>
Source record: 95791

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
: Finally, here's my quick type-in of Atari error codes. This is directly
: from the ANALOG reference card, so it is primarily valid for Atari BASIC and
: DOS 2. I plan to add errors for other languages (Action, Mac/65, BXE,
: MS-Basic II, and both Atari assemblers) and other DOS's (SDX, SD3.2/2.3,
: MyDOS, SmartDOS, maybe DOS 3, whatever else I find lying around here) soon.
: Maybe while everybody else is watching football.

: ---
: Atari BASIC Errors
: 2 Insufficient memory for a statement, variable, or DIM
: 3 A value is outside its expected range

..

I recall distinctly when I was reading "Atari Basic", which came with
my Atari 400 computer, that there was an "ERROR 1" listed in the back
of the book, which was associated with the message "POWER NOT ON." To
this day, this amuses and baffles me. Has anyone else seen this, or
know what it was supposed to mean? I seem to recall that in later
editions of the book this was taken out.

I always asked, "how can you see ERROR 1 if the power to the computer
is not on???"

Norman

53. Re: Errors!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-03 03:25:15 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <Jc+ZYHD.ransom22@delphi.com>
Source record: 95792

Norman Lin <nlin@alliant.backbone.uoknor.edu> writes:

>I recall distinctly when I was reading "Atari Basic", which came with
>my Atari 400 computer, that there was an "ERROR 1" listed in the back
>of the book, which was associated with the message "POWER NOT ON." To
>this day, this amuses and baffles me. Has anyone else seen this, or
>know what it was supposed to mean? I seem to recall that in later
>editions of the book this was taken out.
>
>I always asked, "how can you see ERROR 1 if the power to the computer
>is not on???"

I have a copy of that book, and it does indeed list it.
It is in an Appendix. Page 329, "Error Messages". Here is a brief
quote from the book:

Errors will cause a message of the form:

"ERROR xx at LINE nnnn."

The error number ("xx" above) may be in the range of 1 to 199.

ERRNUM 1 ; POWER NOT ON

ERRNUM 2 ; MEMORY FULL

ERRNUM 3 ; VALUE ERROR

.. (it lists up to ERRNUM 21, then stops listing them for some
reason).

Very strange indeed. Any ideas why this would be in tere?
Er, there? It doesn't seem to be a typo. Strange.

-Joe

54. How Atari Compuers Changed Our Lives

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-03 03:36:54 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <RCw6ADO.ransom22@delphi.com>
Source record: 95793

The Subject Heading above may look like the title to a cheap "B"
movie, but it is actually a prelude to a discussion I hope to have with all
who care to participate on the ways in which Atari compuers have changed
our lives.
You may wonder why I tend to post messages like this one. Qute
simply, it is because I find it infinitely interesting to read messages
from my fellow Atari Classic users who love their computers as much as
I love mine. Another reason is that I have been a SysOp for a long time,
so attempting to start conversations is a habit I can't break. :)

The greatest way in which Atari Classic computers changed my life
started when I first flicked the switch on my very first computer, an Atari
400.
The total system I owned was the 400 and a 410 Program Recorder,
both hooked up to my 13" TV. Strangely, I have a hard time pinpointing
the date I receieved this gift. It was before the 1200XL came out, of
that I am sure, as I later traded up to that system when it did
come out. It could not have been too much before that, however.
At any rate, that little 16K computer system altered my life
irrevokably. Prior to that time, I had been interested in reading
fiction, playing role-playing games, listening to AC/DC, and that was
about it. I did poorly in math classes. While I never failed, I
could not get out of the "C" grade range. I just wasn't interested
in it. I was in Junior High at the time.
The day I got the computer,I started messing around with Atari
BASIC. Within minutes, I had a colorful graphic display on the
screen (with the help of the "Atari BASIC: A Self-Teaching Guide" book).
Okay, it was just a Gr. 3 dot I plotted. But it felt as if I had
just written Pac-Man. :)
I spent weeks learning BASIC, trying different things, coming up
with short game programs. Every day after school, I went straight to my
room and turned on the computer. Each weekend wa spent typing in
programs. I was hooked!
Before I knew it, I was using algebraic equasions, whih had
been an enigma for me until then. My grades went up without my having
to work at it. (Programming wasn't work! It was play!)
A few years later, I took a Geometry class in High School.
It was a snap! Doing proofs was just like programming! And the
terminoligy and concepts of graphing were just like those used
in Atari BASIC when drawing in one of the graphics modes! I earned
an A a mathematics class for the first time in my life.
Finally, in college, I continud to get straight A's in all the
math courses, including Calculus and Statistics. I won't say I didn't
have to work at those, but I *know* I would never have been able to

do so well if it weren't for the Atari.

Now that I have shared one of my stories, I would love to hear some of yours.

-Joe

55. Contacting Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-03 03:44:57 UTC
From: joneil@infi.net
Message-ID: <3eah7p$fls@lucy.infi.net>
Source record: 95794

Could someone please post a phone number and/or
address for Atari Computers. I'd like to get product
info and local dealer info from them. Is Atari on the
net?

Thanks!!

joneil@infi.net

56. Re: What is Omnimon? And DRAM for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-03 04:12:51 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <3eais3$iaa@usenet.INS.CWRU.Edu>
Source record: 95795

(R. Morris asks about Omnimon.)
Omnimon is an alternate OS chip that you can just plug into
your OS chip socket by itself, but doesn't support the PBI. For
this reason you would probably get RAMROD XL, which allows up
to three OSes plugged in and you pick which one you want with
a switch before power up. I think it would be derelict not
to mention that the Black Box from CSS has what I imagine
to be the best ml monitor available for us. I've never seen it
but for pretty substantial bucks, you get the BB interface,
rs232, printer port, hard drive interface super speedy io
and I think a US+ OS and the monitor. A pile of stuff.
I may be wrong about that OS coming with it.
Russ Gilbert
from Cleveland Freenet
but I call apk more often (easier to get on)
so e-mail: Russ.Gilbert@apk.wariat.org

57. DGS and Richard Gore

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-03 04:19:48 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <3eaj94$j0j@usenet.INS.CWRU.Edu>
Source record: 95796

Our UK friends don't seem to be around. If my previous post
on why I have made no inquiries into DGS and Richard Gore
products was condescending, well, I was a teacher and being
condescending comes naturally.
Russ.Gilbert@apk.wariat.org

58. for sale//////

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-03 04:43:46 UTC
From: nolram@delphi.com
Message-ID: <Zg35gbC.nolram@delphi.com>
Source record: 95799

I have some stuff for sale I'm just keeping my basic stuff, but everything must
go.
810 drive
2 1050 drive's (on cannot write but can read, the other loose's it's location)
I also have a 300 baud modem direct connect I think it's 310.

also I have lot of software to sell(just disks)
ask me for some title's I'll check to see if I have it.
No time to make list.over 500 disk's last count.
make offers. I want to sell the stuff, but I'm in no rush. I know I left stuff
out
so If you need something ask, I migth have it(I sold my rs232 connectors)
I have some boards also an 800xl and a 65xe.

email nolram@delphi.com

59. Re: (Revised) Copying my ROM cartridges.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-03 04:44:53 UTC
From: bjcorr@delphi.com
Message-ID: <9501022343591.DLITE.bjcorr@delphi.com>
Source record: 95800

```
>NNTP-Posting-Host: news1.unix
>
>Actually, the instructions that come with Omnimon are kind of, well I'll
>explain. 1st, the example given is not right. The cart init & run address
>for the example of making basic into a file are wrong. It happens that they
>are right for the assembler editor cart though & I think they confused the
>carts/instructions. 2nd the jump they show to $F3F5 is completely illegal.
>The legal jump is not all that harder to do, as it is, files will only
>run under OMNIMON, OMNIVIEW, or a 800/400 OS. 3rd, all you have to do
>is have a DOS disk in drive #1. Hit B<return> from the OMNIMON command line
>& DOS will boot no matter what cartridge you have plugged in. Then all you
>have to do is a binary save 'K from the DOS menu with
'filename',$A000,$BFFF,
>INIT, RUN (if I have them in the right order?) & DOS takes care of all the
>rest: Takes maybe a minute.
>IMO: I love my OMNIMON. I spent maybe a week or two using it to burn some
>new carts for ones I had that were going bad, but for the last 9 years or
>so I've used it for programing, saving corrupted disk, debug'n code. I
think
>a lot of people originally bought it for it's ability to crack stuff & it
was
>advertised as such, but the thing is such joy to have around when I program
I
>couldn't imagine using my 8 bit without it.
I agree completly, until my Omni died (it is being repaired) I never
realized how much I leaned on it. It really makes the 800 much eaiser to use.
By the way;
1) the example I gave earlier was taken directly from the Omnimon docs for
making a file of the basic cartridge, almost verbatim. I even did it once
just to get the hang of using the cart.
2) Yes, I know it only works with a 400/800 os, that is what the gentleman
said he was using!
3) Why is the JSR to $F3F6 (not $F3F5) illegal?
bjcorr@delphi.com
```

60. Re: Atari 400/800 to PC Monitor??

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-03 05:49:59 UTC
From: bjcorr@delphi.com
Message-ID: <9501030051591.DLITE.bjcorr@delphi.com>
Source record: 95801

>One caveat about this mod is that the colors you get will not be the same
>ones you see on a composite monitor or TV. Aside from the limited palette
>of a CGA monitor, it has to do with how the monitor is driven by this mod.
>The signals are derived from the 4050 video buffer chip, where the luma
>signals are represented in digital form on four output pins. This means
>that luminance (and which RGBI pin each is connected to) determines the
>color. In other words, if you had a screen that would be 16 shades of blue
>on a composite monitor, you would instead get each of the 16 RGBI colors
>on a CGA monitor. Not so bad for text (in fact, down right desireable in
>some cases, especially if the program allows you to change character and
>background brightness), but with some weird or awful results for many
>games and demos. Imagine the CES Robot Demo, or the opening to Rescue on
>Fractalus, with their subtle mono-color shading, and how that would end
>up as a technicolor rainbow on a CGA monitor, and you'll see what I mean.
>
Awwwww, rats! Thanks for the warning, this won't do!
bjcorr

61. Re: (Revised) Copying my ROM cartridges.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-03 05:50:13 UTC
From: bjcorr@delphi.com
Message-ID: <9501030051592.DLITE.bjcorr@delphi.com>
Source record: 95802

) Why is the JSR to $F3F6 (not $F3F5) illegal?
>bjcorr@delphi.com

Okay, I'll answer my own question. I now have a copy of the OS Source in front of me and I see your point. Opps! Sorry about that, what IS the legal call to get this done?
bjcorr

62. Re: How Atari Compuers Changed Our Lives

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-03 05:50:33 UTC
From: bjcorr@delphi.com
Message-ID: <9501030051593.DLITE.bjcorr@delphi.com>
Source record: 95803

I am not know nor ever have been a programmer. I never took one CS course at UC Berkeley, my experience with computers was limited to sneaking into Evans Hall at 1:00am and logging on to my friends VAX account to play Original Adventure and Star Trek. Then my best friend, a team mate on the Gymnastics team, talked me into going in with him to buy an Atari 400 and an 810 drive. I was fascinated with it and desperatley wanted to program the thing. He threw the Basic Reference manual at me and said read it, that's all the instruction I got. My first job was to port over a basic program from a TRS-80 for designing spaeker enclosures and I don't kow how, but I did it. I was hooked.
After he graduated and moved back to Canada, (and took the 810, I got the 400) I was left on my own. I got a 410 recorder and a MPP modem (300 baud) and kept going, typing in magazine articles, eventually got a disk drive (a percom AT-88, $499!!!) and then an 800 that I still use daily.Along the way I got into hacking up the innards of the 800 with a Ramrod, Omnimon, Omniview, Integator, Corvus 7meg HD, a Happy 810, and on and on... I have always loved to tinker. I became a computer junkie in the early days, all night hack sessions working on games or debuging type in programs or all nighters with Star Raiders and Krazy Shoot-out (ever been to sector 7? Hell on earth.) I now run a small BBS for the Northern Calif. Women's Gymnastics Association (on a PC, yeechh) and still spend the majority of my tube time in front of the old 800. The world of knowledge that the Atari has opened up for me has been a constant source of pleasure for me and thanks to this group is better than ever. I now have a MAJOR hobby that I would never have even thought of pursuing earlier in my life. The Atari changed that. It definitely opened up a whole new world to me.
Now if I could just get my hands on a MARS8.....
bjcorr

63. Re: DeTerm 1.59 - why isnt it popular?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-03 06:48:55 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3eas0n$roc@nic-nac.CSU.net>
Source record: 95804

DeTerm is pretty cool, I must agree... but I don't think it supports high
speed data rates (9600, 19.2k).

As for some of the features you listed, let's see.. :)

1) SpartaDOS command line - no, BobTerm doesn't I don't think
2) Binary load option - obviously <heh>, so that's not a 'feature' of
DeTerm over BobTerm
3) Batch Up/Downloads - BobTerm does do this. Y-modem (at least)
4) Buffer Capture - Yes, BobTerm does capture to a file buffer.. no
scrollback though if that's what you mean
5) Oopps.. shoulda been 4: CI$ download - I don't remember.. no?
6) Pull-down's - No, but no data loss when you're in any of the menu
screens (term. screen is still updated in background)
7) Breakout - No, only DeTerm has that. Is the later versions of
Ice-T or FlickerTerm going to have games? Hmm.. idea's
becoming limitless here! :) :) :) .. oh, sorry. :)
8) "More add-on modules" - Yeah, I think DeTerm does beat BobTerm.
What Add-on's ARE there for BobTerm?
CGS graphics is all I know of.. now CGS
is its own terminal!

9) Help - Yeah, again, DeTerm beats most when it comes to this too.

Oh well.. anyways, .. as long as I've cleared some of it up, I feel
better for us BobTerm users.. But we all know where the future is...
FT80 and IceT! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

64. Re: Errors!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-03 11:06:04 UTC
From: winston@merk.com
Message-ID: <D1ttI6.A9y@merk.com>
Source record: 95809

Perhaps "ERROR 1" would show up when an ATARI 800 was plugged into one of those diagnostic testing machines via the "mysterious" bus ? I assume that the diagnostic computer had its own power source. Perhaps "ERROR 1" was sent to the mystery bus ?

65. Re: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-03 12:45:53 UTC
From: MBITDC9306@titan.newi.ac.uk
Message-ID: <9501031248.AA01741@dylan.newi.ac.uk>
Source record: 95805

> Date: Fri, 16 Dec 94 07:08:05
> From: <info-atari8-request@pine.cse.nau.edu>
> Subject: info-atari8-request Digest V94 #465
> To: mbitdc9306
> Cc:
Okay, I'm a bit behind with this because of the Christmas hols.

I once had a pirate copy of International Karate which contained no sound (I have since reformed). The fact that Computer + Video Games magazine's Atari 8-bit
review version had no sound either got me a bit suspicious. Who was ripping it off? I've also seen pirates of The Last Starfighter and someone once wrote in to Page 6 claiming that they had copies of Elite and The Last Ninja.

It seems to me that the software companies at the time were pretty much helping the pirates help themselves if the number of pre-release versions that got ripped off is anything to go by.

David Davies
The Atari Classic Programmer's Club

66. Wizard of Wor on XL, XE?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-03 13:02:16 UTC
From: SA073@getty.onu.edu
Message-ID: <SA073.1389.2F094AD8@getty.onu.edu>
Source record: 95806

I remember playing this game on my cousin's old Atari at least 5 years ago, and maybe on the 5200 around 10 years ago with a friend. I have been hoping that it would come out for the IBM or on Sega Genesis or Super Nintendo, or Jaguar for some time, but it doesn't look like that's going to happen. I was considering buying the arcade game itself, because I loved it, and probably pumped at least 5 times as many quarters into Wizard of Wor at the arcade than I did any other game. (even Ms. Pac-Man, which was my 2nd favorite) Maybe it was the 2-player capability that made the game fun, I don't know. I still had a great time playing by myself.
Anyway, I was wondering if there is any difference between the cartridge and disk versions of this game, and if anyone out there knows of a clone that has been made for the IBM PC. I really appreciate any info you might have!

Dan

67. 2600 files from Clev. Frnet

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-03 14:02:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <3eblco$cuo@usenet.INS.CWRU.Edu>
Source record: 95807

```
Somebody wanted some text files from Clev. Freenet. I can't
remember their name and didn't find the msg. I looked in
Clev. Freenet and can't find what they're looking for.
If that person still wants them, e-mail me some more info
what to look for.
e-mail Russ.Gilbert@apk.wariat.org
```

68. Re: What is Omnimon? And DRAM for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-03 15:54:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <3JAN199510545300@pavo.concordia.ca>
Source record: 95808

In article <FADIBFVSUP@stingray.manawatu.gen.nz>, richard@stingray.manawatu.gen.nz
(Richard MORRIS) writes...
>I figure that Omnimon is a monitor, but is it a cart ,or some kind of
>replacement ROM that piggybacks or fully replaces the Atari one, or what?
>
>And also, where's the cheapest place (pref. in Calif. or Oregon) to get
>replacement DRAMs for an 800XL? They aren't so cheap in NZ.
>
>I saw that posting that had a 600XL 64K ram pack for $13 or so - so I guess
>at worst, I could buy one of these and remove the chips and install them in
>my XL? Is that right? And do _all_ ram packs come with IC holders?
>
>
>Richard.
>
>PS. Is omnimon still available? If so, where, how much... ?
>
Omnimon is a replacement OS chip which provides an excellent m/l monitor.
I believe FTe holds the rights; there are versions for the 400/800 as well
as for the xl/xe line. There's also Omniview, which provides 80 columns
on screen (via a GR.8 screen). Check the dealers list for contact info.

69. Re: Errors!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-03 18:37:46 UTC
From: nlin@alliant.backbone.uoknor.edu
Message-ID: <3ec5hr$786@romulus.ucs.uoknor.edu>
Source record: 95812

Winston Smith (winston@merk.com) wrote:

: Perhaps "ERROR 1" would show up when an ATARI 800 was plugged into one
: of those diagnostic testing machines via the "mysterious" bus ? I assume
: that the diagnostic computer had its own power source. Perhaps "ERROR 1"
: was sent to the mystery bus ?

Er, what mystery bus? Sorry if I'm rehasing an old thread on this newsgroup.

Norman
--
_____ __ __ _____ Norman Lin, nlin@uoknor.edu (preferred)
| | | | nlin@alliant.backbone.uoknor.edu (alt. 1)
| | _ |__ | | | Coordinator for the "Fisher Price PXL 2000"
| | | | | | | camcorder mailing list. Email for info.

70. Re: DeTerm 1.59 - why isnt it popular?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-03 19:03:14 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3ec71i$69f@charm.magnus.acs.ohio-state.edu>
Source record: 95810

In article <3eas0n$roc@nic-nac.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>1) SpartaDOS command line - no, BobTerm doesn't I don't think

Yeah, one of the BT add-in modules put in a Sparta command line in place
of the DOS menu.

>7) Breakout - No, only DeTerm has that. Is the later versions of
> Ice-T or FlickerTerm going to have games? Hmm.. idea's
> becoming limitless here! :) :) :) .. oh, sorry. :)

Somehow I got a copy of DeTerm without the Breakout game. :-(
Maybe that's what spoiled DeTerm for me.
--
--------------- R o b F u n k -------------|------> Funk.17@osu.edu <------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" | funkr@er4.eng.ohio-state.edu
-- Chris Mars, "Stuck in Rewind" | rfunk@freenet.columbus.oh.us

71. upgrade atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-03 19:57:52 UTC
From: hozak@next.cc.wmich.edu
Message-ID: <1995Jan3.195752.784@sol.cs.wmich.edu>
Source record: 95813

I looked in the FAQ but didn't see anything about upgrading the memory in Atari 800s. It has 16K now. Could someone please offer advice or steer me to a FAQ? Thanks.

Kurt Hozak
92hozak@lab.cc.wmich.edu

72. Re: Orphans of the world: Unite!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-03 20:56:20 UTC
From: krishna@max.tiac.net
Message-ID: <3ecdlk$qki@sundog.tiac.net>
Source record: 95811

The reason the world is still going clone is that instead of pockets of hobbyists, they were becoming more and more popular both at home and especially at work as mainframes were giving way to PC networks.

Just as VHS beat out BETA as the rental and commercial tape business demanded one winner, there became a need for 'compatibility' within the computer industry.

Unfortunately the Intel CPU and MS-DOS became the standard method by which computer using is done in this country and once a standard appears, it is almost impossible to change. Just look at our hopelessly outdated phone lines for instance, over 100 years old and FINALLY the stirrings towards an alternative (ISDN/superhighway cable) are growing.

In the 8-bit era, you didn't have the kind of integration of personal computers in the workplace. People were still using electric typewriters at work. They went home and tinkered with their home computer. They were not as concerned with passing spreadsheet or WP files back and forth between businesses...

So IBM and Microsoft were simply there at the right place and the right time, and the uneducated business executives were far more likely to go with something boring and tried and true (IBM) than to go with something more innovative like the 68K series machines.

It is only by virtue of the qualities that the ST and Amiga had that they were able to be considered mainstream for as long as they did. For a time, the ST was earning a bit of development from the same big companies that did PC software. This was even more so with the Amiga. After all, Microsoft developed their Basic (not very good by the way) and they have a few versions of Wordperfect I believe. And of course a shitload of game ports...

The MAC survived by virtue of its yuppie appeal and the greater resources of its parent company which allowed them to advertise more vigorously, not to mention much better distribution. I mean, jeez. Atari and C= distribution channels just plain SUCKED. After 1987 you had to really look hard to find places that sold those machines outside of mailorder. (I'm speaking of the 16 bit machines, their 8-bit machines were still in TOY stores--yeck).

Now, after 10 years or so of the stifling effects of MS-DOS, the end is near. 10 years is an aeon in computer terms. And MS-DOS was already showing its inadequacies in 1985. It has come to the point where the need for productivity is FORCING more open-mindedness on the part of the business community to consider new operating systems.

But the only way they will consider this, is if they can run their old software in emulation. Hence RISC machines.

The old system was that a change in operating system usually meant losing compatibility with the other system, either due to having to change archetectures entirely, or by having to install a whole new OS in your machine and then only being able to exchange data in very inconvenient ways between OSs. The only reason that there is a good chance that a new operating system will become standard is that the machines have advanced enough that portability of operating systems (Windows NT) and flexibility in the OS to emulate CISC, is allowing the new machines to absorb the past and to move forward with a clean slate.

This has meant, unfortunately, a good decade or so of lost time as far as establishing preemtive multitasking in the 'standard' operating system, but that's the way it's been.

But we certainly aren't there yet, and despite the fact that Microsoft created NT, they obviously don't want to see MS-DOS/Windows to go under yet, hence Win95/Chicago. This and the Pentium are two big stalling tactics which have done nothing but prevent the inevitable--the death of the computer status-quo as we know it.

With the power of Intel and Microsoft, the move to RISC can be hindered for years if they want to continue fighting it. But at least IBM and Motorola have the right idea in working together to try to see us to a new start with PPC. IBM knows that Microsoft is a monster they created and in the long run, IBM has to establish its own identity, which it first started with OS/2 and now with the PPC project. Feeding off the success of Microsoft is not a position that IBM feels happy about I'm sure.

The moral of the story is that the days when you could just buy a computer based on its individual performance are over. Some people will continue to do that, which is why we will have a tiny niche market for things like the new Amiga models (whenever they are released) and of course the larger niche market of the MACs. Those who follow that route will face the usual snickers and puzzled responses by others, which is more than enough peer pressure to force most into buying what everyone else does. But we MUST appreciate the way computers have become an extension of our lives to the point where 'standards' to ease communication have led to the homogenous world of clones we have today. We have only PCs today, and the unwashed masses always expect that a program on their computer can be taken to your place and run on theirs just as much as their VHS tapes will run on your VCR. If it doesn't, then it is YOUR problem for not conforming to the norm and you are ostracized.

AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
A // RIP Jay Miner ||| | G. M. Saunders | "You are not ready A
A \X/ Amy & Atari/ | \ | krishna@max.tiac.net | for immortality." A
A 1200 6502 series | | -Kosh A
AaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaA

73. 8-bit Emulators for PC

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-03 21:28:26 UTC
From: Enayet Hossain <74363.3632@CompuServe.COM>
Message-ID: <3ecfhq$p2o$1@mhadf.production.compuserve.com>
Source record: 95817

I am looking for anonymous FTP sites where I can find the 8-bit
ATARI emulators and disk images of ATARI titles for my
PC...please let me know if you know of any

74. Re: Orphans of the world: Unite!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-03 22:19:08 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ecigs$83t@nic-nac.CSU.net>
Source record: 95824

Whoa Glenn! That post is way up there with Joe Walsh's.. That makes another
to spread around to PC boards and shove in their faces. :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

75. Re: 8-bit Emulators for PC

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-03 22:23:49 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ecipl$8bv@nic-nac.CSU.net>
Source record: 95825

FTP to "atari.archive.umich.edu" (or "amiga.archive.umich.edu", or "mac.",
or "msdos.", or who knows what else).

Change Directory to "atari/8bit/Xf2" and download a copy of "xf25.zip" or
"xf255.zip" and some of the other programs there. (I dunno if xf255.zip
even exists, BTW).

As for "disk images of Atari titles for your PC", well, with PC Xformer,
you don't NEED disk images. You can make them yourself. Just get blank
copies and run it like this:

C:\PCXF> XF25 MYDOS.ATR GAMES.ATR SPACE.COM

Where "C:\PCXF>" is whatever your DOS prompt would be at the time,
"XF25" is the name of the PC Xformer 2.5 executable, "MYDOS.ATR" is a
bootable disk image (in this case, probably containing MyDOS), "GAMES.ATR"
is a disk image with some free space on it, and "SPACE.COM" is the new game
you just downloaded and unARCd and want to add to your collection of
games in that "GAMES" disk image. (Again, which you make out of a blank
disk image.)

Then, from MyDOS, copy "D3:SPACE.COM" onto "D2:" and voila, you have
a copy of SPACE.COM on your GAMES disk image. Now you can delete the
copy of it on your PC's drives ("DEL SPACE.COM") because you have the
other copy sitting on that GAMES image.

Good luck! Have fun!

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

76. C=64 VIC-20 Emulator for 8-bit Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-04 00:18:51 UTC
From: bbaker@cs.utah.edu
Message-ID: <3ecphb$n09@magus.cs.utah.edu>
Source record: 95830

I'm just wondering if anyone knows of an emulator for the Commodore VIC-20 and/or C=64/128. Don't they both use the 6502 microprocessor like the Atari? Shouldn't this make it easier? The reason I'm asking is that I have some old VIC-20 and C=64 software. It just basically sits in boxes most of the time because I have so much more software on my 800XL. Also, the C=128 died (The VIC still works, though ... Go figure). If anyone has ever heard of such an emulator, I would greatly appreciate a reference to it.

Ben

77. SpartaDos Filenames?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-04 00:53:59 UTC
From: joneil@infi.net
Message-ID: <3ecrj7$p0g@lucy.infi.net>
Source record: 95820

Could someone please post the filenames for the latest
versions of SpartaDos? I'm having trouble finding it
on the archives.

Thanks!!

joneil@infi.net

78. Re: Orphans of the world: Unite!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-04 01:27:33 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <xM5ZA7N.ransom22@delphi.com>
Source record: 95819

Man, what a post! That was so well written!

I don't think anything more needs to be said on this subject now. :)

-Joe

79. Re: C=64 VIC-20 Emulator for 8-bit Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-04 01:42:41 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ecueh$i7o@nic-nac.CSU.net>
Source record: 95840

No, there's no C=64 or VIC emulator out for Atari 8-bits. Perhaps with
the new generation of 16-bit CPU'd Ataris this might be viable..?!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

80. Re: upgrade atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-04 03:09:12 UTC
From: tdrake1@umbc.edu
Message-ID: <3ed3go$au9@news.umbc.edu>
Source record: 95821

Kurt Hozak (hozak@next.cc.wmich.edu) wrote:
: I looked in the FAQ but didn't see anything about upgrading the memory in
: Atari 800s. It has 16K now. Could someone please offer advice or steer
: me to a FAQ? Thanks.

Try American Techna-Vision at 1-510-352-3787

American Techna-Vision
15338 Inverness St.
San Leandro, CA 94579

They have 16K RAM Memory Modules for the 800/400 for only $4.95 a piece!
Part number is CX853 and the Catalog # is A201. These memory modules have
heavy duty gold plated connectors.

Get two of them and you will have a total of 48K RAM for your 80!

There is room for three 16K RAM modules in the 800.

Hope this helps.

-=-
Thomas Drake Test First! Then Code! tdrake1@umbc.edu

81. Re: PC Xformer and boulderdash

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-04 04:07:20 UTC
From: ab588@yfn.ysu.edu
Message-ID: <3ed6to$9nm@news.ysu.edu>
Source record: 95815

You asked what programs make possible the reading of the atari
disk in the pc.
Util and SpartaRead (pc programs) do this for DD disks and Mule
does it for 1050 enhanced dens. disks but the software is for both
the pc and the atari cuz

its much more difficult to read.
You can get all these programs from the atari.archive.umich.edu.
Read the Latest faq on this newsgroup.
--
Joe Sabatino -->ab588@yfn.ysu.edu

82. Re: Orphans of the world: Unite!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-04 04:23:11 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3ed852$aku@charm.magnus.acs.ohio-state.edu>
Source record: 95814

krishna@max.tiac.net (Glenn M. Saunders) wrote:
a lot of great stuff that I almost totally agree with!

>But we certainly aren't there yet, and despite the fact that Microsoft
>created NT, they obviously don't want to see MS-DOS/Windows to go under
>yet, hence Win95/Chicago. This and the Pentium are two big stalling
>tactics which have done nothing but prevent the inevitable--the death of
>the computer status-quo as we know it.

This is the only part I don't quite agree with.
Windows NT is a lot more like Windows 3.1 than Win95 is, is many different ways. Win95 is definitely a step in the right direction, while NT is just 32-bit 3.1. I believe that MS is keeping the NT/server line separate from the mainstream Windows line (Win3.1, Win95) because most people (especially those of us that hang around in c.s.a.8!) don't want to have to buy a 12 meg machine just to run a decent OS, when their 4 meg machine runs all their current software just fine. (MS will Chicago-ize NT after they get Win95 out the door.)
Similarly, the Pentium is one step in the RISC direction; it has many advantages of RISC, but it still runs all the old software without emulators, and it's more affordable than most RISC processors. I've heard that Intel is planning for their 'flagship' processor to be all RISC by the time they get to the "P7".
People don't like change, so you have to do things like that gradually. Rather than stalling tactics, these are evolutionary tactics, as opposed to revolutionary tactics which are much more risky in the marketplace. The PC-clone market has kept its huge dominance because the major players have for the most part chosen evolutionary tactics over revolutionary tactics. The revolutionary ideas either die or have a hard time catching up with what's established.

MS and Intel aren't the ones stalling "the death of the computer status quo", the many users out there with their old software and old knowledge are -- they don't want to switch. (Where I work they haven't upgraded their software since MS-DOS 5 and Windows 3.0!) I'm sure MS and Intel would love to put out the most advanced products they can think of, but the average user wouldn't buy them if they can't run all their old software better and easier than the current stuff.
And who are we to talk about killing the status quo, when we're still using 10-15 year old 8-bit computers? Don't tell me you don't still use your old 1980s programs. :-)

--
--------------- R o b F u n k -------------|------> Funk.17@osu.edu <------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu

Never sees what kind of room that it's in" | funkr@er4.eng.ohio-state.edu
-- Chris Mars, "Stuck in Rewind" | rfunk@freenet.columbus.oh.us

83. SpartaDos Filenames?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-04 05:48:02 UTC
From: Michael.Fitzpatrick@flight.org
Message-ID: <e4f_9501041226@flight.org>
Source record: 95827

```
The cartridge is Sparta X v4.21.
There are two disk based Sparta Doses:

1. X32f.DOS by Fine Tuned Engineering
2. X33A. By Fine Tuned Engineering and K-Products. I'm not 100% sure on
that as it is being beta tested and has a partial release as shareware. It is
supposed to support BBS Express Pro.

Hope that helps.

* TheEdit v2.00g2
---------------------------- -//- -----------------------------
| Internet: Michael.Fitzpatrick@flight.org
| The FlightLine [MSP] 612-544-5118 Aviation & Simulator Resource |
| note: the views of this user are strictly his own..... |
---------------------------- -//- -----------------------------
```

84. Great Luck selling 8 bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-04 06:38:20 UTC
From: chipdancer@aol.com
Message-ID: <3edfos$4g6@newsbf02.news.aol.com>
Source record: 95844

Thanks to this wonderful newsgroup, I have been able to sell almost all my
8 bit equipment and software. I am so happy that my old games are now
being enjoyed in Japan (he's hooked on Jumpman), and the various pieces of
hardware have new homes all over the U.S.
Thank you all, and Happy New Year!
Damon
dginbey@tenet.edu

85. Re: Errors!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-04 06:48:50 UTC
From: bjcorr@delphi.com
Message-ID: <9501040149591.DLITE.bjcorr@delphi.com>
Source record: 95816

>Winston Smith (winston@merk.com) wrote:
>
>: Perhaps "ERROR 1" would show up when an ATARI 800 was plugged into one
>: of those diagnostic testing machines via the "mysterious" bus ? I assume
>: that the diagnostic computer had its own power source. Perhaps "ERROR 1"
>: was sent to the mystery bus ?
>
>Er, what mystery bus? Sorry if I'm rehasing an old thread on this
newsgroup.
>
>Norman
>--
The "mystery" bus is small bus on the back of the 800 motherboard, unused by
anyone and in all probability used for testing the computers at the factory
at the end of assembly. I still wonder at the possibilities of that little
dodad.
bjcorr@delphi.com

86. Re: Doug Neubauer still lurking about Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-04 07:17:42 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950103231531.9295G-100000@CSOS.ORST.EDU>
Source record: 95818

On 27 Dec 1994, Glenn M. Saunders wrote:

> Doug's last game was Radar Lock in 1989.
>
> Star Raiders 2K is, at best, a half-shelved project at Atari. For some
> reason they think things like 3D spacewar and yet another port of
> Defender are more important than reclaiming the 3D space fighter genre.
>

Damn. If Star Raiders 2000 was developed and was good, I might
buy a JAG just for that game. I guess I'm dreaming.....

Please Atari - don't desecrate the Star Raiders name with a
half-ass game like "The Last Starfighter" being called "Star Raiders II"
in 1985.

James Wood

87. Re: SIO2PC or 850 Interface?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-04 07:35:14 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950103232938.9295H-100000@CSOS.ORST.EDU>
Source record: 95822

On 29 Dec 1994, William Kendrick wrote:

> Perhaps it is because I have very little commercial software that I feel
> this, but I'm VERY uninterested in seeing the next hack of SIO2PC be one for
> copying protected software! :) 95% of the software I have is PD/Shareware/Demo
> and the other 5% I never play anymore. :) (Although I'd REALLY liek to borrow
> my friend's "AR:City" some day again! :))
>

I for another am ***VERY*** interested in seeing a way that my
aging collection of ORIGINAL protected Atari software can be BACKED UP to
my PC's hard drive. I agree with someone else on the net who said that
as soon as his original MULE goes, so does he.

Mr. Kendrick - relieve your mind of piracy for a brief interlude
and recognize that the legitimate problem exists. Sure enough, SOMEONE
SOMEWHERE will pirate anyway.... If I was able to BACK UP my original
software via SIO2PC and someone was to pirate MULE (which would indeed
be a crime, yes) what would the consequences be? Do you suppose it would
hurt Electronic Arts sales of a product off the market for ten years??

James Wood

88. Re: SIO2PC or 850 Interface?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-04 09:24:24 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3edpg8$97r@nic-nac.CSU.net>
Source record: 95823

(Reply to James Wood)

Hey! I said nothing of pirating! I was just sticking my own SIO2PC ideas into the thread and stating that I personally would rather see better PC interfacing than a disk backup option or util. added! :) But, these are MY priorities!

And of COURSE someone's gonna pirate! :) Name a computer platform (with disk or tape drives) which HASN'T had pirating!?

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

89. Atari Cartridges & Pill

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-04 10:10:49 UTC
From: cp576@cleveland.Freenet.Edu
Message-ID: <3eds79$2bt@usenet.INS.CWRU.Edu>
Source record: 95832

This article is a reply to articles on cartridges and the PILL:

In response to the description of the PILL, that is so simple
I wish I could have thought of that. It looks like the 7400
is used as an inverted and which the switch is closed, whenever
the r/~w line goes low it pulls RD4 and RD5 (as labeled in
Mapping the Atari Revised Edition.) making the computer circuitry
think a cartridge is installed suppressing the write to RAM.
I would think RD4 and RD5 should be tied together on the same
side of the switch - I am not sure if this was implied in the
original post. If you build this into the computer instead of
a cartridge, perhaps a double pole switch should be used since
you don't want RD4 and RD5 connected. This won't solve the
problem of running cartrdiges on XFormer. All we need to run
8K and 16K on XFormer is support for 8K and 16K Rom Images.
I suppose XFormer could support OSS, Atari, and other Banked
cartridges if I file format could be developed. OSS carts use
the CCTL line to control the cartridge where Atari carts use a
memory adress. I believe atari's banked carts consume 16K with
the lower 8K banked, where OSS carts use 8K with the lower 4K
banked. I could provide a program to write out cartridge data
to a disk file. I even modified it to write out data from an
atari banked cartridge and was able to get BALLBLAZER to load
from disk (It only banks because of the title screen). My
cartridge slot has been flaky for years and I have never wanted
to unsolder the 30 pins to replace it.

To load a cartridge, you need a routine to lower ramtop to 32768,
close and reopen E: on channel 0. It helps to zero out some RAM
locations since some cartridges may assume some RAM areas to
be clear. Call the cartridge Init Vector, then the RUn vector.
(Most cartridges INIT address just points to a RTS). IF the
cartridge is protected it will more than likely not work. If the
modification described above and in another post were used, you
could print a message to flip the switch, before initializing and
running the cartridge then the ATARI should treat it as ROM.

The program to write out the cartridge requires you to carefully
insert a cartridge with the power on (as most others do). This
can be very tricky and can crash the computer more than not.
A lot of older cartridges allow a cassete boot, so you could
probably load a routine from cassete and write it out to sectors
on a blank disk (which would not require DOS). I think ATARI later
caught this trick.

cp576@cleveland.freenet.edu

just my 2 cents

90. FS: Lots of Atari HW & SW.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-04 13:17:03 UTC
From: bensmith@teleport.com
Message-ID: <3ee74f$r6i@linda.teleport.com>
Source record: 95826

```
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U.S.A.A.F., SSI
Disk, Box, & Docs.....$20.00 U.S.

Ulysses, Sierra On Line
Disk.....$5.00 U.S.

VC, Avalon Hill
Disk, Box, & Docs.....$15.00 U.S.

VisiCalc, VisiCorp, Disk, References
Box, & Docs.....$20.00 U.S.

War, Adventure International
Disk.....$5.00 U.S.

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Disk, Box, & Docs.....$20.00 U.S.

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All interested Parties Reply in
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91. Atari 800xl etc te koop

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-04 16:59:39 UTC
From: frits@cp.tn.tudelft.nl
Message-ID: <frits.789238779@draconis.cp.tn.tudelft.nl>
Source record: 95828

```
Te koop wegens zolder opruiming:
Atari 800xl computer
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Discovery 1200 baud externe modem
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Evt. 6502 Assembly Manual
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Vraagprijs: fl 500,-

Doegs,
Frits
--
Frits Kuijlman frits @ cp.tn.tudelft.nl
Delft University of Technology The Netherlands
```

92. Atari 400 power supply query

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-04 18:16:10 UTC
From: vsp@unix3.netaxs.com
Message-ID: <3eeola$pqv@netaxs.com>
Source record: 95829

I received an Atari 400 in the mail today (thanx Steve), sans power supply.
After rummaging through my assorted transformers, I found only one with
a plug that fit the 400's power jack, labeled OUTPUT: 9VAC 555mA.

The FAQ's power supply info had as its lowest power for the 400 the #C014319
with 9VAC 1.7A, so I had my doubts, but I plugged this one in and it
worked! (As well as it works without any carts plugged into it, anyway.
It was a pretty plain blue screen.)

When I pressed System Reset, I heard a little 'pop' or 'click'.

Will this transformer (obviously not a standard Atari one, it came with
an old 2400b modem) be sufficient to power the 400 over the long run
while I search for a standard power supply, and could the combination
do damage to either the transformer or the computer?

jeff. next quest: some 8-bit carts... back to the
FAQ, to see what works with this baby.

--
If you look very, very closely, you can see Edward R. Murrow.
-- obligatory web listing: http://www.netaxs.com:8080/~vsp/ --
Games: (2600) 90, (5200) 3, (7800) 27, (Col) 24, (Inty) 52; web page has more.

93. Re: Errors!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-04 20:32:17 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <130376@cup.portal.com>
Source record: 95836

Say Norman; didn't you write a space shooter <invasion?> for Antic?
Rick

94. Re: (Revised) Copying my ROM cartridges.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-04 20:32:26 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <130378@cup.portal.com>
Source record: 95837

```
Well, I should look it up, but I believe the $F3F5 <or was it $F3F6?>
was the target for the S: handler's OPEN vector in the older or
subsequent compatible OS. It's what everybody said not to do. I'd
guess to do a really nice lowering of RAMTOP you could use a CIOV
call, but I'd do it on the cheap myself. I'm winging this so watch for
mistakes.
LDA $E410
STA TARGET
LDA $E411
STA TARGET+1
.BYTE $4C ;A JMP
TARGET
.BYTE $FFFF
Whoops! make that .BYTE $20 ;A JSR & I think it'll be OK.
Rick
```

95. Re: Orphans of the world: Unite!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-04 20:57:17 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950104120702.23961B-100000@CSOS.ORST.EDU>
Source record: 95831

Good message there, Glenn. However there's a couple things I wonder about:

On 3 Jan 1995, Glenn M. Saunders wrote:

>
> Unfortunately the Intel CPU and MS-DOS became the standard method by
> which computer using is done in this country and once a standard appears,
> it is almost impossible to change.

While I accept that many people don't like the Intel/MS-DOS machines, I wouldn't go so far as to say "unfortunately." Personally, I don't feel that today's MS-DOS machines, which, while imperfect, can do a hell of lot, and notably cheaper than any 68K machine. I don't find the biggest bargains EVER in computing to be unfortunate.

>
> So IBM and Microsoft were simply there at the right place and the right
> time, and the uneducated business executives were far more likely to go
> with something boring and tried and true (IBM) than to go with something
> more innovative like the 68K series machines.

True, there was a time when the 68K machines were all better than the Intel. However, in the beginning (1981) there were no 68K machines, so they were not an option. Innovation in the 68K machines was never compelling enough to cause MS-DOS users to dump their hard/software. Instead, additions/refinements to the MS-DOS machines filled the void to the point that eventually the 68K machines were no longer more innovative - but rather outmoded.

> It is only by virtue of the qualities that the ST and Amiga had that
> they were able to be considered mainstream for as long as they did. For
> a time, the ST was earning a bit of development from the same big
> companies that did PC software. This was even more so with the Amiga.
> After all, Microsoft developed their Basic (not very good by the way) and
> they have a few versions of Wordperfect I believe. And of course a
> shitload of game ports...

Could the ST *ever* have been considered "mainstream?" The Mac, by far the most popular 68K machine, perhaps. The ST was such a fantastic machine in 1985 - but Atari's YEARS of resting on its laurels doomed the ST from the start.

>
> The MAC survived by virtue of its yuppie appeal and the greater resources
> of its parent company which allowed them to advertise more vigorously,
> not to mention much better distribution. I mean, jeez. Atari and C=
> distribution channels just plain SUCKED. After 1987 you had to really

> look hard to find places that sold those machines outside of mailorder.
> (I'm speaking of the 16 bit machines, their 8-bit machines were still in
> TOY stores--yeck).

Of course, the Mac Plus, Mac SE 30, Macintosh II, and so many
other variations up to 68040 generated sustaining enthusiasm for Macs....
Atari? Not a damn thing for years. Amiga? At least they got the
A4000. Apple's advertising helped, but corporate Apple kept cranking out
the next generation machines and kept things alive. C= a distant second,
Atari dead last. That had something to do with it as well.

>
> Now, after 10 years or so of the stifling effects of MS-DOS, the end is
> near. 10 years is an aeon in computer terms. And MS-DOS was already
> showing its inadequacies in 1985. It has come to the point where the
> need for productivity is FORCING more open-mindedness on the part of the
> business community to consider new operating systems.

I must admit that I'll be glad to see MS-DOS go, but one cannot
argue that despite all its inadequacies, MS-DOS can still get the job
done. I see many technically-minded yahoos belittle MS-DOS with some
high-powered analysis.... However, I can still turn on my MS-DOS
computer, click my mouse, and the job still gets done - probably as good
(that is - with quality software, fast, easy, and relatively cheap) as
other machines.

Some old solutions still work. Take automobiles... I'm tired of
reading a performance comparison between the Chevrolet Corvette or Camaro
and some of the new Jap turbo cars. Sure, there's no turbo, no overhead
cams, etc. on the 350. However, the LT1 350 cranks out equivalent or
MORE horsepower, and MORE torque. It costs LESS money and is more
reliable. Yet technically-minded yahoo writers continually belittle it
by calling it an "ancient pushrod engine" or "only having two valves per
cylinder." They complain about the "ancient solid rear axle." However -
a $19,000 1993-up Z-28 can pull as many g's as cars costing many times as
much. Same can be said for acceleration. Tops out just a hair under
160MPH. So the small-block is old.....so what?? It still manages to
get the job done. MS-DOS is also old. It is NOT state of the art, but
it DOES manage to get the job done at a good price. However, the
technically-minded yahoos will belittle both from here to eternity.

> But we certainly aren't there yet, and despite the fact that Microsoft
> created NT, they obviously don't want to see MS-DOS/Windows to go under
> yet, hence Win95/Chicago. This and the Pentium are two big stalling
> tactics which have done nothing but prevent the inevitable--the death of
> the computer status-quo as we know it.

The Pentim may not be the thoretical end-all, be-all chip.
(Hopefully we're talking about a new, improved one...heh). However, I
would NOT call it a "stalling tactic." It's a step up from the 486, is
it not? If the Pentium is a stalling tactic, then could not the same be
said for the 486, 386, or even 286?

>
> With the power of Intel and Microsoft, the move to RISC can be hindered
> for years if they want to continue fighting it. But at least IBM and
> Motorola have the right idea in working together to try to see us to a
> new start with PPC.

I'm out for fun and loyal to none - when it comes to computers,
which is why I have a clone. With hundreds of hardware vendors for the
PC, competition between vendors has resulted in continued innovation,
massive selection, and low price. The same can be said for software. As
soon as the same can be said for ANY RISC design, then it's time to move
to RISC. I'll be glad to shitcan my MS-DOS machines then....but until
then, they continue to serve pretty well. In the meantime, I'll suffice
with what I have (486/66) and obtain a Pentium when the motherboards cost
only $300 - as they always come down to that price eventually.

>
> The moral of the story is that the days when you could just buy a computer
> based on its individual performance are over. Some people will continue
> to do that, which is why we will have a tiny niche market for things like
> the new Amiga models (whenever they are released) and of course the larger
> niche market of the MACs. Those who follow that route will face the usual
> snickers and puzzled responses by others, which is more than enough peer
> pressure to force most into buying what everyone else does.

Those who follow that route will be doing so out of preference,
NOT performance. Things have changed a lot since 1985. They can still
buy a computer based on its performance - a 486SX/25 or Macintosh
Performa 650 versus a Pentium 100Mhz or Power Mac.

As far as peer pressure - I'd say its those hundreds of competing
hard/software vendors which have attracted people into "buying what
everyone else does" and driven prices down so that everyone can afford
one. This point can be illustrated by comparing a $1200 486/66 system
with a $3000 Atari TT - then hunting for software for either. The TT
user based his choice on preference, not performance.

> But we MUST
> appreciate the way computers have become an extension of our lives to the
> point where 'standards' to ease communication have led to the homogenous
> world of clones we have today. We have only PCs today, and the unwashed
> masses always expect that a program on their computer can be taken to your
> place and run on theirs just as much as their VHS tapes will run on your
> VCR. If it doesn't, then it is YOUR problem for not conforming to the
> norm and you are ostracized.

Taking computer programs from my place to another and running
them is MORE than an expectation of the UNWASHED! It's the way things
SHOULD BE, and it's about time things got that way, regardless of
architecture.

James Wood

96. Re: Orphans of the world: Unite!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-04 22:25:16 UTC
From: krishna@max.tiac.net
Message-ID: <3ef78d$20t@sundog.tiac.net>
Source record: 95833

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
: This is the only part I don't quite agree with.
: Windows NT is a lot more like Windows 3.1 than Win95 is, is many different
: ways. Win95 is definitely a step in the right direction, while NT is just

Well, I admit, I have not been studying the differences. All I know is that WinNT can be used on a wider array of CPUs. For instance, it is being used currently on MIPS boxes. I know that because there is a Lightwave port for it. It isn't tied to the Intel CPUs and this is good. Win95 looks just as tied to the x86 series as any other Microsoft OS to me, and that, to me, does NOT spell progress because the stifling of the computer industry is just as much a factor of the long-in-the-tooth survival of a CPU series that was never the best even 10 years ago.

I do feel that the huge overhead which NT requires is bad, but Windows isn't exactly that much better, it may leave you memory, but that's just because it is thrashing the drive with virtual memory swaps. NT is overkill for the average consumer, but just about every RISC operating system is overly bloated. I know of none that really offer a choice in how far you go in your implementation. Some of the features the average guy is never going to use, but it is eating up his resources anyway. I am merely talking about the lesser of many evils. Hopefully something better than NT will come around but that is all I could point to.

Theoretically, you could probably design a RISC OS that is really nice and in its base implementation, resides in ROM. The Acorn with the Arm (ala 3DO) is like that. It's not a perfect machine by any stretch of the imagination, but yes, there is no reason for requiring NT-like resources. For CISC machines, Amiga OS takes up 512K ROM and probably just a few hundred K in diskloaded stuff and the only thing it is lacking really as an OS is memory protection. When you move to RISC there is some code bloat anyway, but still, 2 megabytes at the utmost for a nice solid OS is all you really need.

: MS and Intel aren't the ones stalling "the death of the computer status quo",
: the many users out there with their old software and old knowledge are -- they

This is a philosophical debate as to the chicken and the egg. You see, where did the users get the idea that MS-DOS/Windows was all they needed? Where did they get the idea that preemptive multitasking was 'new' when OS/2 came out? Where did they get the idea that segmented memory and mega-kluge banking was in any way acceptable or state-of-the-art? They are almost totally ignorant of computers to the point where they have been hand-fed the BS that people like MS and Intel spew out, and they have been doing this for so long that they are almost hopelessly brain-dead.

It's not just the average joe, it's the press too. I saw a CNN article on the Pentium bug that referred to the Pentium as the 'Fastest chip in the world'. Anyone who knows anything about computers would realize that the fastest consumer level CPU is not THE fastest in all of computerdom anymore than a corvette is the fastest car in the world vs. the fastest street-legal car.

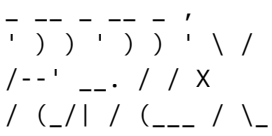
97. atari 800xl/65xe for pc

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-04 22:27:39 UTC
From: panx@ripco.com
Message-ID: <D1wJq4.8z9@rci.ripco.com>
Source record: 95834

Could some1 email me a emulator for PC ... pleaze!

thanx

--



98. Re: Orphans of the world: Unite!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-04 23:04:12 UTC
From: krishna@max.tiac.net
Message-ID: <3ef9hd$20t@sundog.tiac.net>
Source record: 95835

James Wood (jamesw@CSOS.ORST.EDU) wrote:
: While I accept that many people don't like the Intel/MS-DOS
: machines, I wouldn't go so far as to say "unfortunately." Personally, I
: don't feel that today's MS-DOS machines, which, while imperfect, can do a
: hell of lot, and notably cheaper than any 68K machine. I don't find the
: biggest bargains EVER in computing to be unfortunate.

First of all, since I am speaking in an Atari newsgroup, I don't believe it would be wrong to say "unfortunately" since I'm sure many of the Atari faithful would have liked the ST (or if they were primarily Jay Miner fans, the Amiga) to have won out and so even if they have clones, I'm sure most would have liked things to go differently. But yes, I was also speaking of the stifling of computer progress in general, if that's what you are riled about.

I do not seek to invalidate the opinions of those who chose to purchase a clone. Obviously they saw merit in being part of the mainstream. On the contrary, a great deal of my post was trying to explain why people like you HAVE clones. However, despite the advantages to owning clones, there are clear and distinct disadvantages. You may have the biggest bargain, but you do not have the best archetecture nor is the most popular OS for them in any way the most powerful, and that is just a fact. If that doesn't affect you in any perceivable way, that's fine. But if it were such that clones were both cheap AND the best machines ever created, there would BE NO DISSENT on the road to conformity. I mean, hell, that would be a utopia, so why fight it? But it isn't, which is why there are any people at all with 68K or RISC machines.

I don't want to get too far into Amiga advocacy here, but every time I boot up my A1200 I am reminded of its superiority to an MS-DOS/Windows environment, from the very liberal filename system which handles spaces and up to 32 characters, to its preemptive multitasking, datatypes, Arexx interprocess communication, more advanced shell script language, and on and on. If there was no advantage in using an Amiga I would not have considered getting one. Although I am not an ST/GEM nor a MAC/Sys 7.x advocate (I personally believe that both the Atari8 and the Amiga were the best machines of their eras), I do respect what must be an equal appreciation they have for the uniqueness of their systems and whatever advantages they think they have over clones.

: Taking computer programs from my place to another and running
: them is MORE than an expectation of the UNWASHED! It's the way things
: SHOULD BE, and it's about time things got that way, regardless of
: architecture.

Unrealistic an expectation it is, plain and simple. Out of the milions of people with computers, one can not expect or dictate that they run the same operating system. What would be convenient for you and the majority would be fascism to the minority. Thankfully there ARE ways to exchange DATA between dissimilar computers. From something like the MS-DOS disk conversion stuff on my Black Box/Floppy Board, Jview XL for foreign graphics formats, various low-level database and spreadsheet conversions on the Atari8, and CrossDOS, Emplant, and a shitload of WP/DB/graphics/etc.. conversions for the Amiga. If using another computer meant being TOTALLY isolated then it would be too intolerable even for the nonconformist to endure.

For some reason I fear that you are so sensitive as to ignore my comments which respect the opinions of clone users and focus only on my valid characterization of the 'clone wars' (pun intended--for Star Wars fans) as being a dark-age for operating system evolution in the mainstream--despite the good of the proliferation of computers in general.

AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
A // RIP Jay Miner ||| | G. M. Saunders | "You are not ready A
A \X/ Amy & Atari/ | \ | krishna@max.tiac.net | for immortality." A
A 1200 6502 series | | -Kosh A
AaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaA

99. Re: (Revised) Copying my ROM cartridges.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-04 23:20:49 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <3efagh$qok@ns.mcs.kent.edu>
Source record: 95841

```
On 4 Jan 1995 12:32:26 -0800, Rick_Michael_Cortese@cup.portal.com wrote:
: Well, I should look it up, but I believe the $F3F5 <or was it $F3F6?>
: was the target for the S: handler's OPEN vector in the older or
: subsequent compatible OS. It's what everybody said not to do. I'd
: guess to do a really nice lowering of RAMTOP you could use a CIOV
: call, but I'd do it on the cheap myself. I'm winging this so watch for
: mistakes.
: LDA $E410
: STA TARGET
: LDA $E411
: STA TARGET+1
: .BYTE $4C ;A JMP
: TARGET
: .BYTE $FFFF
: Whoops! make that .BYTE $20 ;A JSR & I think it'll be OK.

The usual way I did it cheap and dirty was:

LDA $E410
PHA
LDA $E411
PHA
RTS

I'm not sure of the order anymore, but you just pushed the addr onto the
stack and let the OS do the actual calling itself... (grin)

--BRiT
```

100. Re: Orphans of the world: Unite!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-04 23:30:24 UTC
From: krishna@max.tiac.net
Message-ID: <3efb2g$20t@sundog.tiac.net>
Source record: 95838

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
: don't want to switch. (Where I work they haven't upgraded their software since
: MS-DOS 5 and Windows 3.0!) I'm sure MS and Intel would love to put out the

Do you know how stupid business is???????????

I used to work as a temp at Bank of Boston. They have a network of 486s hooked up to a huge fileserver. If you want to see first hand how Clone boxes SUCK SHIT, then just come on down and ask for a tour of the returns department. Most of the 486s there are DX/33s, and some are newer and faster. Most of them have about 8 megs RAM.

First of all, the software is ancient. Maybe close to a decade old, but it may be revised or something, but still, it is a DOS app they are using. The machines are mostly running DOS 5.0 and some have Windows in them, but Windows is never used because the old app runs in DOS so why bother?

The software is so bad that you have a dearth of editing or undo flexibility. On all the fields, you can enter data, you can destructively delete, but you can't use the arrow keys to go back and insert text. This is basic shit folks! Most Atari8 applications allow that kind of stuff! There are also a lot of places where you 'pass the point of no return'. There is almost no ability to edit out mistakes short of deleting records or a whole session's worth of work. This slows down productivity like you wouldn't believe when someone presses one wrong key!

What about multitasking? MULTITASKING?? These machines have no idea what that is. One of the stations is tied up for a good hour a day or more printing out reports. If it could only MULTITASK, you could switch a window, and the terminal would be freed up for more inputting. But no. There were several times where we were short terminals (and you know how banks are about being stingy about buying new equipment) and if only MS-DOS had the ability to multitask effectively, that terminal would have been free for more inputting.

Of course, that may be moot if it would have slowed the throughput to a crawl, and on the one 386/16 we have there, that machine does achingly slow TEXT MODE screen updates. It's like it is writing to the screen as if it is a vt100 terminal istead of something memory-mapped.

After each batch is inputted, you have to total it up to print, on the 386/16 it just LABORS and LABORS at it. This is simple number-crunching that PCs are supposed to be famous for, right? If you threw a nicely written piece of 68K software in there with 68030/16s it would probably blow the roof off the place.

To make worse, the network (and you know how clone advocates love to wax on about how great their machines are in business networks) is ALWAYS flaking out or going down entirely. Sometimes you can't print through it, et cetera...

THAT is my firsthand definition of the evils of Microsoft and Intel.

AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
A // RIP Jay Miner ||| | G. M. Saunders | "You are not ready A
A \X/ Amy & Atari/ | \ | krishna@max.tiac.net | for immortality." A
A 1200 6502 series | | -Kosh A
AaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaA

101. Re: Doug Neubauer still lurking about Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-04 23:32:17 UTC
From: krishna@max.tiac.net
Message-ID: <3efb61$20t@sundog.tiac.net>
Source record: 95839

James Wood (jamesw@CSOS.ORST.EDU) wrote:
: Damn. If Star Raiders 2000 was developed and was good, I might
: buy a JAG just for that game. I guess I'm dreaming.....

: Please Atari - don't desecrate the Star Raiders name with a
: half-ass game like "The Last Starfighter" being called "Star Raiders II"
: in 1985.

Well, if you want to help me start a petition, we can plaster
Atari with it in hopes of getting a GOOD SR 2K done. They do listen
kinda to the suggestions on rec.games.video.atari, at least when
programmers like Jeff Minter are about.

102. Shameless plug!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-05 02:54:04 UTC
From: d.paterson2@genie.geis.com
Message-ID: <199501050254.AA062884447@relay2.geis.com>
Source record: 95845

The Atari 8-bit Omnibus is still available, now with a money back guarantee. This ad-stravaganza filled with products for the Classic Atari costs only a fin (two for a sawbuck). [Translation: $5 a copy] That includes worldwide shipping.

The Guarantee:
==========
If you don't like it/find it boring/think it's not worth $5/etc., just send me a letter with your name and address, saying what you don't like. KEEP the magazine! I'll write back, apologizing and including a cheque for your $5. Good enough?

So c'mon and try it!

The Atari 8-bit Omnibus
PO Box 342
Cote-St-Luc, QU H4V 2Y5
Canada

[Canadians can pay in Canadian funds. All others please pay in US $]
[If paying by cheque or money order, make it payable to David A. Paterson]

103. American Technavision!? Is 510-352-3787 still working!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-05 03:41:29 UTC
From: KENDRICK@sonoma.edu
Message-ID: <950104194208.202016df@sonoma.edu>
Source record: 95843

I called the 510-352-3787 quite a few times this afternoon and it was
always busy!? I didn't get a chance to call the 800 number I found
in an old mailer I found (after being frustrated at the busy signal)
so I'll try that tomorrow. I'd REALLY like to order some stuff ASAP!
But I need more details! (Tax, shipping).

Thanx for any help!
-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

104. Re: American Technavision!? Is 510-352-3787 still working!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-05 04:53:03 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Jan04.235101.3335@wariat.UUCP>
Source record: 95842

(BK asks about Amer. Tech.)
If you kept getting busies, then call another day. They no longer have
the 1-800 number. They don't charge tax on out of California orders (I
checked 8 1/4% for CA residents tax) . Shipping is a straight $4.75 for
orders under $150.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

105. Re: American Technavision!? Is 510-352-3787 still working!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-05 12:33:12 UTC
From: James King <jeking7@delphi.com>
Message-ID: <5qwagfQ.jeking7@delphi.com>
Source record: 95846

Dont know what problems you were having, but I got through to American Techna-vision just fine, and as a result ordered EVERY infocom game they had in stock.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

106. Am I Stuck ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-05 21:38:56 UTC
From: koutchin@mail1.sas.upenn.edu
Message-ID: <3ehotg$m02@netnews.upenn.edu>
Source record: 95847

HI !
I have Xformer 3.0 atari emulator, I wanted to play some games but
irealized that cannot get games such as ZYBEX, LODE RUNNER, Boulder Dush,
Moon Patrol, Star Raiders and so on for free or from an ftp. Is it right
that i am stuck and my emulator has no use ? I need soft ! I want Soft !
I can't live w/o software !

HELP SOS MAY DAY !

PrimeArt@aol.com
koutchin@sas.sas.upenn.edu

107. Re: (Revised) Copying my ROM cartridges.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-06 00:05:52 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FAGMBEVSUP@stingray.manawatu.gen.nz>
Source record: 95848

As for dumping carts to disk,

I noticed that the start button is checked before the cart is started,
so surely you could dump the contents of the cart to cassette and then
load the cassette file back into disk and play around with it to get it
to run? This would eliminate having to buy a cart copier, or putting
the cart into the right socket (bit hard to do this on an XL or XE).

I tried it once on my missile command cart several years ago, and although
it didn't work when I loaded it from disk (I forgot to lower the memory and
sort out a few other things normally done by the OS), the data was there
correctly.

Just thought this might help someone out there that wanted to do this. I
guess in conjunction with what everyone else has said, you should be able
to copy carts this way.

Richard =8-]

--

```
_ _
/(. .)\ )
(*)____/|
/ |
/ |--\ |
(_)(_) (_)
```

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

108. Atari 8-bit New User / Emulator Help FAQ Revision 0.5 Jan.5, 1995

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-06 01:12:18 UTC
From: KENDRICK@sonoma.edu
Message-ID: <950105171243.20202d8f@sonoma.edu>
Source record: 95849
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

```
All 5's here! Revision 5, as of January 5, 1995!
~ ~ ~ ~
----------------------this-file-is-80-column-ascii---approx-43Kbytes-long------
____________
The Unofficial Atari 8bit |THIS FILE |
New User, Emulator Help |CAN'T GET |
FAQ _|ANY BIGGER|_
\WITHOUT YOUR/
By Bill Kendrick \ HELP!!!! /
Revision 0.5 \ Please /
January 5, 1995 \ ask /
\____/
QUESTIONS!

[ Differences from Rev.0.4: Added description of Atari computers and
their capabilities; Updated to explain 2.5 and 3.0. ]

PLEASE also refer to: MyDOS 4.5x documents, SIO2PC documents,
XFormer documents, and the Atari 8-bit F.A.Q.

For general help (hardware, magazines, etc.) please check the Official
Atari 8-bit FAQ file:
From: Michael Current <MCURRENT@carleton.edu>
Where to get the latest copy of the Atari 8-Bit Computers
Frequently Asked Questions List:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq
(and many other FTP sites that archive Usenet FAQ Lists)
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq/faq.html
news:comp.sys.atari.8bit, news:comp.answers, news:news.answers

or, send a message to mailto::mail-server@rtfm.mit.edu that says:

send usenet/news.answers/atari-8-bit/faq
quit

Finally, you can always ask Michael for a copy at
mailto::mcurrent@carleton.edu

Summary of Atari 8-bit's an emulated 8-bit Atari's:
Atari 8-bit computers were produced between 1979 and 1987. The
major models released were the:
400 - 16K, 400/800 OS, CTIA graphics
800 - 16K-48K, 400/800 OS, CTIA or GTIA graphics (depends when made)
1200XL - 64K, 1200XL OS, GTIA graphics
600XL - 16K, XL OS, GTIA graphics
```

800XL - 64K, XL OS, GTIA graphics
65XE - 64K, XE OS, GTIA graphics (XE OS is same as XL OS?)
130XE - 128K, XE OS, GTIA graphics w/ Freddy (for graphics banking)
XEGS (Game System) - 64K, XEGS OS, GTIA graphics (OS had missile cmd)
All of the XL's except the 1200XL had BASIC installed on ROM. BASIC can
be purchased on cartridge for the 400/800/1200XL's.
ST Xformer 2.0 and 2.5 released for the Atari ST 16-bit machines.
Very limited. Now public domain.
PC Xformer 2.0 and 2.5 released for IBM PC machines. 2.0 is limited
and supports only 800 OS. Both public domain.
PC Xformer 3.0 released for IBM PC machines. Supports all OSes, 320K
RAM, and best of all, player/missile collision detection (which MANY
games use!)
Graphics:
The Atari has maximum resolution of 320 x 192 (standard, non-overscanned
screen) x 2 colors. 160 x 192 x 4, 160 x 192 x 2, 160 x 96 x 4,
160 x 96 x 2, 80 x 48 x 4, 80 x 48 x 2, 40 x 48 x 4 graphics are also
supported. 40 x 24 x 256-character (128 normal, 128 inverse, character
set indirection available) text mode is standard (2 colors).
40 x 24 x 128-multi-colored-character (4 colors per character allowed,
the other 128 characters have 4th changed into a color 5) and
40 x 12 x 128-multi-colored-character screen modes are available.
GTIA graphics support 80 x 192 x 16 shade-only, 80 x 192 x 16 hue-only,
and 80 x 192 x 9 color screen modes.
Normal (bordered), narrow (underscanned), and wide (overscanned) screen
modes are available.
Screen modes can be mixed (by lines) down the screen using the Display
List (a program which is executed by the ANTIC graphics chip every
screen refresh (60 times per second on real NTSC Ataris).
Fine scrolling (both vertical and horizontal) can be enabled on any
line on the screen.
All other screen attributes (color, player/missile horizontal position,
screen width, player/missile/playfield priority, etc.) can be ajusted
at any point down the screen via a "Display List Interrupt."
Four 8-bit wide, 128 or 256 byte high single color players, and four
2-bit wide, 128 or 256 byte high single color missiles are available.
A mode to combine the 4 missiles into a 5th 8-bit wide player is also
available, as is a mode to XOR colors or blacken out colors when players
overlap (good for making three colors out of two players!) Players
and missiles have adjustable priority and collision detection (which
is not supported by the PC Xformer 2.0 and 2.5 and ST Xformer programs).
Sound:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution,
8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4)
can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only
modes can be enabled for digitally sampled sound replay.
A fifth "voice" is produced by the internal speaker on Atari 400/800's
(for keyclick and buzzer) and in the XL's and XE's this was
(fortunately!) rerouted through the normal audio output, and the
keyclick can be disabled.

Objective of this file:
At the time of its release (mid 1994), much discussion went on in the comp.sys.atari.8bit Usenet newsgroup about the Atari 8bit emulator for IBM / MSDOS based computers, the PC Xformer 2.0 (XF2 for short). Many people in the 8-bit community had gotten, well, fed up with the XF2-based questions which did not pertain to them, or to the really dumb questions which were in fact understandable to new or rusty Atari 8-bit users, but had just gotten on the nerves of some of the comp.sys.atari.8bit readers/digest subscribers.
This file was created to reduce the number of 'newbie' and XF2 questions. Now it's becoming a fairly good reference (and got me the job of writing the commerical 3.0 release's documents!).
This FAQ will present answers to simple questions like "how do I turn off BASIC" (a good answer to that of course is, READ THE FRIGGIN' MANUAL) and "how do I get a disk directory?" (which is less obvious on Atari 8-bits, err.. MOST 8-bits <grin>).
It will also direct people who are unaware of the large amount of Atari 8-bit support (NOT NECESSARILY EMULATOR SUPPORT) and perhaps become a supplement for the many official and unofficial files floating around the net (like the official FAQ, the Vendor/Developer List, the Who's Who list, etc.).
Since revision 0.4 of this file, PC Xformer 2.5, a replacement for 2.0, and 3.0, the first commercial release, have been released. It is assumed that the reader has the latest versions of PC Xformer (2.5 or 3.0), although if you have 3.0, I must say, those documents are great! (If you don't get the joke, look at the name of the author of the manual, and look at my name.)

---=== Xformer Questions: ===---

Q.1) What does "READY" mean?
A.1) This is the Atari BASIC prompt. See below for hints on Atari BASIC.

Q.2) Why doesn't this program load?
A.2.1) The program may not work under the Atari 800 Operating System, it may require the XL/XE Operating System. Be sure you're in 800XL or 130XE mode. (130XE mode is only supported by XF3.0, not 2.5, but there is no real difference in the operating systems.)
A.2.2) It may not work under the XL/XE Operating System (rare cases), switch to 800 mode.
A.2.3) Be sure you turned BASIC off before trying to load it if it cannot run with BASIC on.
A.2.4) It might be a BASIC game! Be sure you're in BASIC and use the BASIC "RUN" or "LOAD" (and then "RUN") command. Also, be sure it works with the BASIC you have. Some programs only run in BASIC XL or XE (which are both cartridge-based BASIC's not currently supported by the Xformer), and some run with TurboBASIC XL (disk-based).
A.2.5) It may just refuse to run on the emulator.

Q.3) How do I turn off BASIC?
A.3) To toggle BASIC on and off, press [SHIFT]-[F10] ([F10] is [RESET], note: on a real Atari 8-bit, [SHIFT]-[RESET] does not have this effect).

Q.4) Why doesn't this game/program run correctly?
A.4.1) It may use player/missle collision detection which is not supported on the XF2.5. You might have to shell out the $29.95 for 3.0!
A.4.2) (See Question 2).

Q.5) How do I exit XF and return to DOS?
A.5) Press [F5]. Note: this does NOT temporarily 'shell' or 'jump' to MSDOS.

Q.6) How do I get to Atari DOS?
A.6.1) In BASIC, type "DOS" at the "READY" prompt.
A.6.2) Reboot without BASIC on.
A.6.3) Be sure you have a DOS-bootable disk image as the first MSDOS parameter after the "XFORMER" command. (DOS25.XFD and MYDOS45.ATR are both DOS boot-disk-images and are both in the XF25.ZIP file or on your XF3 disk).

Q.7) How do I use MSDOS files with XFormer?
A.7.1) Add the files to the command line and use them as their respective drives (be sure the first drive is a DOS-bootable disk image).
Example: XFORMER MYDOS45.ATR filename.ext
When booted the Atari will have two drives, D1: will be the MyDOS 4.50 disk image and D2: will be a write-protected disk which contains only the file "filename.ext". Note: there are bugs in XFormer which make accessing files from different directories a bit hard, just use the MOVE (or COPY and DEL) commands in MSDOS to get the file to the directory where you call XFORMER from.
A.7.2) Use the MSDOS program S2PC (S2PC.ARC available in the Utilities directory at the UMICH archives) which allows you to access files within a MyDOS/compatible .ATR disk image without using an SIO2PC or the XFormer. S2PC let's you read, write, delete, change directory, and view the directory of a MyDOS/compatible .ATR disk image. It can be used via command-line parameters from MSDOS, or as a menu.
A.7.3) If you can, use the MSDOS program ATARIMG, which is much like S2PC but has a nicer, more graphical (less-menu driven) interface. (Unfortunately, this doesn't run on all IBM's!)

Q.8) Just what ARE .ATR and .XFD files?
A.8.1) Refer to the XFormer and SIO2PC manuals for details on these files.
A.8.2) Simply put, they are Atari disks, stored as files which are as big as the disk they represent (an 88k disk image will use 88k on the IBM). .ATR files are used by SIO2PC (see below) as well as the XFormer (and the S2PC program mentioned above). .XFD files are used by ST Xformer (the Atari 8-bit emulator for Atari ST's) and PC Xformer (XF2,XF25,XF3).

Q.9) What's SIO2PC?
A.9.1) Refer to the XFormer and SIO2PC manuals for details on this program.
A.9.2) This is a program which runs on IBM/compatibles which, with the use of a simple (and relatively inexpensive) cable, makes the IBM act as though it were an Atari disk drive. (Up to four drives, actually). It uses disk image files (.ATR's) and can also let the Atari access single IBM files (much like XFormer does) as a single file all alone in its own disk. It also currently allows Print-Thru (all access to

the Atari "P:" (printer) device can be redirected to the IBM's printer,
screen, or MSDOS file; different translations/conversions are
user-defined when the Print-Thru mode is turned on). Finally, with
the use of two programs on the Atari 8-bit (the only two programs
that currently have anything to do with SIO2PC that have been written
(to my knowledge) for the Atari 8-bit), the IBM can be controlled
remotely (commands are sent from the Atari, typing on the IBM is not
necessary) and files can be sent directly to the IBM's drives.

Note: The following sections will simply discuss Atari BASIC, the Atari OS,
and Atari DOS 2.5 and MyDOS 4.5x (because these topics seem the most
relevant to the less-knowledged/experienced XFormer users).

---=== Getting around on the Atari: DOS and OS ===---
I. AtariDOS and MyDOS QuickReference:

MyDOS presents the user with the following commands:

[*] Disk directory of current directory (like "dir *.*" in MSDOS)
[1]-[9] Disk directory of a disk drive (like "dir a:*.*" - "dir i:*.*")
[A] Disk directory (like "dir <mask>" and optional output destination)
[B] Quit to cartridge
[C] Copy file(s) ("<source>,<destination>" copies from one place or
disk to another, just "<source>" copies from one place on one disk
in a drive to the same place on another disk in the same drive
(asks for swapping))
[D] Delete file(s) (add "/N" to delete without being prompted first)
(add ">*.*" or ":*.*" after a subdirectory name to delete the
files within it. A subdirectory name alone will delete the
subdirectory (if it is empty and unlocked)). (Acts like both
"del" and "rd" in MSDOS.)
[E] Rename file(s) (renaming multiple files is allowed, but be careful).
(like "ren <old> <new>" in MSDOS - with MyDOS, use "," between
old and new masks.)
[F] Locks file(s) from overwrite, deletion and appending (like
"attrib +r <mask>" in MSDOS.)
[G] Unlocks file(s) (returns them to their default state).
[H] Writes DOS files to a disk (this creates a disk which boots with
the current version of MyDOS you are using and also has the menu
file "DUP.SYS" on it as well). (This is like "sys"(?) in MSDOS.)
[I] Formats a disk (add "/N" after the drive number to do a quick-format
of an already-formatted disk (ie, just a very fast delete "*.*").
[J] Duplicate disk (copies an entire disk, including boot sector,
when using XFormer, it's much quicker to just copy one .XFD or .ATR
to another).
[K] Make binary file: saves memory and makes it binary-loadable. See [L].
[L] Load binary file: loads a compiled program. (like "<filename>" in
MSDOS, except any ".EXE", ".COM", ".OBJ", etc. is still required.)
[M] Run at address. Mainly for advanced users. Reboot is "E477",
reset is "E474" (these are the hex values of the addresses where
the routines to reboot and reset are.)

[N] MEM.SAV: when this is on, whenever you go to DOS (from BASIC,
for example) it will write what is in memory to a file "MEM.SAV"
so that when DUP.SYS (the menu) loads it isn't lost forever.
When you exit DUP.SYS with the "B: Run Cartridge" command, MEM.SAV
is reloaded and the environment should be as it was when you left.
It's probably quicker to simply "SAVE" your programs (if in a
language) which aren't nearly as big as all of the memory that
MEM.SAV saves.
[O] Options: this presents the user with some options. Mainly for
advanced users or special setups. See the MyDOS docs for details.
[P] Set density. Forces a drive to be recognized at a certain density
if MyDOS can't figure it out. (??)
[Q] Make a subdirectory. (like "md" or "mkdir" in MSDOS).
[R] Set default directory. (like "cd" in MSDOS and "cwd" in SpartaDOS)
This makes "D:" now the same as a subdirectory or other drive.
ie, "D2:" will make all calls to "D:" act as though they are to
"D2:" instead. Some programs when prompting for filenames do not
add "D:" to the beginning if one is not present, they add "D1:".
If you don't trust a program to look to "D:" instead of "D1:" and
you want it to look to some place OTHER than "D1:" (ie, where "D:"
is pointing which could be a VERY long path list), just add "D:"
to the beginning. ALSO, some programs don't even ADD "D:"'s if they
aren't in the filenames you give and may give errors (138, for
example: device not present, ie, if you said "TESTFILE.DAT" it
may think you want "T:" instead of "D:TESTFILE.DAT").
[S] Set ramdisk number. This is also under [O]ptions.
[V] Verify writes. This is also under [O]ptions. When Verify is on,
writes will be slower but 100% reliable. With it off, writes will
be much faster but possibly not as reliable (on bad disks, for
example). Default is off.

AtariDOS presents the user with the following commands which are identical
to MyDOS's commands: A,B,C(no swaping),D,E,F,G,H,I(some densities),J,K,L,M,N

AtariDOS 2.5 presents the user with the following commands not present or
not the same as MyDOS's commands:
[O] Duplicate file. This is used to copy a file from one disk to another
using only one drive. (In MyDOS, giving just a source will make
[C]opy act like DOS 2's Duplicate.)
[P] Format Single. In DOS 2.5, this is used to format 88k (Single Density)
disks. To format an Enhanced Density (127k) disk, just use [I].
In DOS 2.0, [I] is the only format option and only handles 88k.
(I may be wrong, but I have never had a Double Density drive under
Atari DOS 2.0 or 2.5!)

II. General DOS and OS questions:

Q.1) How do I access the disk drives?
A.1) First, you need to have booted with a DOS. All but one DOS is on
disk (SpartaDOS X is on cartridge). When the Atari boots up, it
does some of its 'boot-up stuff' which includes looking for a

disk drive connected and turned on which is set up as drive #1.
It then begins to load from the disk's "boot sector". If none
exists or there's a nasty error on the disk, you get the
"BOOT ERROR" notice until the error is fixed. (On SpartaDOS disks,
even non-bootable disks have a boot sector, but all the boot
sector is is a small program which displays a 'not a boot disk'
error).
To end the digression, the answer to 'how do I access the disk
drives' starts with 'you must boot the Atari with a DOS'. Check
the 8-bit FAQ and the UMICH and other FTP archives for lists of
DOSes available for Ataris, but the most used are Atari DOS (for
compatibility with almost ALL older software), MyDOS (for an
Atari DOS compatible high-end DOS), and SpartaDOS (for a very
high-end DOS which looks much like MS-DOS but unfortunately
cannont run all software which runs fine with Atari DOS and
MyDOS.) Note: SpartaDOS does NOT run on Atari 400's and 800's
(except the cartridge versions and I believe disk version 1.1).
Now that you have a DOS loaded, the Atari understands the
"D:" device (see below for Atari devices). Since there is more
than one disk drive, you have to be able to tell them apart.
The Atari uses numbers when it has more than one of the same
device, so "D1:" is drive 1, "D2:" is drive 2, "D3:" is drive 3,
etc.!
After the "D:" device name comes the filename. Of the most used
DOSes, only MyDOS supports lowercase letters in filenames, but
since most programs force uppercase entry for filenames, nobody
really seems to use lowercase in their filenames.

Q.2) How do I copy things from one place to another?
A.2) Atari DOS and MyDOS give you the "C" command in their menu
interface. When it asks for a source and destination, you can
use wildcards (* and ? like in most other DOSes) to copy more
than one file at a time. You can also present no destination
so that a file can be copied from one disk in drive 1 to another
disk in drive 1, for example, and the DOS will ask you to insert
each disk.

Q.3) What are subdirectories?
A.3) Subdirectories are places where files go which are just like the
normal directory of a disk, except the they happen to be WITHIN
that normal directory, or even another subdirectory. For example,
you can have your disk divided up into the "GAMES" files, the
"GRAPHICS" files and the "SOUNDS" files. A directory of the disk
(the "root" or "base" or "trunk" directory) will simply list the
three subdirectories, "GAMES", "GRAPHICS" and "SOUNDS". Then,
if you ask for a directory listing of the "GAMES" subdirectory,
you will see the files (and perhaps other subdirectories) within
the "GAMES" directory. Think of it as a tree. For people familiar
with Macintoshes, "Folders" are simply subdirectories. A window
which appears when you open a "Disk" Icon is the "root", and all
of the "Folders" within it have more windows in them which also

have file and folder icons.
Here's a comparison to using subdirectories on different DOSes
root 'GAMES' 'SPACE' within 'GAMES'
AtariDOS D: n/a n/a
MyDOS D: D:GAMES: D:GAMES:SPACE:
SpartaDOS D: D:GAMES> D:GAMES>SPACE>
MSDOS (IBM) \ \GAMES\ \GAMES\SPACE\
Note, only Atari DOS would be using drive 1 here, all other DOSes
are not necessarily using drive 1, and MyDOS and SpartaDOS may
already 'be within' a subdirectory.
In MyDOS and SpartaDOS (and MSDOS), you can change the 'current'
or 'default' directory to a different place (a different drive or
a subdirectory). "D:" can stand for "D1:" (like AtariDOS always
does) or "D2:GAMES:SPACE:"! PLEASE READ THE MYDOS DOCUMENTS FOR
DETAILS ON THIS!

Q.4) What does "P:", "E:", "K:", etc. mean?
A.4) As stated before, the Atari has devices. "D:" is added when a
bootable disk in drive 1 is read. Other exist as well:
C: cassette - readable and writeable, no filenames
D: disk drive - readable, writeable, random access, directory,
files, multiple devices (up to 9 on MyDOS and newer SpartaDOS,
8 on AtariDOS)
E: editior - readable, writeable. This is how input from the
keyboard and output to the screen is normally handled. If
you wish to type a small file up by hand and have it sent to
the printer or a file, use "E:" as the source.
G: graphics - writeable. This is not built into the Operating
System but must be loaded. This is an Epson-compatible printer
driver which can easily dump graphics.
K: keyboard - readable. This is just the keyboard. Input from
it is not 'echoed' back like with the "E:ditor".
M: multi-mouse - readable, writeable? This is not built into the
Operating System but must be loaded. This is a handler which
runs in the background and accepts input from either a mouse,
a joystick or a touch-tablet and displays a mouse pointer on
the screen.
P: printer - writeable. Send data to this and it will appear
on the printer. You can print files (documents, etc.) by
using "P:" as the destination. The Atari XL/XE OSes support
"P1:" and "P2:", although I believe this usage is rare.
R: RS232 - readable, writeable, concurrent mode. This is not
built in to the Operating System, but is loaded. It supports
modems. The Atari 850 Interface has it's "R: handler"
'built-in', which means the Atari also looks for an 850 (or
other compatible interface) and receives the "R: handler" code
from it. Other interfaces and the Atari 'direct-connect'
modems require a file to be loaded which contains the "R:"
code. "R1:" and "R2:" is also supported, but also its usage
seems rare.

W: Windowing (screens) - readable, writeable. This is a graphics
8 graphical windowing driver (rarely used, unfortunately!).
It must of course be loaded as well.
Z: RTime8 clock - readable, writeable. This is also not built
in to the OS, but loaded. This is loaded from disk and lets
the user access the "RTime8" real time, battery-backed up clock
for the Atari 8-bit. (This is a cartridge-based device).
I am unaware of any "Z:" clone which let's you set the Atari
internal (non-real time, non-battery-backed-up) clock if you
do not have an RTime8, although I'd love to see one! <hint!!>

Q.5) How do I print something from DOS?
A.6) As stated above, just use the "C"opy command, then use the file
you wish to print as the 'source', and "P:" as the 'destination'.
Example: "D1:DOCUMENT.TXT,P:"

---=== Getting around on the Atari: BASIC ===---

Q.1) What does "READY" mean?
A.1) Again, this is simply the prompt that Atari BASIC (and most older
BASIC's) presents the user when it is in "Immediate" mode.
Entering a command will cause it to act immediately.
Entering a line number and then a command will place that line into
the current program.
Entering a line number alone will remove that line from the current
program.
To start a program, use the "RUN" command.
To erase a program, use the "NEW" command.
To clear variables, strings and arrays, use the "CLR" command.
To load a program, use the "LOAD" command followed by a filename
(see below). To load and run a program, use the "RUN" command followed
by a filename.
To save a program, use the "SAVE" command followed by a filename.
To list a program, use the "LIST" command followed by an optional
start and end set of lines seperated by commas.

Q.2) Where can I learn Atari BASIC?
A.2) A (set of) file(s) will be created explaining all of Atari (and Turbo)
BASIC's commands and their usage. (A larger file may be produced
which will be based on examples provided in the Atari BASIC Reference
Manual). (As of today, 7/23/94, these particular files do not exist).

Q.3) How do I quit BASIC?
A.3.1) Type "DOS" to quit BASIC and return to DOS.
A.3.2) Type "BYE" to quit BASIC and exit to the OS's "bye" routines
(Atari Memo Pad on 400/800's, Atari Rainbow on 1200XL's, and
Self Test on other XL's and XE's). (Note: On 1200XL's, use [HELP]
to go to the Self Test when the Atari Rainbow appears).
A.3.3) For XFormer users, remember, [SHIFT]+[F10] reboots and toggles BASIC.

Q.4) Why don't strings work?
A.4) Strings must be "dimensioned" like arrays in Atari BASIC. Strings

are special character arrays. See the BASIC usage/etc. files mentioned
in the answer to question 2. Simply put, to make a string that will
accept up to "#" character, use DIM <name>$(#) . Example:
DIM A$(10) - now A$ can contain between 0 and 10 characters.

Q.5) How do I make graphics?
A.5) Use the "GRAPHICS" command to switch between the following screen modes:
(Note: All modes except 0, 9, 10 and 11 have four lines of 40 x 24 x 2
sized text covering the bottom of the screen. Add "16" to the mode
number to remove this window (but do not make any PRINTs or PUTs to
the standard output otherwise a GRAPHICS 0 screen will appear))
(Note: Add "32" to the mode number to keep the screen from clearing
when it appears. One problem, however, all screens overlay each other
so unless you only use certain modes at certain times, parts of some
screens will become (or start out) with 'garbage' on them.)
0 40 x 24 x 2 text
1 20 x 24 x 5 text
2 20 x 12 x 5 text
3 40 x 24 x 4 graphics
4 80 x 48 x 2 graphics
5 80 x 48 x 4 graphics
6 160 x 96 x 2 graphics
7 160 x 96 x 4 graphics
8 320 x 192 x 4 graphics
9 80 x 192 x 16 luminence-only graphics
10 80 x 192 x 9 graphics
11 80 x 192 x 16 hue-only graphics
12 40 x 24 x 4-colored text
13 40 x 12 x 4-colored text
14 160 x 192 x 2 graphics
15 160 x 192 x 4 graphics
Commands available in Atari BASIC for manipulating simple graphics
include:
PLOT x,y POSITION x,y COLOR c (c=color or character value)
DRAWTO x,y LOCATE x,y,r (where r is where result will be stored)
SETCOLOR c,h,l (c=palette location, h=hue, l=lum)
Colors:
COLOR command colors are not identical to SETCOLOR command colors:
COLOR 0 will draw using the background color, set with
SETCOLOR 4,hue,lum
COLOR 1 will draw using color "0", set with
SETCOLOR 0,hue,lum
COLOR 2 will draw using color "1", set with
SETCOLOR 1,hue,lum
COLOR 3 will draw using color "2", set with
SETCOLOR 2,hue,lum
Except in GRAPHICS mode 10, where COLORs 0, 1, 2, and 3 must be
POKEd into memory locations 704, 705, 706 and 707 (the
player/missle graphics color locations). Examples of this will
be presented in the BASIC usage files. (Sorry)

Q.6) How do I make sound on the Atari
A.6) Remember, XFormer 2.5 doesn't support sound! (XF3.0 does)
But anyway, in Atari BASIC:
SOUND c,p,d,v
c=channel (0-3)
p=pitch (0-255)
d=distortion (0,2,4,6,8,10,12 or 14)
v=volume (0-15)
The buzzer character is CHR$(253) aka [CONTROL]+[2] (NOT [CONTROL]+[G])

Q.7) How do I move the cursor and edit?
A.7) The Atari "E:" device (standard input/output which is the "editor")
allows the following characters for editing:

Key: AtASCII #: Use:
Atari none Turn inverse on/off (Atari 400/800 kybds)
Inverse [Triangle] none Turn inverse on/off (Atari XL/XE kybds)
CAPS none Turns caps-mode to lowercase (400/800 OS)
CAPS none Toggles caps-mode from upper to lower (XL/XE)
Sh-CAPS none Turns caps-mode to uppercase (all OSes)
Ct-CAPS none Turns caps-mode to [Control]-[Lock] (all)
Up ([^-]) 28 Move cursor up
Down ([^=]) 29 Move cursor down
Left ([^+]) 30 Move cursor left
Right ([^*]) 31 Move cursor right
Space 32 Move cursor right (overwrites w/Space char)
BackSpace 126 Move cursor left (deletes previous char)
Delete ([ShBkspc]) 156 Deletes a (logical) line (1-3 physical lines)
Insert ([Sh>]) 157 Inserts a physical line
Ct-Delete ([^Bksp]) 254 Deletes char under cursor, pulls rest left
Ct-Insert ([^>]) 255 Inserts space under cursor, pushes rest right
ClearScn ([^<]) 125 Clears screen
Bell ([^2]) 253 Sounds buzzer
TAB 127 Moves cursor to next TABstop
ClrTAB ([^TAB]) 158 Clears any TABstop under cursor
SetTAB ([ShTAB]) 159 Sets a TABstop under cursor
ESC 27 Sets ESCape (next edit char after is shown,
not done, non-edit chars shown (like normal))
RETURN 155 Sends End Of Line (moves cursor to lowerleft
of next line, accepts input)
Note: Inverse characters have values of the normal version of the
characters plus 128. (The only non-viewable inverse character is
inverse-ESC, or what would be the [ESC],[RETURN] combination. The
character exists, but must be set into screen RAM by hand. Oh well,
at least you still have 255 easily viewable characters! <grin>)

Q.8) How do I make the editor characters appear
A.8.1) As shown above, you must have an ESC sent before them.
When simply entering text, type [ESC] then the edit key and the
character for that edit key should appear.
When entering text in a PRINT statement, you must have it send an
ESC beforehand, so first type [ESC],[ESC] to make an ESCape character

appear, then type [ESC] then the edit key and the character for that
edit key should appear. When the PRINT statement is executed, the
first ESCape (which you typed as two [ESC]'s) will make the editor
SHOW the following character (even if it is an edit character), then
the character which you entered (with [ESC] and then the edit key)
will make that character appear. This makes it difficult to align
a set of PRINT statements which make a multi-line picture or menu
which uses viewed edit keys. It is probably best to have all of the
lines in your program with the PRINT statements that can fit visible
on the screen, then edit them (without putting any of the ESCape
characters in, then when the picture looks like how you want it on
the screen, move the cursor to on top of each edit-key character and
press [Control]+[>] (Control-Insert). A blank space should appear
under the cursor and the rest of the line should move right. Now,
type [ESC],[ESC] and an ESCape edit-key character should appear
where the blank space was. When you are finished doing that for
each line with those PRINTs in it, BE SURE TO ENTER THEM INTO THE
PROGRAM BY PRESSING [RETURN] ON EACH OF THOSE LINES! Whew!
A.8.2) Set the memory location "766" to "1" with the command "POKE 766,1"
to turn on the no-edit mode (ALL characters except End Of Lines
will appear, even ClearScreens!) When you want to go back into
normal mode, set the location back to "0" with "POKE 766,0".

Q.9) What's with the colors changing?
A.9) THIS, MY FRIEND, IS THE FIRST EVER SCREEN SAVER! This is called
"Attract mode" as was used on the Atari 2600 and Atari 400/800/XL/XE
series (and probably on the 5200 and 7800 but I cannot confirm this).
When a key hasn't been pressed for 7 or 9 (depending on OS, model, etc)
minutes, the screen colors begin changing, thus protecting your TV
or monitor from having a static image burned on it.
To turn this mode off, press a key, or, if within a program, use the
command "POKE 77,0" at least once every few minutes (IF the screen is
active, otherwise turning it off would be kinda useless).
To turn it on, wait 7 or 9 minutes without pressing a key or having
location "77" set to "0", or set location "77" to "128" with
"POKE 77,128", voila! instant attract mode!

Q.10) How do I access 'devices' on the Atari?
A.10) The following commands are available to Atari BASIC's (and also
variations on these are available in most other Atari languages!):
OPEN #a,b,c,d$ Opens channel 'a' for access to 'd$' in mode 'b'
with auxillary mode 'c'. Channel 'a' must be
free or a 'Channel already open' (129) error
occurs. Examples:
OPEN #1,4,0,"K:" - input from keyboard
OPEN #2,8,0,"P:" - output to printer
OPEN #3,12,0,"D:FILE" - random access to disk
OPEN #4,9,0,"D:DATA" - append-output to disk
OPEN #5,13,0,"R:" - concurrent to RS232 (modem)
OPEN #6,6,0,"D:*.TXT" - directory access to disk
(reads directory of "*.TXT" mask)

CLOSE #a Closes channel 'a' (freeing it for use)
GET #a,b Reads a byte from channel 'a' and stores it in 'b'
PUT #a,b Puts byte 'b' onto channel 'a'
INPUT #a,b$ Reads a string (up to 255 bytes and a REQUIRED
'end of line' (character 155)) from channel 'a'
and stores it in 'b$'
INPUT #a,b Reads a string (up to 255 bytes and a REQUIRED
'end of line' (character 155)) from channel 'a'
and stores the numeric value of it in 'b'
PRINT #a,<stuff> Just like the normal BASIC PRINT statement, but
sends the information to channel 'a' (semicolons,
comas, and mixed types are of course allowed).
STATUS #a,b Reads the error 'status' of channel 'a' and stores
it in 'b'
XIO a,#b,c,d,e$ General I/O call. This a little complicated and
may be expanded upon in a future revision. Just be aware of the
following:
a - command
b - channel to use (usually must be free)
c - auxillary mode 1
d - auxillary mode 2
e$ - file or device to act upon
Examples:
XIO 32,#1,0,0,"D:FILE,OLDFILE" - renames file
XIO 33,#1,0,0,"D:OLDFILE" - DELETES file
XIO 34,#1,0,0,"D:GAMES" - creates a directory in My- & Sparta-DOS
XIO 35,#1,0,0,"D:NEWFILE" - locks a file from over-write and
deletion
XIO 36,#1,0,0,"D:NEWFILE" - UNlocks a locked file
XIO 40,#1,4,0,"D:PROG.OBJ" - loads and runs a binary file
(like "L" in Atari and MyDOS)
XIO 40,#1,5,0,"D:PROG.OBJ" - loads a binary file
(like "L" in Atari and MyDOS with the "/N" option)
XIO 41,#1,0,0,"D:GAMES" - changes default directory that
drive/subdirectory (all calls to "D:" will now occur within
that drive/directory)
XIO 254,#1,0,0,"D2:" - FORMAT a disk (in Atari DOS 2.5, this is
format 'enhanced', to format 'single' density, use XIO 253)
(in MyDOS, this is format, but not 'enhanced', use
XIO 253,#<channel>,1,0,"D<drive>:" for format a drive in enhanced
mode).
NOTE: 39 and 40 are the same. Also note the useage of AUX1 in the
"XIO 40" example.

---=== Getting Atari files to an IBM: ===---

Q.1) How can I read Atari disks on my IBM?
/-----\
[note:] Someone please give more details or corrections here! Thanx!
\-----/
A.1.1) If you have double-density Atari disks, you can use the program

"Util" on the IBM which can read double-density Atari disks. Please
see the Atari 8-bit FAQ for more details.
A.1.2) If you have an Atari 1050 disk drive, you can use the program MULE
to copy files, one file at a time, 20k chunks at a time, from the
Atari to the IBM. You first must format a 180k disk on your IBM,
the run MULE on your Atari to get a file onto the MULE disk, then
run MULE on the IBM to get the file onto the IBM. Tedious, isn't
it? MULE wasn't meant to be a fully-functional program, just a
demo to show that this was even possible.
A.1.3) If you're fortunate to have a Black Box interface on your Atari,
you can get an external IBM drive and the Black Box's add-on, the
Floppy-Board and simply copy files from your Atari disks or hard
drive(s) onto IBM disks via the floppy board, then load them up
on your IBM.

Q.2) Ok, I can't do any of that, now what?
A.2.1) You can use SIO2PC, which is a program for IBM's which turns your
IBM into a set of Atari disk drives. You need the SIO2PC cable
(which you can purchase, assembled or unassembled, or buy parts
and build it yourself) and the SIO2PC software (available at UMICH).
Connect your IBM to your Atari, load SIO2PC, and then run the
program FILE2PC on the Atari to transfer files to the IBM's hard
drive. Or instead create a disk image within SIO2PC and copy files
from one disk (a real Atari floppy) to another (the SIO2PC image)
with the Atari or MyDOS "C"opy command. If you want to extract files
out of the SIO2PC disk image file and store them on your IBM's hard
drive or floppies as single files, either again use FILE2PC or use
S2PC, an IBM program which can extract files from or add files to
MyDOS-compatible SIO2PC disk images!
A.2.2) You can use two modems to download files from your Atari 8-bit.
A.2.3) If you don't necessarily want files that you already have on your
Atari 8-bit, you can download files from the huge collection
available at FTP sites and Atari 8-bit supporting bulletin boards
and save them onto your IBM.
A.2.4) If you have only one modem, so you can't connect both your Atari
8-bit and your IBM together via modems, you can do it via null-
modem, OR you can upload files from your Atari to some bulletin
board or account you have access to, and then connect the modem
to your IBM and download the files.

Q.3) Is there any easier way to get Disk Communicator (Atari disk image)
files to and from SIO2PC disk images or PC Xformer XFD disk images
other than using Disk Communicator 3.2 on my Atari! I mean, both files
are disk images! They're both on my PC's hard drive! <cry>
(AND NOTE: DiskComm. doesn't like SIO2PC a lot of the time anyway!)
A.3.1) Yes! There's a new IBM program out called DCM2DSK.
(Why "DSK" and not "ATR"? To keep people from getting confused with
the ATR-8000(?)) The current version is '2' and it's available at
UMich's archives and probably elsewhere. Filename: "DCM2DSK2.ZIP" in
the SIO2PC directory.
A.3.2) There's also a new program which converts DCM's to XFD's. I need to

look at it myself first before I can describe it (or someone help
me, please?)

---=== Where to get or FTP files mentioned in this FAQ: ===---

The PC Xformer 2.0 and 2.5 can be downloaded from the "ftp.clark.net" FTP
site:
Directory/file-path: systems/msdos/emulators/xf25.zip (or xf2.zip)

PC Xformer 3.0 can be purchased for $29.95 (prices may vary) from:
B&C Computervisions (USA):
1-408-986-9960

Mid Cities Computers (USA):
1-310-867-0626

Rising Star Computers (USA):

1-800-252-2787

Toad Computers
1-800-448-TOAD

ACN (Holland/Germany):
???
+31 23351100

FaST Club (UK):
???
+44 602445250

Ordosoft (France):
???
+33 47547942

or directly from Branch Always Software:
14150 N.E. 20th Street, Ste 302, Belleuve, WA 98007.
1-206-369-5513
e-mail: darkem@microsoft.com

The following programs are availabel at the "archive.umich.edu" FTP site:
SIO2PC: atari/8bit/sio2pc/*.* [all files are SIO2PC/utility files]
MULE: atari/8bit/Utilities/????
Util: atari/8bit/Utilities/????

AGAIN, >>> PLEASE <<< CHECK OUT THESE OTHER FILES:
ATARI 8-BIT FAQ
PC XFORMER DOCUMENTS
MYDOS DOCUMENTS
SIO2PC DOCUMENTS

Thanx!

Contacts:

I (Bill Kendrick) can be contacted at:
mailto::kendrick@vax.sonoma.edu
on the "comp.sys.atari.8bit" and "comp.emulators.misc" newsgroups, or
New Breed Software, 59 Palm Lane, Novato, CA 94945.

Darek Mihocka, the author of the PC Xformer can be contacted at:
mailto::darekm@microsoft.com
on the "comp.sys.atari.8bit" and other newsgroups, or
Branch Always Software, 14150 N.E. 20th Street, Ste 302, Belleuve, WA 98007.

Micheal Current, keeper of the Atari 8-bit FAQ files can be contacted at:
mailto::mcurrent@carleton.edu

PLEASE add questions and report any mistakes or bugs to me ASAP.

-bill

109. Re: Am I Stuck ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-06 01:26:15 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ei67n$ee8@nic-nac.CSU.net>
Source record: 95850

The PC Xformer 3.0 may be useless for you, for the moment, IF you can't live with the fine PC/Freeware/Shareware titles out there, available for FTP!

I suggest dig around Umich (atari.archive.umich.edu ; atari/8bit) for some titiles (under "Games" directory). It's a bit small in comparison to all of the commercial software out there, but some of the quality is well worth the lack of quantity (how many of us REALLY want all of the old early 80's titles which don't barely tap the abilities of the 8-bit!).

If you just can't STAND it, go purchase an Atari 800XL or 65XE or 130XE used or refurbished (although used from other 'net users is usually far cheaper compared to used, new, or refurbished from larger vendors) and an Atari 1050 or XF551 disk drive and get full compatibility! (Copy-protected software will run for the first part; all other software would work for the second part! (hey, PCXF30 isn't perfect.. hopefully some future 3.x or 4.x or 5.x version will be! :)))

Good luck!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Keeper of the Atari 8-bit Newbie/Emulator FAQ file!

110. Re: American Technavision!? Is 510-352-

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-06 06:17:02 UTC
From: bjcorr@delphi.com
Message-ID: <9501060117591.DLITE.bjcorr@delphi.com>
Source record: 95851

>Dont know what problems you were having, but I got through to American
>Techna-vision just fine, and as a result ordered EVERY infocom game
>they had in stock.
>
>--
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - jeking7@delphi.com @ @ @
> @ @ @ ------------------------------------ @ @ @
>
Yeah, I got them first try too and ordered a catalog. By the way does
anyone know where I can get a MAX232 chip? I'm trying to build a SIO2PC?
bjcorr

111. WTB: 1 Meg MIO, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-06 12:36:42 UTC
From: bensmith@teleport.com
Message-ID: <3ejdgq$pud@linda.teleport.com>
Source record: 95852

I have a friend looking for the Following Items:

1 MEG MIO

Basic XL & Basic XE on Disk

Basic XL & Basic XE on Cart

Hand Scanner

Several Atari 8-Bit Compatible Mice

All listed above are for the Atari 8-Bit.

Please direct all replies in E-Mail:

bensmith@teleport.com

--Thanks--
---Ben---

--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

112. Re: Errors!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-06 15:56:19 UTC
From: nlin@alliant.backbone.uoknor.edu
Message-ID: <3ejp74$9br@romulus.ucs.uoknor.edu>
Source record: 95853

```
Rick_Michael_Cortese@cup.portal.com wrote:
: Say Norman; didn't you write a space shooter <invasion?> for Antic?
: Rick

Yes! I don't believe it; I never thought the article was published. Could
you perhaps mail me a photocopy of the article?

Wow,
Norman

--
_____ __ __ _____ Norman Lin, nlin@uoknor.edu (preferred)
| | | | nlin@alliant.backbone.uoknor.edu (alt. 1)
| | _ |__ | | | Coordinator for the "Fisher Price PXL 2000"
| | | | | | | camcorder mailing list. Email for info.
```

113. UMICH SUCKS !

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-06 18:21:55 UTC
From: koutchin@mail1.sas.upenn.edu
Message-ID: <3ek1o3$ga2@netnews.upenn.edu>
Source record: 95854

HI !
Thank you every one who replied or sent me email on prev posting.
Well, guys , i downloaded the whole directory from umich and i have
to say. ALL GAMES SUCK ! what's wrong ?There are no comercial quality
games at all in there ! Where can i get GOOD and COOL games ?
And by the way, How much for a nice 65XE ?

TIA
Artem Koutchine (Art)
primeart@aol.com
koutchin@sas.upenn.edu

114. WHAT IS WHAT ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-06 18:56:40 UTC
From: koutchin@mail2.sas.upenn.edu
Message-ID: <3ek3p8$hj0@netnews.upenn.edu>
Source record: 95655

HI !

I AM SORRY BUT I'VE LOST ALL THE DESCRIPTIONS OF THE ATARI'S MODELS:
WHOULD YA PLEASE GIMME SPECIFICATIONS OF 400/800/130/1200/65 XE/XL.
Just info with use of that i can understand WHAT IS WHAT ?

thank you
PrimeArt@aol.com
koutchin@sas.upenn.edu

115. Re: Orphans of the world: Unite!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-06 19:13:40 UTC
From: dhoff@tiger.lsu.edu
Message-ID: <3ek4p4$q95@tiger1.ocs.lsu.edu>
Source record: 95656

Glenn M. Saunders (krishna@max.tiac.net) wrote:

: Do you know how stupid business is???????????

This part I'll buy...

: I used to work as a temp at Bank of Boston. They have a network of 486s
: hooked up to a huge fileserver. If you want to see first hand how Clone
: boxes SUCK SHIT, then just come on down and ask for a tour of the returns
: department. Most of the 486s there are DX/33s, and some are newer and
: faster. Most of them have about 8 megs RAM.

I must've missed the relevant part here. Is it bad because they're
reasonably powerful processors stuck in shitty motherboards? Or that
this returned hardware goes to waste?? I'm lost.

: First of all, the software is ancient. Maybe close to a decade old, but
: it may be revised or something, but still, it is a DOS app they are
: using. The machines are mostly running DOS 5.0 and some have Windows in
: them, but Windows is never used because the old app runs in DOS so why
: bother?

Yeah, good point. God knows, if you've got a GUI to bog shit down, by
all means, slap it on top of software that doesn't need it.

: The software is so bad that you have a dearth of editing or undo
: flexibility. On all the fields, you can enter data, you can destructively
: delete, but you can't use the arrow keys to go back and insert text. This
: is basic shit folks! Most Atari8 applications allow that kind of stuff!

I'll sure buy that. The programmer(s) should be shot, hung, drawn,
quartered, whipped, boiled, and forced to read comp.sys.amiga.advocacy...

: What about multitasking? MULTITASKING?? These machines have no idea
: what that is. One of the stations is tied up for a good hour a day or
: more printing out reports. If it could only MULTITASK, you could switch
: a window, and the terminal would be freed up for more inputting. But

Which would certainly be the case if it were running OS/2 or another
relatively modern O.S. DOS 5.0 certainly doesn't qualify.

: Of course, that may be moot if it would have slowed the throughput to a
: crawl, and on the one 386/16 we have there, that machine does achingly
: slow TEXT MODE screen updates. It's like it is writing to the screen as
: if it is a vt100 terminal istead of something memory-mapped.

As compared to the same software running on, what? A 486/DX2-66? An
Atari 800XL? A 1040ST? Please keep examples to pre-1990, as that's the

era of 386-16's.

: After each batch is inputted, you have to total it up to print, on the
: 386/16 it just LABORS and LABORS at it. This is simple number-crunching
: that PCs are supposed to be famous for, right? If you threw a nicely
: written piece of 68K software in there with 68030/16s it would probably
: blow the roof off the place.

If you threw any comparable machine a COMPETENTLY and EFFICIENTLY written
piece of software it would probably fracture their minds.

: To make worse, the network (and you know how clone advocates love to
: wax on about how great their machines are in business networks) is ALWAYS
: flaking out or going down entirely. Sometimes you can't print through
: it, et cetera...

: THAT is my firsthand definition of the evils of Microsoft and Intel.

Well. You've certainly made a case against the shit software they run and
the competence of those who specify and maintain the PC's. What I am
missing entirely from this is how this is supposed to demonstrate the
evils of Microsoft and Intel (which I am generally the first to
espouse)... I can certainly find badly written bullshit for any platform,
any OS - and I can find DOA equipment as well. While you've certainly
disparaged the bank's I.S. department, I don't see anything relevant
enough to dump in MS or Intel's lap...

Yours in mutual Atari worship,

- Dan
dhoff@tiger.lsu.edu

116. Re: Errors!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-06 20:38:38 UTC
From: jlodoen@shell.portal.com
Message-ID: <3ek9oe$cj@news1.shell>
Source record: 95657

Rick_Michael_Cortese@cup.portal.com wrote:
: Say Norman; didn't you write a space shooter <invasion?> for Antic?
: Rick

My records show...

90-04, April/May 1990 -- Vol. 9, #1
INVASION.OBJ, INVASION.SRC: game by Norman Lin (binary load, ASM source)

117. Re: UMICH SUCKS !

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-06 21:09:38 UTC
From: jeking@xmission.com
Message-ID: <3ekbii$2kg@xmission.xmission.com>
Source record: 95658

Artem Aleksandrovich Koutchine (koutchin@mail1.sas.upenn.edu) wrote:
: HI !
: Thank you every one who replied or sent me email on prev posting.
: Well, guys , i downloaded the whole directory from umich and i have
: to say. ALL GAMES SUCK ! what's wrong ?There are no comercial quality
: games at all in there ! Where can i get GOOD and COOL games ?
: And by the way, How much for a nice 65XE ?

Your BEST source for 8bit software is my BBS. One of the largest 8bit ATari
BBS's in the world. The Atari Connection at 801-969-1468 (300-19.2k)

Give it a call and stop your complaining.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @

118. Re: UMICH SUCKS !

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-06 21:10:29 UTC
From: jeking@xmission.com
Message-ID: <3ekbk5$2n4@xmission.xmission.com>
Source record: 95659

How about reading the .FAQ? It's posted twice/monthly. If you cant find
it in your newsreader, it is on UMICH.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @

119. WILL BUY 65XE !

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-06 21:27:26 UTC
From: koutchin@mail1.sas.upenn.edu
Message-ID: <3ekcju$1nb@netnews.upenn.edu>
Source record: 95660

HI !

I want to buy 65XE with diskdrive and some software (tape recorder would
be nice too as addition). Have somethig ? How much ?

Artem Koutchine
primeart@aol.com
koutchin@sas.upenn.edu
(i am in Philadelphia)

120. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-07 05:06:26 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3el7gi$6bq@lastactionhero.rs.itd.umich.edu>
Source record: 95664
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 498 Jan 5 03:00 ./8bit/Graphics/cdstx21.txt
-rw-r--r-- lenn 86528 Jan 5 03:00 ./8bit/Graphics/cdstx21a.dcm
-rw-r--r-- lenn 28672 Jan 5 03:00 ./8bit/Graphics/cdstx21b.dcm
-rw-r--r-- lenn 163755 Jan 5 03:03 ./8bit/0index
-rw-r--r-- lenn 13783 Jan 5 03:13 ./8bit/Games/burger.arc
-rw-r--r-- lenn 25 Jan 5 03:14 ./8bit/Games/burger.txt
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

121. HyperIt!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-07 05:31:17 UTC
From: KENDRICK@sonoma.edu
Message-ID: <950106213150.202032af@sonoma.edu>
Source record: 95662

I've been working on a new hyper-based program (like HyperCard for the Mac and CardStax for the Atari 8-bit) for the past day or so (dropped my other three projects because this is just too fun!) and keeping in contact with David Paterson (author of CardStax) and before I go to far, I'd like to know what the rest of you would like to see in it?

My first versions won't probably support all of the bells and whistles that CardStax does (POKEY Player music, printer dumping, machine language calls, mulit-mouse (my current pointer is controlled by a joystick)) but is being written entirely in Action! so it will be a bit faster and won't require a BASIC cartridge.

Currently planned is of course, card linking and buttons, but also possibly-scrollable text fields.. special effects when you change cards.. scripted language for making cards (so even without an editor, you can probably easily make a stack just by using TextPro or even just Copying E: to a file! :))

Also, since stacks are, in both HyperIt! (my program) and CardStax, just MyDOS subdirectories with the files used in them, I've made a program that sticks all of the files within a subdirectory together and saves them (as a ".DIR" file). (This needs some work before a final release though).

Anyways... again, anyone have any other neat ideas they'd like seen? The thing >I'M< really excited about is the ability to make simple interactive games, demos and BEST of all... TUTORIALS! Just imagine a set of HyperIt! or CardStax stacks all about how to program BASIC or Action! or use MyDOS!? Why, with PC Xformer out, I could convert my entire FAQ into a set of stacks and folks can use PCXf to READ the interactive FAQ! Wow!

ooohh.. that reminds me.. I will ALSO support variables in the scripting language! maybe even file i/o!?

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

122. Re: UMICH SUCKS !

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-07 05:40:31 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3el9gf$oho@nic-nac.CSU.net>
Source record: 95661

I resent that. I happen to have a few games which I wrote up there on UMich.. Sure, they aren't the prettiest, but they're good games (mainly Cooltris and Sludge).

Also, I'll remember not to let YOU know when Geneocide comes out! >:^P

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

123. Re: Doug Neubauer still lurking about Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-07 06:27:38 UTC
From: wilh0011@maroon.tc.umn.edu
Message-ID: <wilh0011.789460058@maroon.tc.umn.edu>
Source record: 95665

krishna@max.tiac.net (Glenn M. Saunders) writes:

>James Wood (jamesw@CSOS.ORST.EDU) wrote:
>: Damn. If Star Raiders 2000 was developed and was good, I might
>: buy a JAG just for that game. I guess I'm dreaming.....

>: Please Atari - don't desecrate the Star Raiders name with a
>: half-ass game like "The Last Starfighter" being called "Star Raiders II"
>: in 1985.

> Well, if you want to help me start a petition, we can plaster
>Atari with it in hopes of getting a GOOD SR 2K done. They do listen
>kinda to the suggestions on rec.games.video.atari, at least when
>programmers like Jeff Minter are about.

Well, the word I've heard is that the original SR2K project was a
complete bastardization of SR, and that they've scrapped it in favor of
doing it properly. Also, in the recent settlement with Sega, Atari is
allowed to port 5 titles from the Sega library, and Sega will port 5
titles from the Atari library. The catch is, Atari can't touch Sonic, and
Sega can't touch *Star Raiders*. For Atari to exclude this from their
liscencing agreement makes me think that they intend to build it into a
system seller. Let's hope they do it right! :)

PS. I'm up for the petition idea! Maybe we can get Minter to do the port,
once he's done with Defender 2K.

Ryan 'Rex' Wilhm
University of Minnesota, Institute of Technology
Department of Computer Science
770 Radio K / Production Assistant / Sound Engineer
Internet: wilh0011@maroon.tc.umn.edu

Have a day!

124. Re: How Atari Compuers Changed Our Lives

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-07 07:29:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet.org_2f0e42f0_Per.Erik.Peterson@ct.se>
Source record: 95663

From: per-erik_peterson@asb2.ct.se

In The Winter 03.01.95 Wrote Joe Walsh following stuff...

JW> Finally, in college, I continud to get straight A's in all the
JW> math courses, including Calculus and Statistics. I won't say I
JW> didn't have to work at those, but I *know* I would never have been
JW> able to do so well if it weren't for the Atari.
JW>
JW> Now that I have shared one of my stories, I would love to
JW> hear some of yours.

Well I baught my first computer 1986 after I reasived a little folder from our Union (I worked then as a mecanic and maked things to our military) whith different courses. One was a course called "Computer One" (Data 1). This course wasnt a course there you learned how to start MSDOS programs, editors or something like that. It was pure beginning in programming basic. The computers we used was VIC 20. After I learned PRINT and Input I was complitly sold and I didnt think about something else then to get myseldf my own machine. My cousins owned a 800XL and I visit them often to play Spelunkel and other games. After 3 weeks course I went downtown to bye my own Atari. They had an big machine there called 130XE (and there was also the first 520ST but they wanted $1000 for it) so I baught it and spend all wekend to write listnings from the manual.

One year later I baught a 1040 STF and it is that machine I write this letter whith and next to the ST is my old 130XE and running PRO BBS EXPRESS whith Sio2pc and BlackBox.

What is the meaning of life ifnt my Ataris was there evry day and waiting for me to get up from bed and let them work.

I'm also intresed of to get started whith C. I will take myself down to one of our usergroups here in gothenburg and sign up my intrest of C.
So thats next step for me I think.

I cannot say that I learned my matematic from programing Basic. I have learned Trigonometri from my mecanic machines at work.

-=> Wfr.!! Per-Erik "Pekka" Peterson.!! <=-

Vice Chairman of Swedish Atari User Group
and Vice President of 1a Atari Klubben.

125. Re: DeTerm 1.59 - why isnt it popular?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-07 12:14:42 UTC
From: winston@merk.com
Message-ID: <D21BCL.86E@merk.com>
Source record: 95672

As I recall, I had to give up on DETERM as it wouldn't give me a clean binary XMODEM download. It would give me a clean 7-BIT ASCII download, though. I'm not sure if later releases of this program corrected this problem or not....

126. Triad / Adventure Int'l

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-07 15:52:30 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <3emdbu$1h6h@blue.weeg.uiowa.edu>
Source record: 95666

Has anybody here ever played Triad, the game by Adventure International? I just bought a copy from American Techna-Vision (along with a bunch of other stuff). It says it was programmed by Ed Hobbs, and it has a date of 4/83. Finally, this appears to be a rerelease by StarSoft Development Laboratories of Winter Park, FL.

How do you play this thing?? I can watch it play itself all day, and it looks fairly cool, but despite all my attempts I can't get it to respond to any keypress, nor any action with the joystick.

Can anyone help?
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

127. Re: SpartaDos Filenames?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-07 19:32:46 UTC
From: jeking@xmission.com
Message-ID: <3emq8u$fbt@xmission.xmission.com>
Source record: 95668

In article <e4f_9501041226@flight.org>, Michael.Fitzpatrick@flight.org (Michael Fitzpatrick) writes:

>2. X33A. By Fine Tuned Engineering and K-Products. I'm not 100% sure on
>that as it is being beta tested and has a partial release as shareware. It is
>supposed to support BBS Express Pro.

Actually, its by Stephen Carden, and is meant for mux users, AND supports D9:

128. Re: ballblazer: 2 players

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-07 19:51:30 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3emrc2$126i@hearst.cac.psu.edu>
Source record: 95667

Holger Janz (hjanz@informatik.uni-rostock.de) wrote:
: Ariel D. Saidel Kalisky (asaidel@manque.usach.cl) wrote:
: : Are there any way to play ballblazer against another player ?
: : mail me,plase.

: Yes, in the commercial version (that means Original, press OPTION and use SELECT).
: I think you get a Pi... Copy which went arount the world before the
: real version came out.
: --

Well, I have the pirated BallBlaSTer version...and that allows playing
computer or other players by selecting 0-9 on the keyboard...

By the way... is 7800 Ballblazer the SAME as the released 8bit version?
7800 BB kicks butt!
--
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
WITH 3D IMAGER!!!!!!!
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

129. Re: Doug Neubauer still lurking about Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-07 20:16:05 UTC
From: krishna@max.tiac.net
Message-ID: <3emsq5$9la@sundog.tiac.net>
Source record: 95673

Minter is known for his 2D games, not 3D ones.

I would rather be in favor of finding Doug again and if he is not
familiar with RISC programming, to at least keep him on as a watchdog.

```
AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
A // RIP Jay Miner ||| | G. M. Saunders | "You are not ready A
A \X/ Amy & Atari/ | \ | krishna@max.tiac.net | for immortality." A
A 1200 6502 series | | -Kosh A
AaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaA
```

130. Re: HyperIt!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-07 20:17:34 UTC
From: krishna@max.tiac.net
Message-ID: <3emssu$9la@sundog.tiac.net>
Source record: 95674

I don't know why the hell it has to by MYDOS-only.

If it isn't going to be written in TurboBasic, it should be compatible
with Sparta as well.

```
AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
A // RIP Jay Miner ||| | G. M. Saunders | "You are not ready A
A \X/ Amy & Atari/ | \ | krishna@max.tiac.net | for immortality." A
A 1200 6502 series | | -Kosh A
AaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaA
```

131. sio2PC under OS/2 Warp

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-07 20:19:37 UTC
From: Andreas.Hintermueller@fernuni-hagen.de
Message-ID: <3emt0p$9rq@ilex.fernuni-hagen.de>
Source record: 95671

Hey,
can anyone tell me how to run sio2PC under OS/2 Warp V3.0?
On my System (486DX/ISA/20MB Ram) regulary the connection is broken.
Any hints?

Thanks,
Andreas

--
****
* Andreas Hintermueller *
* *
* e-Mail: Andreas.Hintermueller@fernuni-hagen.de *
* FIDO : 2:2444/1406.2 *
* *
****

132. Re: ballblazer: 2 players

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-07 20:21:11 UTC
From: krishna@max.tiac.net
Message-ID: <3emt3n$9la@sundog.tiac.net>
Source record: 95675

Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:

: By the way... is 7800 Ballblazer the SAME as the released 8bit version?
: 7800 BB kicks butt!

The 7800 has a different graphics chip that is not totally analogous to ANTIC/GTIA. Although it does have DLI-like tricks, it uses a different form of sprite management, etc... The most profound difference is that the GFX clock is at 7.xx mhz and runs out of faster memory than the 6502. This fact alone is how the 7800 was able to throw up and manipulate objects at the same level of, maybe, a Sega Genesis.

It is possible that the 7800 version looks and acts exactly the same, but I bet it is even smoother with the player shape rotations and scaling.

133. Unofficial Atari 8bit New User, Emulator Help FAQ 0.7 [SUMMARY]

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-07 20:40:20 UTC
From: KENDRICK@sonoma.edu
Message-ID: <950107124055.20400716@sonoma.edu>
Source record: 95669
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

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The Unofficial Atari 8bit
New User, Emulator Help
FAQ Summary

By Bill Kendrick
For Revision 0.6
January 7, 1995

o This is a summary of the sections and questions in the "Unofficial
Atari 8bit New User, Emulator Help" Frequently Asked Questions file
(for revision 0.6). You should be able to find the FAQ where you
found this file (on Usenet Newsgroups comp.sys.atari.8bit and
comp.emulators.misc).

Where to get other Atari 8-bit FAQ files.
Summary of Atari 8-bit's an emulated 8-bit Atari's.
Major models released and emulators.
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Sound.
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Why doesn't this program load?
How do I turn off BASIC?
Why doesn't this game/program run correctly?
How do I exit XF and return to DOS?
How do I get to Atari DOS?
How do I use MSDOS files with XFormer?
Just what ARE .ATR and .XFD files?
What's SIO2PC?
Getting around on the Atari: DOS and OS
AtariDOS and MyDOS QuickReference.
General DOS and OS questions.
How do I access the disk drives?
How do I copy things from one place to another?
What are subdirectories?
What does "P:", "E:", "K:", etc. mean?
How do I print something from DOS?
Getting around on the Atari: BASIC
What does "READY?" mean?
Where can I learn Atari BASIC?
How do I quit BASIC?
Why don't strings work?
How do I make graphics?
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How do I make sound on the Atari
How do I move the cursor and edit?
How do I make the editor characters appear
What's with the colors changing?
How do I access 'devices' on the Atari?
Getting Atari files to an IBM:
How can I read Atari disks on my IBM?
Ok, I can't do any of that, now what?
Is there any easier way to get Disk Communicator (Atari disk image)
Where to get or FTP files mentioned in this FAQ:
PC Xformer 2.0 and 2.5 FTP sites
PC Xformer 3.0 dealers
SIO2PC FTP
Mule FTP
Util FTP
Contacts.

134. Unofficial Atari 8bit New User, Emulator Help FAQ 0.6 [44k]

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-07 20:41:16 UTC
From: KENDRICK@sonoma.edu
Message-ID: <950107124150.20400716@sonoma.edu>
Source record: 95670
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

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The Unofficial Atari 8bit (Not a repost!
New User, Emulator Help This has been
FAQ corrected since
the January 5th
By Bill Kendrick post of rev.0.5!)
Revision 0.6
January 7, 1995

[ Differences from Rev.0.4: Added description of Atari computers and
their capabilities; Updated to explain 2.5 and 3.0. ]
[ Differences from Rev.0.5: Corrected descriptions of Atari computers;
Corrected PC Xformer 3.0 dealer list; listed where Mule and Util
can be found]

PLEASE also refer to: MyDOS 4.5x documents, SIO2PC documents,
XFormer documents, and the Atari 8-bit F.A.Q.

For general help (hardware, magazines, etc.) please check the Official
Atari 8-bit FAQ file:
From: Michael Current <MCURRENT@carleton.edu>
Where to get the latest copy of the Atari 8-Bit Computers
Frequently Asked Questions List:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq
(and many other FTP sites that archive Usenet FAQ Lists)
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq/faq.html
news:comp.sys.atari.8bit, news:comp.answers, news:news.answers

or, send a message to mailto:mail-server@rtfm.mit.edu that says:

send usenet/news.answers/atari-8-bit/faq
quit

Finally, you can always ask Michael for a copy at
mailto:mcurrent@carleton.edu

Summary of Atari 8-bit's an emulated 8-bit Atari's:

Atari 8-bit computers were produced between 1979 and 1987. The
major models released were the:

400 - 8K-16K, 400/800 OS, CTIA or GTIA graphics (depends when made)
800 - 8K-16K-48K, 400/800 OS, CTIA or GTIA graphics (depends when made)
1200XL - 64K, 1200XL OS, GTIA graphics
600XL - 16K, XL OS, GTIA graphics
800XL - 64K, XL OS, GTIA graphics
```

65XE - 64K, XL OS, GTIA graphics
130XE - 128K, XL OS, GTIA graphics
XEGS (Game System) - 64K, XEGS OS, GTIA graphics (Had Missile Command)

All of the XL's except the 1200XL had BASIC installed on ROM. BASIC can be purchased on cartridge for the 400/800/1200XL's.

ST Xformer 2.0 and 2.5 released for the Atari ST 16-bit machines. Very limited. Now public domain (used to be commercial).
PC Xformer 2.0 and 2.5 released for IBM PC machines. 2.0 is limited and supports only 800 OS. Both public domain (were always PD).
PC Xformer 3.0 released for IBM PC machines. Supports all OSes, 320K RAM, and best of all, player/missile collision detection (which MANY games use!)

Graphics:

The Atari has maximum resolution of 320 x 192 (standard, non-overscanned screen) x 2 colors. 160 x 192 x 4, 160 x 192 x 2, 160 x 96 x 4, 160 x 96 x 2, 80 x 48 x 4, 80 x 48 x 2, 40 x 48 x 4 graphics are also supported. 40 x 24 x 256-character (128 normal, 128 inverse, character set indirection available) text mode is standard (2 colors).
40 x 24 x 128-multi-colored-character (4 colors per character allowed, the other 128 characters have 4th changed into a color 5) and 40 x 12 x 128-multi-colored-character screen modes are available.
GTIA graphics support 80 x 192 x 16 shade-only, 80 x 192 x 16 hue-only, and 80 x 192 x 9 color screen modes.
Normal (bordered), narrow (underscanned), and wide (overscanned) screen modes are available.
Screen modes can be mixed (by lines) down the screen using the Display List (a program which is executed by the ANTIC graphics chip every screen refresh (60 times per second on real NTSC Ataris).
Fine scrolling (both vertical and horizontal) can be enabled on any line on the screen.
All other screen attributes (color, player/missile horizontal position, screen width, player/missile/playfield priority, etc.) can be ajusted at any point down the screen via a "Display List Interrupt."
Four 8-bit wide, 128 or 256 byte high single color players, and four 2-bit wide, 128 or 256 byte high single color missiles are available.
A mode to combine the 4 missiles into a 5th 8-bit wide player is also available, as is a mode to XOR colors or blacken out colors when players overlap (good for making three colors out of two players!) Players and missiles have adjustable priority and collision detection (which is not supported by the PC Xformer 2.0 and 2.5 and ST Xformer programs).

Sound:

Four voices of 8-bit pitch-resolution, 4-bit volume-resolution, 8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4) can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only modes can be enabled for digitally sampled sound replay.
A fifth "voice" is produced by the internal speaker on Atari 400/800's

(for keyclick and buzzer) and in the XL's and XE's this was
(fortunately!) rerouted through the normal audio output, and the
keyclick can be disabled.

Objective of this file:

At the time of its release (mid 1994), much discussion went on in the
comp.sys.atari.8bit Usenet newsgroup about the Atari 8bit emulator for
IBM / MSDOS based computers, the PC Xformer 2.0 (XF2 for short). Many
people in the 8-bit community had gotten, well, fed up with the XF2-based
questions which did not pertain to them, or to the really dumb questions
which were in fact understandable to new or rusty Atari 8-bit users, but
had just gotten on the nerves of some of the comp.sys.atari.8bit
readers/digest subscribers.
This file was created to reduce the number of 'newbie' and XF2
questions. Now it's becoming a fairly good reference (and got me the job
of writing the commerical 3.0 release's documents!).
This FAQ will present answers to simple questions like "how do I turn
off BASIC" (a good answer to that of course is, READ THE FRIGGIN' MANUAL)
and "how do I get a disk directory?" (which is less obvious on
Atari 8-bits, err.. MOST 8-bits <grin>).
It will also direct people who are unaware of the large amount of Atari
8-bit support (NOT NECESSARILY EMULATOR SUPPORT) and perhaps become a
supplement for the many official and unofficial files floating around the
net (like the official FAQ, the Vendor/Developer List, the Who's Who list,
etc.).
Since revision 0.4 of this file, PC Xformer 2.5, a replacement for 2.0,
and 3.0, the first commercial release, have been released. It is assumed
that the reader has the latest versions of PC Xformer (2.5 or 3.0), although
if you have 3.0, I must say, those documents are great! (If you don't get
the joke, look at the name of the author of the manual, and look at my name.)

---=== Xformer Questions: ===---

Q.1) What does "READY" mean?
A.1) This is the Atari BASIC prompt. See below for hints on Atari BASIC.

Q.2) Why doesn't this program load?
A.2.1) The program may not work under the Atari 800 Operating System, it may
require the XL/XE Operating System. Be sure you're in 800XL or 130XE
mode. (130XE mode is only supported by XF3.0, not 2.5, but there is
no real difference in the operating systems.)
A.2.2) It may not work under the XL/XE Operating System (rare cases), switch
to 800 mode.
A.2.3) Be sure you turned BASIC off before trying to load it if it cannot
run with BASIC on.
A.2.4) It might be a BASIC game! Be sure you're in BASIC and use the BASIC
"RUN" or "LOAD" (and then "RUN") command. Also, be sure it works
with the BASIC you have. Some programs only run in BASIC XL or XE
(which are both cartridge-based BASIC's not currently supported by
the Xformer), and some run with TurboBASIC XL (disk-based).
A.2.5) It may just refuse to run on the emulator.

Q.3) How do I turn off BASIC?
A.3) To toggle BASIC on and off, press [SHIFT]-[F10] ([F10] is [RESET], note: on a real Atari 8-bit, [SHIFT]-[RESET] does not have this effect).

Q.4) Why doesn't this game/program run correctly?
A.4.1) It may use player/missle collision detection which is not supported on the XF2.5. You might have to shell out the $29.95 for 3.0!
A.4.2) (See Question 2).

Q.5) How do I exit XF and return to DOS?
A.5) Press [F5]. Note: this does NOT temporarily 'shell' or 'jump' to MSDOS.

Q.6) How do I get to Atari DOS?
A.6.1) In BASIC, type "DOS" at the "READY" prompt.
A.6.2) Reboot without BASIC on.
A.6.3) Be sure you have a DOS-bootable disk image as the first MSDOS parameter after the "XFORMER" command. (DOS25.XFD and MYDOS45.ATR are both DOS boot-disk-images and are both in the XF25.ZIP file or on your XF3 disk).

Q.7) How do I use MSDOS files with XFormer?
A.7.1) Add the files to the command line and use them as their respective drives (be sure the first drive is a DOS-bootable disk image).
Example: XFORMER MYDOS45.ATR filename.ext
When booted the Atari will have two drives, D1: will be the MyDOS 4.50 disk image and D2: will be a write-protected disk which contains only the file "filename.ext". Note: there are bugs in XFormer which make accessing files from different directories a bit hard, just use the MOVE (or COPY and DEL) commands in MSDOS to get the file to the directory where you call XFORMER from.
A.7.2) Use the MSDOS program S2PC (S2PC.ARC available in the Utilities directory at the UMICH archives) which allows you to access files within a MyDOS/compatible .ATR disk image without using an SIO2PC or the XFormer. S2PC let's you read, write, delete, change directory, and view the directory of a MyDOS/compatible .ATR disk image. It can be used via command-line parameters from MSDOS, or as a menu.
A.7.3) If you can, use the MSDOS program ATARIMG, which is much like S2PC but has a nicer, more graphical (less-menu driven) interface. (Unfortunately, this doesn't run on all IBM's!)

Q.8) Just what ARE .ATR and .XFD files?
A.8.1) Refer to the XFormer and SIO2PC manuals for details on these files.
A.8.2) Simply put, they are Atari disks, stored as files which are as big as the disk they represent (an 88k disk image will use 88k on the IBM). .ATR files are used by SIO2PC (see below) as well as the XFormer (and the S2PC program mentioned above). .XFD files are used by ST Xformer (the Atari 8-bit emulator for Atari ST's) and PC Xformer (XF2,XF25,XF3).

Q.9) What's SIO2PC?
A.9.1) Refer to the XFormer and SIO2PC manuals for details on this program.
A.9.2) This is a program which runs on IBM/compatibles which, with the use of a simple (and relatively inexpensive) cable, makes the IBM act

as though it were an Atari disk drive. (Up to four drives, actually).
It uses disk image files (.ATR's) and can also let the Atari access
single IBM files (much like XFormer does) as a single file all alone
in its own disk. It also currently allows Print-Thru (all access to
the Atari "P:" (printer) device can be redirected to the IBM's printer,
screen, or MSDOS file; different translations/conversions are
user-defined when the Print-Thru mode is turned on). Finally, with
the use of two programs on the Atari 8-bit (the only two programs
that currently have anything to do with SIO2PC that have been written
(to my knowledge) for the Atari 8-bit), the IBM can be controlled
remotely (commands are sent from the Atari, typing on the IBM is not
necessary) and files can be sent directly to the IBM's drives.

Note: The following sections will simply discuss Atari BASIC, the Atari OS,
and Atari DOS 2.5 and MyDOS 4.5x (because these topics seem the most
relevant to the less-knowledged/experienced XFormer users).

---=== Getting around on the Atari: DOS and OS ===---
I. AtariDOS and MyDOS QuickReference:

MyDOS (4.50 and 4.53) presents the user with the following commands:

[*] Disk directory of current directory (like "dir *.*" in MSDOS)
[1]-[9] Disk directory of a disk drive (like "dir a:*.*" - "dir i:*.*")
[A] Disk directory (like "dir <mask>" and optional output destination)
[B] Quit to cartridge
[C] Copy file(s) ("<source>,<destination>" copies from one place or
disk to another, just "<source>" copies from one place on one disk
in a drive to the same place on another disk in the same drive
(asks for swapping))
[D] Delete file(s) (add "/N" to delete without being prompted first)
(add ">*.*" or ":*.*" after a subdirectory name to delete the
files within it. A subdirectory name alone will delete the
subdirectory (if it is empty and unlocked)). (Acts like both
"del" and "rd" in MSDOS.)
[E] Rename file(s) (renaming multiple files is allowed, but be careful).
(like "ren <old> <new>" in MSDOS - with MyDOS, use "," between
old and new masks.)
[F] Locks file(s) from overwrite, deletion and appending (like
"attrib +r <mask>" in MSDOS.)
[G] Unlocks file(s) (returns them to their default state).
[H] Writes DOS files to a disk (this creates a disk which boots with
the current version of MyDOS you are using and also has the menu
file "DUP.SYS" on it as well). (This is like "sys"(?) in MSDOS.)
[I] Formats a disk (add "/N" after the drive number to do a quick-format
of an already-formatted disk (ie, just a very fast delete "*.*").
[J] Duplicate disk (copies an entire disk, including boot sector,
when using XFormer, it's much quicker to just copy one .XFD or .ATR
to another).
[K] Make binary file: saves memory and makes it binary-loadable. See [L].
[L] Load binary file: loads a compiled program. (like "<filename>" in

MSDOS, except any ".EXE", ".COM", ".OBJ", etc. is still required.)
[M] Run at address. Mainly for advanced users. Reboot is "E477",
reset is "E474" (these are the hex values of the addresses where
the routines to reboot and reset are.)
[N] MEM.SAV: when this is on, whenever you go to DOS (from BASIC,
for example) it will write what is in memory to a file "MEM.SAV"
so that when DUP.SYS (the menu) loads it isn't lost forever.
When you exit DUP.SYS with the "B: Run Cartridge" command, MEM.SAV
is reloaded and the environment should be as it was when you left.
It's probably quicker to simply "SAVE" your programs (if in a
language) which aren't nearly as big as all of the memory that
MEM.SAV saves.
[O] Options: this presents the user with some options. Mainly for
advanced users or special setups. See the MyDOS docs for details.
[P] Set density. Forces a drive to be recognized at a certain density
if MyDOS can't figure it out. (??)
[Q] Make a subdirectory. (like "md" or "mkdir" in MSDOS).
[R] Set default directory. (like "cd" in MSDOS and "cwd" in SpartaDOS)
This makes "D:" now the same as a subdirectory or other drive.
ie, "D2:" will make all calls to "D:" act as though they are to
"D2:" instead. Some programs when prompting for filenames do not
add "D:" to the beginning if one is not present, they add "D1:".
If you don't trust a program to look to "D:" instead of "D1:" and
you want it to look to some place OTHER than "D1:" (ie, where "D:"
is pointing which could be a VERY long path list), just add "D:"
to the beginning. ALSO, some programs don't even ADD "D:"'s if they
aren't in the filenames you give and may give errors (138, for
example: device not present, ie, if you said "TESTFILE.DAT" it
may think you want "T:" instead of "D:TESTFILE.DAT").
[S] Set ramdisk number. This is also under [O]ptions.
[V] Verify writes. This is also under [O]ptions. When Verify is on,
writes will be slower but 100% reliable. With it off, writes will
be much faster but possibly not as reliable (on bad disks, for
example). Default is off.

AtariDOS presents the user with the following commands which are identical
to MyDOS's commands: A,B,C(no swaping),D,E,F,G,H,I(some densities),J,K,L,M,N

AtariDOS 2.5 presents the user with the following commands not present or
not the same as MyDOS's commands:
[O] Duplicate file. This is used to copy a file from one disk to another
using only one drive. (In MyDOS, giving just a source will make
[C]opy act like DOS 2's Duplicate.)
[P] Format Single. In DOS 2.5, this is used to format 88k (Single Density)
disks. To format an Enhanced Density (127k) disk, just use [I].
In DOS 2.0, [I] is the only format option and only handles 88k.
(I may be wrong, but I have never had a Double Density drive under
Atari DOS 2.0 or 2.5!)

II. General DOS and OS questions:

Q.1) How do I access the disk drives?
A.1) First, you need to have booted with a DOS. All but one DOS is on disk (SpartaDOS X is on cartridge). When the Atari boots up, it does some of its 'boot-up stuff' which includes looking for a disk drive connected and turned on which is set up as drive #1. It then begins to load from the disk's "boot sector". If none exists or there's a nasty error on the disk, you get the "BOOT ERROR" notice until the error is fixed. (On SpartaDOS disks, even non-bootable disks have a boot sector, but all the boot sector is is a small program which displays a 'not a boot disk' error).
To end the digression, the answer to 'how do I access the disk drives' starts with 'you must boot the Atari with a DOS'. Check the 8-bit FAQ and the UMICH and other FTP archives for lists of DOSes available for Ataris, but the most used are Atari DOS (for compatibility with almost ALL older software), MyDOS (for an Atari DOS compatible high-end DOS), and SpartaDOS (for a very high-end DOS which looks much like MS-DOS but unfortunately cannont run all software which runs fine with Atari DOS and MyDOS.) Note: SpartaDOS does NOT run on Atari 400's and 800's (except the cartridge versions and I believe disk version 1.1).
Now that you have a DOS loaded, the Atari understands the "D:" device (see below for Atari devices). Since there is more than one disk drive, you have to be able to tell them apart. The Atari uses numbers when it has more than one of the same device, so "D1:" is drive 1, "D2:" is drive 2, "D3:" is drive 3, etc.!
After the "D:" device name comes the filename. Of the most used DOSes, only MyDOS supports lowercase letters in filenames, but since most programs force uppercase entry for filenames, nobody really seems to use lowercase in their filenames.

Q.2) How do I copy things from one place to another?
A.2) Atari DOS and MyDOS give you the "C" command in their menu interface. When it asks for a source and destination, you can use wildcards (* and ? like in most other DOSes) to copy more than one file at a time. You can also present no destination so that a file can be copied from one disk in drive 1 to another disk in drive 1, for example, and the DOS will ask you to insert each disk.

Q.3) What are subdirectories?
A.3) Subdirectories are places where files go which are just like the normal directory of a disk, except the they happen to be WITHIN that normal directory, or even another subdirectory. For example, you can have your disk divided up into the "GAMES" files, the "GRAPHICS" files and the "SOUNDS" files. A directory of the disk (the "root" or "base" or "trunk" directory) will simply list the three subdirectories, "GAMES", "GRAPHICS" and "SOUNDS". Then, if you ask for a directory listing of the "GAMES" subdirectory, you will see the files (and perhaps other subdirectories) within the "GAMES" directory. Think of it as a tree. For people familiar

with Macintoshes, "Folders" are simply subdirectories. A window
which appears when you open a "Disk" Icon is the "root", and all
of the "Folders" within it have more windows in them which also
have file and folder icons.
Here's a comparison to using subdirectories on different DOSes
root 'GAMES' 'SPACE' within 'GAMES'
AtariDOS D: n/a n/a
MyDOS D: D:GAMES: D:GAMES:SPACE:
SpartaDOS D: D:GAMES> D:GAMES>SPACE>
MSDOS (IBM) \ \GAMES\ \GAMES\SPACE\
Note, only Atari DOS would be using drive 1 here, all other DOSes
are not necessarily using drive 1, and MyDOS and SpartaDOS may
already 'be within' a subdirectory.
In MyDOS and SpartaDOS (and MSDOS), you can change the 'current'
or 'default' directory to a different place (a different drive or
a subdirectory). "D:" can stand for "D1:" (like AtariDOS always
does) or "D2:GAMES:SPACE:"! PLEASE READ THE MYDOS DOCUMENTS FOR
DETAILS ON THIS!

Q.4) What does "P:", "E:", "K:", etc. mean?
A.4) As stated before, the Atari has devices. "D:" is added when a
bootable disk in drive 1 is read. Other exist as well:
C: cassette - readable and writeable, no filenames
D: disk drive - readable, writeable, random access, directory,
files, multiple devices (up to 9 on MyDOS and newer SpartaDOS,
8 on AtariDOS)
E: editior - readable, writeable. This is how input from the
keyboard and output to the screen is normally handled. If
you wish to type a small file up by hand and have it sent to
the printer or a file, use "E:" as the source.
G: graphics - writeable. This is not built into the Operating
System but must be loaded. This is an Epson-compatible printer
driver which can easily dump graphics.
K: keyboard - readable. This is just the keyboard. Input from
it is not 'echoed' back like with the "E:ditor".
M: multi-mouse - readable, writeable? This is not built into the
Operating System but must be loaded. This is a handler which
runs in the background and accepts input from either a mouse,
a joystick or a touch-tablet and displays a mouse pointer on
the screen.
P: printer - writeable. Send data to this and it will appear
on the printer. You can print files (documents, etc.) by
using "P:" as the destination. The Atari XL/XE OSes support
"P1:" and "P2:", although I believe this usage is rare.
R: RS232 - readable, writeable, concurrent mode. This is not
built in to the Operating System, but is loaded. It supports
modems. The Atari 850 Interface has it's "R: handler"
'built-in', which means the Atari also looks for an 850 (or
other compatible interface) and receives the "R: handler" code
from it. Other interfaces and the Atari 'direct-connect'

modems require a file to be loaded which contains the "R:"
code. "R1:" and "R2:" is also supported, but also its usage
seems rare.
W: Windowing (screens) - readable, writeable. This is a graphics
8 graphical windowing driver (rarely used, unfortunately!).
It must of course be loaded as well.
Z: RTime8 clock - readable, writeable. This is also not built
in to the OS, but loaded. This is loaded from disk and lets
the user access the "RTime8" real time, battery-backed up clock
for the Atari 8-bit. (This is a cartridge-based device).
I am unaware of any "Z:" clone which let's you set the Atari
internal (non-real time, non-battery-backed-up) clock if you
do not have an RTime8, although I'd love to see one! <hint!!>

Q.5) How do I print something from DOS?
A.6) As stated above, just use the "C"opy command, then use the file
you wish to print as the 'source', and "P:" as the 'destination'.
Example: "D1:DOCUMENT.TXT,P:"

---=== Getting around on the Atari: BASIC ===---

Q.1) What does "READY" mean?
A.1) Again, this is simply the prompt that Atari BASIC (and most older
BASIC's) presents the user when it is in "Immediate" mode.
Entering a command will cause it to act immediately.
Entering a line number and then a command will place that line into
the current program.
Entering a line number alone will remove that line from the current
program.
To start a program, use the "RUN" command.
To erase a program, use the "NEW" command.
To clear variables, strings and arrays, use the "CLR" command.
To load a program, use the "LOAD" command followed by a filename
(see below). To load and run a program, use the "RUN" command followed
by a filename.
To save a program, use the "SAVE" command followed by a filename.
To list a program, use the "LIST" command followed by an optional
start and end set of lines seperated by commas.

Q.2) Where can I learn Atari BASIC?
A.2) A (set of) file(s) will be created explaining all of Atari (and Turbo)
BASIC's commands and their usage. (A larger file may be produced
which will be based on examples provided in the Atari BASIC Reference
Manual). (As of Jan. 7, 1995, these particular files do not exist).

Q.3) How do I quit BASIC?
A.3.1) Type "DOS" to quit BASIC and return to DOS.
A.3.2) Type "BYE" to quit BASIC and exit to the OS's "bye" routines
(Atari Memo Pad on 400/800's, Atari Rainbow on 1200XL's, and
Self Test on other XL's and XE's). (Note: On 1200XL's, use [HELP]
to go to the Self Test when the Atari Rainbow appears).
A.3.3) For XFormer users, remember, [SHIFT]+[F10] reboots and toggles BASIC.

Q.4) Why don't strings work?
A.4) Strings must be "dimensioned" like arrays in Atari BASIC. Strings
are special character arrays. See the BASIC usage/etc. files mentioned
in the answer to question 2. Simply put, to make a string that will
accept up to "#" character, use DIM <name>$(#) . Example:
DIM A$(10) - now A$ can contain between 0 and 10 characters.

Q.5) How do I make graphics?
A.5) Use the "GRAPHICS" command to switch between the following screen modes:
(Note: All modes except 0, 9, 10 and 11 have four lines of 40 x 24 x 2
sized text covering the bottom of the screen. Add "16" to the mode
number to remove this window (but do not make any PRINTs or PUTs to
the standard output otherwise a GRAPHICS 0 screen will appear))
(Note: Add "32" to the mode number to keep the screen from clearing
when it appears. One problem, however, all screens overlay each other
so unless you only use certain modes at certain times, parts of some
screens will become (or start out) with 'garbage' on them.)
0 40 x 24 x 2 text
1 20 x 24 x 5 text
2 20 x 12 x 5 text
3 40 x 24 x 4 graphics
4 80 x 48 x 2 graphics
5 80 x 48 x 4 graphics
6 160 x 96 x 2 graphics
7 160 x 96 x 4 graphics
8 320 x 192 x 4 graphics
9 80 x 192 x 16 luminence-only graphics
10 80 x 192 x 9 graphics
11 80 x 192 x 16 hue-only graphics
12 40 x 24 x 4-colored text
13 40 x 12 x 4-colored text
14 160 x 192 x 2 graphics
15 160 x 192 x 4 graphics
Commands available in Atari BASIC for manipulating simple graphics
include:
PLOT x,y POSITION x,y COLOR c (c=color or character value)
DRAWTO x,y LOCATE x,y,r (where r is where result will be stored)
SETCOLOR c,h,l (c=palette location, h=hue, l=lum)
Colors:
COLOR command colors are not identical to SETCOLOR command colors:
COLOR 0 will draw using the background color, set with
SETCOLOR 4,hue,lum
COLOR 1 will draw using color "0", set with
SETCOLOR 0,hue,lum
COLOR 2 will draw using color "1", set with
SETCOLOR 1,hue,lum
COLOR 3 will draw using color "2", set with
SETCOLOR 2,hue,lum
Except in GRAPHICS mode 10, where COLORs 0, 1, 2, and 3 must be
POKEd into memory locations 704, 705, 706 and 707 (the
player/missle graphics color locations). Examples of this will

be presented in the BASIC usage files. (Sorry)

Q.6) How do I make sound on the Atari
A.6) Remember, XFormer 2.5 doesn't support sound! (XF3.0 does)
But anyway, in Atari BASIC:
SOUND c,p,d,v
c=channel (0-3)
p=pitch (0-255)
d=distortion (0,2,4,6,8,10,12 or 14)
v=volume (0-15)
The buzzer character is CHR$(253) aka [CONTROL]+[2] (NOT [CONTROL]+[G])

Q.7) How do I move the cursor and edit?
A.7) The Atari "E:" device (standard input/output which is the "editor")
allows the following characters for editing:

Key: AtASCII #: Use:
Atari none Turn inverse on/off (Atari 400/800 kybds)
Inverse [Triangle] none Turn inverse on/off (Atari XL/XE kybds)
CAPS none Turns caps-mode to lowercase (400/800 OS)
CAPS none Toggles caps-mode from upper to lower (XL/XE)
Sh-CAPS none Turns caps-mode to uppercase (all OSes)
Ct-CAPS none Turns caps-mode to [Control]-[Lock] (all)
Up ([^-]) 28 Move cursor up
Down ([^=]) 29 Move cursor down
Left ([^+]) 30 Move cursor left
Right ([^*]) 31 Move cursor right
Space 32 Move cursor right (overwrites w/Space char)
BackSpace 126 Move cursor left (deletes previous char)
Delete ([ShBkspc]) 156 Deletes a (logical) line (1-3 physical lines)
Insert ([Sh>]) 157 Inserts a physical line
Ct-Delete ([^Bksp]) 254 Deletes char under cursor, pulls rest left
Ct-Insert ([^>]) 255 Inserts space under cursor, pushes rest right
ClearScn ([^<]) 125 Clears screen
Bell ([^2]) 253 Sounds buzzer
TAB 127 Moves cursor to next TABstop
ClrTAB ([^TAB]) 158 Clears any TABstop under cursor
SetTAB ([ShTAB]) 159 Sets a TABstop under cursor
ESC 27 Sets ESCape (next edit char after is shown,
not done, non-edit chars shown (like normal))
RETURN 155 Sends End Of Line (moves cursor to lowerleft
of next line, accepts input)
Note: Inverse characters have values of the normal version of the
characters plus 128. (The only non-viewable inverse character is
inverse-ESC, or what would be the [ESC],[RETURN] combination. The
character exists, but must be set into screen RAM by hand. Oh well,
at least you still have 255 easily viewable characters! <grin>)

Q.8) How do I make the editor characters appear
A.8.1) As shown above, you must have an ESC sent before them.
When simply entering text, type [ESC] then the edit key and the

character for that edit key should appear.
When entering text in a PRINT statement, you must have it send an ESC beforehand, so first type [ESC],[ESC] to make an ESCape character appear, then type [ESC] then the edit key and the character for that edit key should appear. When the PRINT statement is executed, the first ESCape (which you typed as two [ESC]'s) will make the editor SHOW the following character (even if it is an edit character), then the character which you entered (with [ESC] and then the edit key) will make that character appear. This makes it difficult to align a set of PRINT statements which make a multi-line picture or menu which uses viewed edit keys. It is probably best to have all of the lines in your program with the PRINT statements that can fit visible on the screen, then edit them (without putting any of the ESCape characters in, then when the picture looks like how you want it on the screen, move the cursor to on top of each edit-key character and press [Control]+[>] (Control-Insert). A blank space should appear under the cursor and the rest of the line should move right. Now, type [ESC],[ESC] and an ESCape edit-key character should appear where the blank space was. When you are finished doing that for each line with those PRINTs in it, BE SURE TO ENTER THEM INTO THE PROGRAM BY PRESSING [RETURN] ON EACH OF THOSE LINES! Whew!
A.8.2) Set the memory location "766" to "1" with the command "POKE 766,1" to turn on the no-edit mode (ALL characters except End Of Lines will appear, even ClearScreens!) When you want to go back into normal mode, set the location back to "0" with "POKE 766,0".

Q.9) What's with the colors changing?
A.9) THIS, MY FRIEND, IS THE FIRST EVER SCREEN SAVER! This is called "Attract mode" as was used on the Atari 2600 and Atari 400/800/XL/XE series (and probably on the 5200 and 7800 but I cannot confirm this). When a key hasn't been pressed for 7 or 9 (depending on OS, model, etc) minutes, the screen colors begin changing, thus protecting your TV or monitor from having a static image burned on it.
To turn this mode off, press a key, or, if within a program, use the command "POKE 77,0" at least once every few minutes (IF the screen is active, otherwise turning it off would be kinda useless).
To turn it on, wait 7 or 9 minutes without pressing a key or having location "77" set to "0", or set location "77" to "128" with "POKE 77,128", voila! instant attract mode!

Q.10) How do I access 'devices' on the Atari?
A.10) The following commands are available to Atari BASIC's (and also variations on these are available in most other Atari languages!):
OPEN #a,b,c,d$ Opens channel 'a' for access to 'd$' in mode 'b' with auxillary mode 'c'. Channel 'a' must be free or a 'Channel already open' (129) error occurs. Examples:
OPEN #1,4,0,"K:" - input from keyboard
OPEN #2,8,0,"P:" - output to printer
OPEN #3,12,0,"D:FILE" - random access to disk
OPEN #4,9,0,"D:DATA" - append-output to disk

OPEN #5,13,0,"R:" - concurrent to RS232 (modem)
OPEN #6,6,0,"D:*.TXT" - directory access to disk
(reads directory of "*.TXT" mask)
CLOSE #a Closes channel 'a' (freeing it for use)
GET #a,b Reads a byte from channel 'a' and stores it in 'b'
PUT #a,b Puts byte 'b' onto channel 'a'
INPUT #a,b$ Reads a string (up to 255 bytes and a REQUIRED
'end of line' (character 155)) from channel 'a'
and stores it in 'b$'
INPUT #a,b Reads a string (up to 255 bytes and a REQUIRED
'end of line' (character 155)) from channel 'a'
and stores the numeric value of it in 'b'
PRINT #a,<stuff> Just like the normal BASIC PRINT statement, but
sends the information to channel 'a' (semicolons,
comas, and mixed types are of course allowed).
STATUS #a,b Reads the error 'status' of channel 'a' and stores
it in 'b'
XIO a,#b,c,d,e$ General I/O call. This a little complicated and
may be expanded upon in a future revision. Just be aware of the
following:
a - command
b - channel to use (usually must be free)
c - auxillary mode 1
d - auxillary mode 2
e$ - file or device to act upon
Examples:
XIO 32,#1,0,0,"D:FILE,OLDFILE" - renames file
XIO 33,#1,0,0,"D:OLDFILE" - DELETES file
XIO 34,#1,0,0,"D:GAMES" - creates a directory in My- & Sparta-DOS
XIO 35,#1,0,0,"D:NEWFILE" - locks a file from over-write and
deletion
XIO 36,#1,0,0,"D:NEWFILE" - UNlocks a locked file
XIO 40,#1,4,0,"D:PROG.OBJ" - loads and runs a binary file
(like "L" in Atari and MyDOS)
XIO 40,#1,5,0,"D:PROG.OBJ" - loads a binary file
(like "L" in Atari and MyDOS with the "/N" option)
XIO 41,#1,0,0,"D:GAMES" - changes default directory that
drive/subdirectory (all calls to "D:" will now occur within
that drive/directory)
XIO 254,#1,0,0,"D2:" - FORMAT a disk (in Atari DOS 2.5, this is
format 'enhanced', to format 'single' density, use XIO 253)
(in MyDOS, this is format, but not 'enhanced', use
XIO 253,#<channel>,1,0,"D<drive>:" for format a drive in enhanced
mode).
NOTE: 39 and 40 are the same. Also note the useage of AUX1 in the
"XIO 40" example.

---=== Getting Atari files to an IBM: ===---

Q.1) How can I read Atari disks on my IBM?

[note:] Someone please give more details or corrections here! Thanx!
~~~~~~~
A.1.1) If you have double-density Atari disks, you can use the program "Util" on the IBM which can read double-density Atari disks. Please see the Atari 8-bit FAQ for more details.
A.1.2) If you have an Atari 1050 disk drive, you can use the program MULE to copy files, one file at a time, 20k chunks at a time, from the Atari to the IBM. You first must format a 180k disk on your IBM, the run MULE on your Atari to get a file onto the MULE disk, then run MULE on the IBM to get the file onto the IBM. Tedious, isn't it? MULE wasn't meant to be a fully-functional program, just a demo to show that this was even possible.
A.1.3) If you're fortunate to have a Black Box interface on your Atari, you can get an external IBM drive and the Black Box's add-on, the Floppy-Board and simply copy files from your Atari disks or hard drive(s) onto IBM disks via the floppy board, then load them up on your IBM.

Q.2) Ok, I can't do any of that, now what?
A.2.1) You can use SIO2PC, which is a program for IBM's which turns your IBM into a set of Atari disk drives. You need the SIO2PC cable (which you can purchase, assembled or unassembled, or buy parts and build it yourself) and the SIO2PC software (available at UMICH). Connect your IBM to your Atari, load SIO2PC, and then run the program FILE2PC on the Atari to transfer files to the IBM's hard drive. Or instead create a disk image within SIO2PC and copy files from one disk (a real Atari floppy) to another (the SIO2PC image) with the Atari or MyDOS "C"opy command. If you want to extract files out of the SIO2PC disk image file and store them on your IBM's hard drive or floppies as single files, either again use FILE2PC or use S2PC, an IBM program which can extract files from or add files to MyDOS-compatible SIO2PC disk images!
A.2.2) You can use two modems to download files from your Atari 8-bit.
A.2.3) If you don't necessarily want files that you already have on your Atari 8-bit, you can download files from the huge collection available at FTP sites and Atari 8-bit supporting bulletin boards and save them onto your IBM.
A.2.4) If you have only one modem, so you can't connect both your Atari 8-bit and your IBM together via modems, you can do it via null-modem, OR you can upload files from your Atari to some bulletin board or account you have access to, and then connect the modem to your IBM and download the files.

Q.3) Is there any easier way to get Disk Communicator (Atari disk image) files to and from SIO2PC disk images or PC Xformer XFD disk images other than using Disk Communicator 3.2 on my Atari! I mean, both files are disk images! They're both on my PC's hard drive! <cry>
(AND NOTE: DiskComm. doesn't like SIO2PC a lot of the time anyway!)
A.3.1) Yes! There's a new IBM program out called DCM2DSK.
(Why "DSK" and not "ATR"? To keep people from getting confused with the ATR-8000(?)) The current version is '2' and it's available at
~~~~~~~

UMich's archives and probably elsewhere. Filename: "DCM2DSK2.ZIP" in
the SIO2PC directory.
A.3.2) There's also a new program which converts DCM's to XFD's. I need to
look at it myself first before I can describe it (or someone help
me, please?)

---=== Where to get or FTP files mentioned in this FAQ: ===---

The PC Xformer 2.0 and 2.5 can be downloaded from the "ftp.clark.net" FTP
site:
Directory/file-path: systems/msdos/emulators/xf25.zip (or xf2.zip)

PC Xformer 3.0 can be purchased for $29.95 (prices may vary) from:

U.S.A.
======
American Technavisions 510-352-3787, fax 510-352-9227
B & C Computervisions 408-986-9960, fax 408-986-9968
Mid Cities Computers 310-867-0626, fax 310-920-8933
Rising Star Computers 800-252-2787, fax 513-254-7970
Toad Computers 800-448-8623, fax 410-544-1329

Germany
=======
Atari Bit Byter User Club +49 02366-39623 (same for fax)
KE-Soft +49 06181 87539, fax: +49 06181 83436

United Kingdom
==============
Micro Discount +44 021 353 5730, +44 021 352 1669

or directly from Branch Always Software: (USA)
14150 N.E. 20th Street, Ste 302, Belleuve, WA 98007.
1-206-369-5513, fax 1-206-885-5893
e-mail: darekm@microsoft.com

The following programs are availabel at the "archive.umich.edu" FTP site:
SIO2PC: atari/8bit/sio2pc/*.* (all files are SIO2PC/utility files)
Mule: atari/8bit/Diskutils/mule.com (Atari), mule.exe (IBM), mule.txt
Util: atari/8bit/Utilities/myutil.zip (IBM)

AGAIN, >>> PLEASE <<< CHECK OUT THESE OTHER FILES:
ATARI 8-BIT FAQ
PC XFORMER DOCUMENTS
MYDOS DOCUMENTS
SIO2PC DOCUMENTS

Thanx!

Contacts:

I (Bill Kendrick) can be contacted at:
mailto:kendrick@vax.sonoma.edu,
or on the "comp.sys.atari.8bit" and "comp.emulators.misc" newsgroups,

or New Breed Software, 59 Palm Lane, Novato, CA 94945-2574 USA.

Darek Mihocka, the author of the PC Xformer can be contacted at:
mailto:darekm@microsoft.com
or on the "comp.sys.atari.8bit" and "comp,emulators.misc" and
other newsgroups,
or Branch Always Software, 14150 N.E. 20th Street, Ste 302, Belleuve,
WA 98007 USA.

Micheal Current, keeper of the Atari 8-bit FAQ files can be contacted at:
mailto:mcurrent@carleton.edu,
or on the "comp.sys.atari.8bit" newsgroup.

PLEASE add questions and report any mistakes or bugs to me ASAP.

-bill

135. XF551 Side B formatting

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-07 22:46:06 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FAIJBIXCUP@stingray.manawatu.gen.nz>
Source record: 95676

I remember seeing something in a magazine, years ago, that was a mod. to allow XF551 drives to format the second side of a disk when you turned it over - i.e. so I can write 2 single sided disks, so to speak - instead of one full d/sided disk.

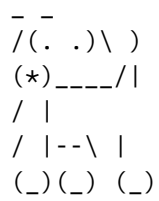
Does anyone know what I have to do to be able to format this way? I figure it has something to do with that little hole being on the wrong side and so won't format - is there an LED with matching light dep. transistor or something that I can remove or something? Or is this used for timing?

It would be great to be able to format disks like a 1050, without having to get a friend to format them for me on his 1050.

Any help would be much appreciated,
Richard =8-]

PS. All these ppl saying about how Ataris having helped them...
I think that my 8bit extends my imagination - and I have enjoyed growing up with one - and am still growing up with it! *grin*

--



Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

136. Re: HyperIt!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-07 22:59:43 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3en6cv$2m8@nic-nac.CSU.net>
Source record: 95677

It doesn't HAVE to be MyDOS only.. but for now, for ease of my programming, it's being set up for MyDOS (although it does use ">" for dir. pathes I think.. if not, it's a quick change) and it's being tested in MyDOS (I don't use Sparta and thus don't have a copy of it).

If anything, if it refuses to run in SpartaDOS, I can compile it under Sparta and release a SD version (or, if that version works ok under MyDOS, just release that version only).

Actually, if it weren't for me liking MyDOS so much, I might've made it Sparta-only (and pissed off the OTHER percentage of 8-bit Atari users :)) because of the way NOTE/POINT works in Sparta.

Anyway.. on another note.. anyone want to test HyperIt! as it's being made??

(Testing bugs is useless (I hope :)) because I kill all bugs I know about. Testing foolproofness is useless because I KNOW it dies on errors (right now). COMMENTs and SUGGESTIONs on the other hand is what keeps New Breed Software (me) WORKING on programs! <HINT HINT HINT>!)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
PS - anyone wanna help me with DLI's in Action! (or in general).. OutBreak has been delayed because, well, the DLI's screw SOMEthing up! >:^(

137. Re: Orphans of the world: Unite!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-08 01:10:18 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3enecp$a9j@charm.magnus.acs.ohio-state.edu>
Source record: 95678

krishna@max.tiac.net (Glenn M. Saunders) wrote:
>Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
>: Windows NT is a lot more like Windows 3.1 than Win95 is, is many different
>: ways. Win95 is definitely a step in the right direction, while NT is just
>
>Well, I admit, I have not been studying the differences. All I know is
>that WinNT can be used on a wider array of CPUs.

That's just because it was written specifically to be portable to many
high-end RISC machines. Win95 was optimized for the 386/486/Pentium, which
most people use today. Making NT portable increases its memory demands, since
it must all be written in a high-level language, with minimal if any
machine code optimization.

> It isn't tied to the Intel CPUs and this is good.

True. That doesn't make any OS tied to Intel Bad, however.

>Win95 looks just as tied to the x86 series as any other Microsoft OS to
>me, and that, to me, does NOT spell progress because the stifling of the
>computer industry is just as much a factor of the long-in-the-tooth
>survival of a CPU series that was never the best even 10 years ago.

Microsoft wants to sell software to today's computer owners. Most of
today's personal computer owners use a 386, 486, or Pentium machine.
Most of them have 4 MB or less of memory. Making a portable OS requires
more memory than a nonportable one.
Look at it this way: So many people have purchased 386 or higher Intel
32-bit machines in the past few years, just to run a 16-bit operating
system, DOS/Windows. When Win95 finally ships, all those people will be
able to use their computer to its full 32-bit capabilities. I see that
as major, overdue progress. (Yes, I know they could use OS/2, but most
of them don't know that.)

[...]
> but just about every RISC operating
>system is overly bloated.

Two reasons I can think of for that are 32-bit (rather than 8- or 16-bit)
code, and allowance for portability.

> I know of none that really offer a choice in
>how far you go in your implementation.

Many (most?) versions of Unix do.

>Theoretically, you could probably design a RISC OS that is really nice and
>in its base implementation, resides in ROM.

NO! Putting the OS in ROM is a Bad Thing. That means the user cannot easily switch to a different operating system, and even upgrading to newer versions of the same OS is difficult. With a disk/RAM-based OS, upgrades or replacements can easily be downloaded and installed without opening the machine.

>For CISC machines, Amiga OS takes up 512K ROM and probably just a few

The Amiga is only a 16-bit machine, isn't it? One of the best 16-bit machines, but still only 16 bits. That makes all the code smaller than 32-bit code for more modern machines.

> When you move to RISC there is some code
>bloat anyway, but still, 2 megabytes at the utmost for a nice solid OS is
>all you really need.

What you "need" in an OS depends on a lot of things, including how many people you want to sell it to, how easy it is to use, and how flexible you want it to be. (Those factors are closely related.)
Using the 512K Amiga OS as a base, I would put the size of a nearly identical RISC OS at closer to 4 MB: first double the size when you go from 16 to 32 bit code, then multiply by 4 when you go from CISC to RISC. And I'd probably want more in an OS for a RISC machine than just an Amiga OS.

>where did the users get the idea that MS-DOS/Windows was all they needed?

It ran all their old software.

>Where did they get the idea that preemptive multitasking was 'new' when
>OS/2 came out?

It was new for Intel machines.

> Where did they get the idea that segmented memory and
>mega-kluge banking was in any way acceptable or state-of-the-art?

Nobody thinks it's state-of-the-art. When the 8086 first arrived, that mess was acceptable because it allowed a lot more memory than other chips of the time (remember the 8086 came before the 68k). Now it's considered barely acceptable just because so many machines out there have Intel chips, and software/OS people have figured out ways around it to make it transparent to the user.

> They
>are almost totally ignorant of computers to the point where they have been
>hand-fed the BS that people like MS and Intel spew out, and they have been
>doing this for so long that they are almost hopelessly brain-dead.

Nah, most of them started out hopelessly brain-dead. Then they accepted what they were told. Now if you want to work with them, you must use the same machines and OS's.

I don't like DOS or Windows or the Mac OS, but if I want to deal with the rest of the world I must at least be able to use them. Of the three, I like Windows best; Win95 looks like it'll solve many of my complaints about Windows. When I buy a new computer, it'll be an Intel-compatible machine, simply because that is the most flexible platform. Then I'll put Linux (or another Unix) and Win95 on it... and hope that I rarely have to boot up with Win95.

>It's not just the average joe, it's the press too. I saw a CNN article
>on the Pentium bug that referred to the Pentium as the 'Fastest chip in
>the world'.

The mainstream press knows nothing about computers. They never will. They use Macs, if they touch computers at all. They know LESS about computers than the average joe. That's why I'm always simultaneously entertained and frustrated when I read a newspaper article about computers or the 'net.

--
--------------- R o b F u n k -------------|------> Funk.17@osu.edu <------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" | funkr@er4.eng.ohio-state.edu
-- Chris Mars, "Stuck in Rewind" | rfunk@freenet.columbus.oh.us

138. Re: Orphans of the world: Unite!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-08 01:49:44 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3engmm$a9j@charm.magnus.acs.ohio-state.edu>
Source record: 95679

krishna@max.tiac.net (Glenn M. Saunders) wrote:
>Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
>: don't want to switch. (Where I work they haven't upgraded their software since
>: MS-DOS 5 and Windows 3.0!) I'm sure MS and Intel would love to put out the
>
>Do you know how stupid business is???????????

Do I ever!

>First of all, the software is ancient. Maybe close to a decade old, but
>it may be revised or something, but still, it is a DOS app they are
>using.

Those two factors are probably the biggest problems: old, therefore the
writers didn't know about modern techniques and ease-of-use; MS-DOS, therefore
no multitasking, and no 32-bit speed.

>The software is so bad that you have a dearth of editing or undo
>flexibility. On all the fields, you can enter data, you can destructively
>delete, but you can't use the arrow keys to go back and insert text. This
>is basic shit folks!

That seems to be a common problem in old software, especially in MS-DOS.

> Most Atari8 applications allow that kind of stuff!

Yep, they were designed for the average home user.
It seems odd to me that "home" software is usually easier to use than
"business" software, yet usually the home user knows what's going on better
than the business user, since the business user was just plunked in front of
the machine, while the home user actually wanted the stuff he uses.

>There are also a lot of places where you 'pass the point of no return'.
>There is almost no ability to edit out mistakes short of deleting
>records or a whole session's worth of work. This slows down productivity
>like you wouldn't believe when someone presses one wrong key!

I know exactly what you mean.
I think the programmers at my company went to the same school as whoever wrote
your bank's software.

>What about multitasking? MULTITASKING?? These machines have no idea
>what that is. One of the stations is tied up for a good hour a day or
>more printing out reports. If it could only MULTITASK, you could switch
>a window, and the terminal would be freed up for more inputting.

Since it's DOS, MT is difficult if not impossible. They could have it print
to a network print queue (as we do), which would let you regain use of the

computer sooner.
One problem with multitasking (and multiuser) in database-type applications
is that there are often problems with more than one process wanting to read/write
the same record or file. So somebody has to wait anyway, and MT loses some of
its advantage. We often have to make everybody stop what they're doing so that
one person can update all the files. It could be done better, but when it's done
badly like we have it, it's a real pain.

>Of course, that may be moot if it would have slowed the throughput to a
>crawl, and on the one 386/16 we have there, that machine does achingly
>slow TEXT MODE screen updates. It's like it is writing to the screen as
>if it is a vt100 terminal istead of something memory-mapped.

Our 386's are fast enough, but that 286.....
I wouldn't be surprised if your program does write to the screen serially somehow,
just because so many data processing programs are written with terminal connections
to mainframes in mind, rather than freestanding PCs.
My company is now in the process of switching from a networked PC-based system to a
system based on somebody else's mainframe 100 miles away, connected via normal phone
line to a 9600bps modem, then to a multiplexer which distributes everything to
terminals in our office. I thought nothing could be worse than our old setup, now
I'm starting to think I was wrong......

>After each batch is inputted, you have to total it up to print, on the
>386/16 it just LABORS and LABORS at it. This is simple number-crunching
>that PCs are supposed to be famous for, right? If you threw a nicely
>written piece of 68K software in there with 68030/16s it would probably
>blow the roof off the place.

Number-crunching, disk-crunching, record-crunching, etc. Computers are famous for it
because even our Ataris can do it faster than we can by hand. The speed probably isn't
a problem with the architecture of the computer, since you're probably dealing with
records less than 64K. Just throwing in a _nicely-wrtitten_ piece of DOS software
would probably be a vast improvement, and switching to a better OS would make
it even better.
That sort of application does have a lot of complications that make it slow, which
is why I'm not pursuing a job writing that kind of software.

>To make worse, the network (and you know how clone advocates love to
>wax on about how great their machines are in business networks) is ALWAYS
>flaking out or going down entirely. Sometimes you can't print through
>it, et cetera...

One of my major functions at work is maintaining the network. Networks are
extremely helpful when they work, but when you start to depend on them
it'll cripple you when they go down. And they WILL go down. The trick is
to keep downtime short and rare, and to keep reliance on the network to a
minimum. It helps a LOT if you have good wiring.

>THAT is my firsthand definition of the evils of Microsoft and Intel.

Your problems go far beyond MS & Intel. I'd start with whoever wrote
your software, maybe the network admin, and whoever decided that the system

should be DOS-based.
MS-DOS simply wasn't designed for that sort of thing. (I sometimes wonder
what it WAS designed for, though!) I would have gone with Unix, but
that's just a personal bias. I wouldn't blame Intel, though.

--
--------------- R o b F u n k -------------|------> Funk.17@osu.edu <------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" | funkr@er4.eng.ohio-state.edu
-- Chris Mars, "Stuck in Rewind" | rfunk@freenet.columbus.oh.us

139. Re: HyperIt!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-08 02:05:39 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3enhke$a9j@charm.magnus.acs.ohio-state.edu>
Source record: 95680

kendrick@zippy.sonoma.edu (William Kendrick) wrote:
>Actually, if it weren't for me liking MyDOS so much, I might've made it
>Sparta-only (and pissed off the OTHER percentage of 8-bit Atari users :))
>because of the way NOTE/POINT works in Sparta.

Didn't I see something in the Sparta manual about "If you write it to use
the Sparta method, it'll work on both."? You might want to check that out.

>(Testing bugs is useless (I hope :)) because I kill all bugs I know about.

Isn't part of the testing process DISCOVERING bugs nobody else (including the
author) knows about?

Any chance you'll make this thing understand HTML? :-)

--
--------------- R o b F u n k -------------|------> Funk.17@osu.edu <------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" | funkr@er4.eng.ohio-state.edu
-- Chris Mars, "Stuck in Rewind" | rfunk@freenet.columbus.oh.us

140. Re: XF551 Side B formatting

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-08 02:11:04 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3enhuk$a9j@charm.magnus.acs.ohio-state.edu>
Source record: 95681

richard@stingray.manawatu.gen.nz (Richard MORRIS) wrote:
>Does anyone know what I have to do to be able to format this way? I figure it
>has something to do with that little hole being on the wrong side and so won't
>format - is there an LED with matching light dep. transistor or something that
>I can remove or something? Or is this used for timing?

On the XF551, that hole is used ONLY during formatting. Removing the sensor
would make things worse. I think CSS sells a mod to fix the problem. I don't
know if there's anything you can do to it yourself.

--
--------------- R o b F u n k -------------|------> Funk.17@osu.edu <------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" | funkr@er4.eng.ohio-state.edu
-- Chris Mars, "Stuck in Rewind" | rfunk@freenet.columbus.oh.us

141. Re: HyperIt!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-08 03:13:21 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3enl8h$e2o@nic-nac.CSU.net>
Source record: 95682

AHHH! HTML! WHY DIDN'T I THINK OF THAT!?!

I happen to have caught some of the HTML stuff posted here, but never looked over it.

I'm pretty sure I won't try to make HyperIt! ITSELF understand HTML, but who ever said an HTML -> STacK converter couldn't be made!?!??!!? :)

And ok, so I'll try to make it work on Sparta... AFTER it's done! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

142. What's wrong with big auction lists?!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-08 03:15:45 UTC
From: "LARSEN, JEREMY NEIL" <JEREMY@MUSIC.CC.UGA.EDU>
Message-ID: <07JAN95.24043639.0165@UGA.CC.UGA.EDU>
Source record: 95683

I am currently compiling an auction list for this and some other newsgroups (tandy, 2600vcs, etc)... I was wondering, why would anybody dislike big auction lists? I don't understand what difference it makes if someone posts a "32k update every 24 hours"... why does the size matter?
Being of Atari mind, I don't understand and am not too familiar with "new" technology, i.e. newsgroups, Internet, etc... I just dial up the mainframe at my school, UGA, and use its readNews function. It says how many lines at the top of each post, and if it's 2500 lines of stuff I know I don't care about, it's off to the next post (if the Subject interests me...)

I am just worried that it would offend too many people if I post my auction list. I did not use the RETURN key sparingly when listing the features of each of my auction items. Is hatred of auction lists a common thing? What's the consensus?
I always read the posts that are sales and auctions! :)

143. Re: What's wrong with big auction lists?!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-08 03:28:44 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3enm5c$ei2@nic-nac.CSU.net>
Source record: 95684

Well, not everyone is like you and I and have "nearly infinite and instant net access."

Some people pipe in newsgroups onto their BBS, which means they have to download EVERYTHING, at whatever speed their modem is (hopefully FASTER than 2400, but not always!!) and stick it on their hard drives or disk drives.

Some people read news offline, which means all of the same thing (except they can personally decide to add message threads or authors into their kill-file.. at least, you'd think so. With a BBS on the other hand, unless they feel like censoring it, which means reading all of it all of the time whether they care about that group or not, they would be getting ALL of the messages (which in this case would be 32K of aution posts plus whatever the normal messages weigh, EVERY 24 hours!) ALL of the time!)

Finally.. what if someone doesn't read a newsgroup EVERY day (24 hours!)!? They may see 5, 10, 15, whatever! copies of the same message, 4 (or 9 or 14 or whatever) which would be completely irrelavent to them by then ANYWAY!

And lastly.. like it's been said before, if you're going to post to comp.sys.atari.8bit, try to post Atari 8bit MESSAGES! If you're going to post to comp.sys.cbm, they'd probably not like to see the Atari 8bit stuff, too (just like we'd probably not like to see the Commodore 64 stuff!).

There ARE message newsgroups available FOR buying/selling stuff. Most people get them. If not, they can always request you to e-mail them a copy of it (wouldn't it be worth it to you? I mean, if you're going to post it every 24 hours, e-mailing it once would be little bother!)
So INSTEAD of posting to all of the computer-based newsgroups, post to one computer-for-sale-based newsgroup..

OR, like I said up there about Atari 8bit and Commore 64, you can split the auction file up into Atari 8bit Auction and Commodore 64 Auction, rather than "EVERYTHING Auction!" I wouldn't want to have to sit down and read through 32K of stuff just to find the Atari section (even if I was looking to spend lots of money right now).

Soooooo.. I hope my summary of what everyone else has said lately helps you understand how use c.s.a.8-readers feel!

Advertising isn't bad.. LOTS of advertising is bad.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

144. Re: Orphans of the world: Unite!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-08 03:29:29 UTC
From: krishna@max.tiac.net
Message-ID: <3enm6p$p3n@sundog.tiac.net>
Source record: 95685

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:

: >For CISC machines, Amiga OS takes up 512K ROM and probably just a few

: The Amiga is only a 16-bit machine, isn't it? One of the best 16-bit
: machines, but still only 16 bits. That makes all the code smaller than
: 32-bit code for more modern machines.

I don't see how bitness = code size. I think it has far more to do with
programming style and other archetectural particulars (like throwing in
shitloads of drivers whether you need them or not). I don't see how this
means you need an OS that is _32_ times larger than the Amiga one (NT).
If it were a linear thing, then a '32-bit Amiga OS' would be 1 meg and not
512K. And I think your info on the Amiga is unfounded, at least for the
AGA ones like mine, but I am not qualified to debate it.

: >Where did they get the idea that preemptive multitasking was 'new' when
: >OS/2 came out?

: It was new for Intel machines.

That doesn't say much for Intel machines.

: Nobody thinks it's state-of-the-art. When the 8086 first arrived, that mess
: was acceptable because it allowed a lot more memory than other chips of the
: time (remember the 8086 came before the 68k). Now it's considered barely
: acceptable just because so many machines out there have Intel chips, and
: software/OS people have figured out ways around it to make it transparent to
: the user.

So you happen to feel that holding onto what is long-in-the-tooth
archetecture is better than cleaning the slate?

We'll never move forward if we remain afraid to ditch the Intel series.
This doesn't mean losing compatibility because RISC will run 'legacy' apps.

Just because everyone is using something doesn't mean we should never
move forward. Just because performance is okay now with Pentiums and a
good OS like OS/2 doesn't mean that is acceptable for the longterm.
Clone owners already have good choices for operating systems and if they
themselves become orphans in the next couple years, they have no reason
to fear the march of progress.

IBM would not be going RISC unless they saw the end of the line of the
Intel x86 series.

I just think the 'aint-broke-don't-fix-it' attitude doesn't work in the
computer industry, and after this huge period in computer stagnancy, most

people won't look back at MS-DOS/Windows with fond memories, nor will they regret not being able to run whatever minority of code won't run in emulation because far greater glories await and they will forget the past--at least far more likely than they will forget the charm of the 8-bit machines. Even the games which everyone loves on clones will likely be done again far better on the next generation of machines, something which has not been the rule with 8-bit games.

AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
A // RIP Jay Miner ||| | G. M. Saunders | "You are not ready A
A \X/ Amy & Atari/ | \ | krishna@max.tiac.net | for immortality." A
A 1200 6502 series | | -Kosh A
AaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaA

145. Re: HyperIt!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-08 03:34:41 UTC
From: krishna@max.tiac.net
Message-ID: <3enmgh$p3n@sundog.tiac.net>
Source record: 95686

I believe Sparta supports backwards compatible note and point. To do
true sparta note and point, you have to do a triple poke (16 million byte
addressability) and with a regular note and point, it is a second and
byte offset.

AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
A // RIP Jay Miner ||| | G. M. Saunders | "You are not ready A
A \X/ Amy & Atari/ | \ | krishna@max.tiac.net | for immortality." A
A 1200 6502 series | | -Kosh A
AaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaA

146. Re: Triad / Adventure Int'l

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-08 03:44:09 UTC
From: junkster@chinook.halcyon.com
Message-ID: <3enn29$co3@news.halcyon.com>
Source record: 95687

I've played Triad. It sounds like something is wrong with your copy. It should just be the usual controls: press [START] to play and use the joystick for everything else.

I bought a copy of Drelbs last year that won't even boot. Drat.

James Hague
junkster@halcyon.com

147. Looking for obscure models...

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-08 07:12:19 UTC
From: aweaver@ios.com
Message-ID: <3eo38j$gap@ios.com>
Source record: 95688

A friend of mine was lucky enough to procure a working motherboard
of the Atari 1450XLD (the XL with built-in voice synth, disk drive,
modem) and ever since I've wondered if anyone has a working *full*
model (his came m/b only, no case, drive or anything).

Also looking for Ball Blazer or Rescue on Fractalus (LucasFilm games)
on ROM cart or floppy. Please e-mail responses (unless a posting would
be appropriate)

Thanks in advance.

--
Andrew Weaver Digital Cash? Hell, the
West Side Publishing Company, Akron, Ohio next real killer app is
aweaver@ios.com Digital Chinese Take-out...
[democrat? republican? bring us someone we can trust. Larry Bud Melman in' 96]

148. Re: Orphans of the world: Unite!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-08 08:18:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <8JAN199503183529@pavo.concordia.ca>
Source record: 95689

In article <3enecp$a9j@charm.magnus.acs.ohio-state.edu>, rfunk@magnus.acs.ohio-state.edu (Rob Funk) writes...
>
>The mainstream press knows nothing about computers. They never will. They
>use Macs, if they touch computers at all. They know LESS about computers than
>the average joe. That's why I'm always simultaneously entertained and
>frustrated when I read a newspaper article about computers or the 'net.
>
The mainstream press knows nothing about anything. There are few journalists around anymore; we've mostly got reporters who read press releases and record press conferences. No one digs into background or checks facts. I've even heard of stories being filed based on preview copies of speeches that the writer received ahead of time; a speaker pressed for time once said none of the quotes attributed him the next day in the paper.

The state of the press in North America is nothing short of abysmal.

Dave

149. Re: What's wrong with big auction lists?!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-08 08:22:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <8JAN199503223655@pavo.concordia.ca>
Source record: 95690

One more thing about long lists: more and more people are paying for net access.
If you use offline readers, you grab everything. Say 10 articles at 32k
each is a fair bit on online time, especially at 2400.
KISS, I always say. Professional marketers know that targetting specific
groups brings a much better return than scattershot. Providing contact
info for other things available is fine. Or collecting names of respondents
for future mailings. But Canter and Siegel were shown what several million
irate people can do. No need to antagonize a smaller group.

Dave

150. Re: Looking for obscure models...

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-08 08:24:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <8JAN199503244735@pavo.concordia.ca>
Source record: 95691

```
In article <3eo38j$gap@ios.com>, aweaver@ios.com (Andrew Weaver) writes...
>Also looking for Ball Blazer or Rescue on Fractalus (LucasFilm games)
>on ROM cart or floppy. Please e-mail responses (unless a posting would
>be appropriate)
>
>Thanks in advance.
>
Check out the vendor list (posted around the 15th) for address of suppliers.
B&C, ATV and Best probably have the carts.

Dave
```

151. wanted atari 65xe cpu only

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-08 14:40:22 UTC
From: mccarter@ornews.intel.com
Message-ID: <3eotgm$sjm@ornews.intel.com>
Source record: 95692

wanted atari 65xe cpu only (powersuplly to of course).
please let me know if anyone out there has a unit they want to get rid
of. I would prefere local to portland oregon area but if who knows.

thanks,
mike carter

--
**********The above opinions are my own and not those of my employer. Mine! ALL mine I tell you.....
.**********

152. Re: Triad / Adventure Int'l

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-08 14:55:26 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <3eoucu$2qpd@blue.weeg.uiowa.edu>
Source record: 95693

junkster@chinook.halcyon.com (James Hague) writes:

>I've played Triad. It sounds like something is wrong with your
>copy. It should just be the usual controls: press [START] to play and
>use the joystick for everything else.

>I bought a copy of Drelbs last year that won't even boot. Drat.

To add to the mystery, ATV threw in two copies of Triad in my order, and
they both behave exactly the same.

Similarly, I now have two copies of Mission Asteroid. The first is the
original release by Sierra On-Line, and works fine. The second is a
re-release by Green Valley, and locks up early in the game every time.

I wonder how many re-releases of games there are out there that don't even
work.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

153. Re: Looking for obscure models...

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-08 15:13:07 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <3eove3$1d42@blue.weeg.uiowa.edu>
Source record: 95694

aweaver@ios.com (Andrew Weaver) writes:

>Also looking for Ball Blazer or Rescue on Fractalus (LucasFilm games)
>on ROM cart or floppy. Please e-mail responses (unless a posting would
>be appropriate)

In their ad in the Jan/Feb 95 Current Notes, American Techna-Vision lists the Ballblazer cart for $4.95.

In their new catalog, B&C ComputerVisions lists both Ballblazer and Rescue on Fractalus on carts for $9.95, or the loose Ballblazer cart for $5.00.

In their ad in the Sept./Oct. 94 Atari Classics, Toad lists the Ballblazer and Rescue carts for $7 each, Ballblazer disk for $7, and Rescue on disk for $14.

ATV: 510-352-3787
B&C: 408-986-9960
Toad: 800-448-8623

Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

154. Re: XF551 Side B formatting

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-08 15:38:53 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <xw46gd1.ransom22@delphi.com>
Source record: 95695

Richard MORRIS <richard@stingray.manawatu.gen.nz> writes:

>Does anyone know what I have to do to be able to format this way? I figure it
>has something to do with that little hole being on the wrong side and so won't
>format - is there an LED with matching light dep. transistor or something that
>I can remove or something? Or is this used for timing?

While CSS does sell a drive upgrade that will allow you to use
your XF551 just like a 1050 as far as formatting the second side of a
disk, I have a cheaper (but more difficult?) solution that works for me
Since all that is needed is a couple of holes on the other side
of the disk, I ripped apart a disk,turned the outside envelope sides
over to create templates so that a hole punch can be used to make perfect
holes in both sides of the disk envelope of any other disk.
Perhaps that isn't clearly written. What needs to be done is to
create holes just like the original ones, but on the opposite side of
the center ring/hub. The hole must be through the jacket only, not the
disk itself. They must be placed well, too, so that the sensor can
actually catch the light as it passes through the hole. So, I took
apart a disk to use as a template. Then, I flipped them over so that
the hole on the template lined up with where the new hole should be on
the disk. Then, I inserted a hole-punch between the disk and the
outer jacket/template, then punched it. Repeat for the other side.
This works very well. Be careful not to scratch the disk itself
while doing this, of course. But, I have never had a problem with this...
that is I have never ruined a disk, and it has always formatted flawlessly
in my XF551.
I do this because it is rare that I need to format the second side
of a disk...because I usually use the 360K DS/DD format. Thus, it does
not make sense for me to pay $34.95 for the upgrade, then take my
drive apart and install it.
BTW, I read of this fix in a circa 1980 computer repair book
I was reading while in college (man, I miss that library).

-Joe

155. Re: Orphans of the world: Unite!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-08 15:57:05 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <5Q6ZABx.ransom22@delphi.com>
Source record: 95696

PATERSON, DAVID ANDREW <da_pate@pavo.concordia.ca> writes:

>The mainstream press knows nothing about anything. There are few journalists
>around anymore; we've mostly got reporters who read press releases and
>record press conferences. No one digs into background or checks facts.
>I've even heard of stories being filed based on preview copies of speeches
>that the writer received ahead of time; a speaker pressed for time once
>said none of the quotes attributed him the next day in the paper.
>
>The state of the press in North America is nothing short of abysmal.

Well, now we are getting WAAAY off topic. :) But, I agree.
When I read an article (whether in a newspaper or a "mainstream" or
"general interest" magazine like Time or Newsweek) that has a topic
I am knowledgeable on, as a rule I spot gross inaccuracies, misleading
statements, and outright falsehoods. Since I began noticing this, I
have stopped believing what is published in these mediums on topics I
am unknowledgeable about.
As has been noted, the writers of computer-related articles
seem to be the worst offenders. Maybe it is just the perception,
since that is something we all know a *lot* about. But, I tend to
agree with the person who said that most "journalists" don't use
computers (other than when required at work, meaning for word
processing) and have no desire to do so, and therefore are completely
unqualified to write about the subject.
I suppose I should note that there ARE a few journalists out
there who know their topic, but these seem to be concentrated in
political reporting.

Although there are now more articles published in the mainstream
press that are about computers than there were in, say, 1982, it is no
less true now than then that if you want the real information, you have
to seek out "computer mags" (ie, Mac World, PC Week, PC Magazine, etc.).
And I am not too sure about that genre anymore either, with the
arrival of magazines like "Wired" that are geared to the average user
rather than the technophile.

-Joe

156. Re: What's wrong with big auction lists?!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-08 16:04:24 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <xQ7aodw.ransom22@delphi.com>
Source record: 95697

"LARSEN, JEREMY NEIL" <JEREMY@MUSIC.CC.UGA.EDU> writes:

>I am just worried that it would offend too many people if I post my
>auction list. I did not use the RETURN key sparingly when listing

I'll just add my two cents here to the great replies already
posted.
All I want to add is that, here at the USENet, advertisers
have an opportunity to target their audience with precision, rather
than the common, bulk-mail/prime-time advertisement method used in
the "real world", yet few take advantage of it! If you are selling
Atari stuff, by all means tell us about it. But, if you are selling
commodore stuff, tell comp.sys.cbm about it. If anyone here is
interested in that stuff, they are reading that newsgroup as well and
will therefore get that segment of your auction as well.
The USENet archetecture has allowed people to segement
themselves into the tiniest,most obscure groups imagineable. Take
advantage of it: target your potential customers. Let them feel like
you are selling directly to THEM, rather than to the whole darned
USENet population.

-Joe

157. Re: Triad / Adventure Int'l

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-08 16:07:05 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <5Q75Yv5.ransom22@delphi.com>
Source record: 95698

Michael Current <mcurrent@blue.weeg.uiowa.edu> writes:

>To add to the mystery, ATV threw in two copies of Triad in my order, and
>they both behave exactly the same.
>
>Similarly, I now have two copies of Mission Asteroid. The first is the
>original release by Sierra On-Line, and works fine. The second is a
>re-release by Green Valley, and locks up early in the game every time.
>
>I wonder how many re-releases of games there are out there that don't even
>work.

Just a thought here, but perhaps the companies that produced
these re-releases used inferior disks that have since succumbed to the
effects of time, while the originals which were released on top-quality
disks have survived better?

-Joe

158. Atari 2600/7800/8-bit and Commodore SALE

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-08 17:12:14 UTC
From: Lawrence Estep <71450.1050@CompuServe.COM>
Message-ID: <3ep6dejdm1@mhadf.production.compuserve.com>
Source record: 95630
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,misc.forsale.computers.other,rec.games.video.classic,alt.games.video.classic

FOR SALE - ATARI 8-BIT SOFTWARE

Get Rich! Insurance Planning (Arrays Software), Megafont II/II+/Font Simulator Package (XLent Software), Winter Challenge, Indus DOS XL Master Disk/GT Estate Word Processor Package $4 each or all 4 for $12.50

F-15 Strike Eagle & Silent Service (Microprose) $5.00

FOR SALE - ATARI 2600 CARTS

Realsports Football (2 available) $2 each

FOR SALE - ATARI 7800 CARTS

Ballblazer (3 available), One-On-One Basketball, Pole Position II (3 available) $2.75 each

FOR SALE - COMMODORE 64/128 SOFTWARE

Magic Johnson MVP (Virgin Mastertronic) $7.50
Dave Winfield's Batter Up! (Avant-Garde) $5.00
F-15 Strike Eagle (Microprose) $5.00
Candy Land (Gametek), Firehouse Rescue, Little People Bowling Alley, My Grand Piano, School Bus Driver (Fisher Price) $5 each or all 5 for $22.50
The Filer (Spinnaker) $3.00
Bop 'N Rumble (Mindscape) $5.00

USED: Professional Gambler (Load & Go) $2.50

All items are brand new in original boxes unless noted.

Shipping charges based on size of order.
If interested, please contact Lawrence Estep at 71450,1050 on CompuServe or 71450.1050@COMPUSERVE.COM on Internet.

--
HAPPY HOLIDAYS - HAPPY HOLIDAYS - HAPPY HOLIDAYS - HAPPY HOLIDAYS
Lawrence Estep / 71450.1050@COMPUSERVE.COM
REMEMBER...FRIENDS DON'T LET FRIENDS DRIVE DRUNK!

159. Atari 8-bit Software FS[A[A

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-08 17:48:46 UTC
From: mlzwille@nyx10.cs.du.edu
Message-ID: <3ep8hu$4h9@nyx10.cs.du.edu>
Source record: 95699

Atari 8-Bit Stuff for sale:

(NOTE: The prices below are for individual items,

See SUPER PACKAGE DEAL at the end of this ad.)

HARDWARE:

Reset Button: Plugs into cartridge slot, $10.

SOFTWARE:

* Pilot Programming Language

w/"Turtle" graphics, (Educators'

package), $10.

* Sublogic FLIGHT SIMULATOR 2 plus JAPAN SCENERY Disk, $25.

* Timewise (Time management), $9.

* "Kingdom" (Instructions and

game, cassette), $3.

* "Biorhythms", (Instructions and

game, cassette), $3.

* "Super-Text" word processor

(disk), $4.

* "Atariwriter" (Cartridge), 2 avail., $20. each.

Excellent word processor for Atari

* "The Newsroom" (Compose and print newsletters) $10.

* "Movie Maker" (Animation Construction Set) $10.

* "Your Personal Net Worth", $10.

* "Softporn Adventure", $5.

** The following from XLEnt Software, $15 each, or all 5 for $65.:

(A full desktop publishing sytem for the 8-bit Atari)

a)Megafont II

b)The First XLEnt Word Processor

c)Rubber Stamp

d)Typesetter

e)Page Designer

* Atari BASIC version "C" cartridge. Eliminates bugs in built-in version "B".

BOOKS ($3.95 each plus shipping)

Atari Programming (with 35 Programs)

PLEASE ADD $5. FOR SHIPPING TO ALL ORDERS UNDER $35. I WILL PAY

SHIPPING ON ALL ORDERS OVER $35.

All these prices are negotiable. I am especially receptive to package

offers that move a lot of items!

****SPECIAL BARGAIN OFFER****: The items above total more than $200.

IF YOU TAKE EVERYTHING---$75. postpaid.

Please reply by e-mail.

160. ATARI PORTFOLIO TO 8-BIT CONNECTION

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-08 17:54:10 UTC
From: nfriedland@aol.com
Message-ID: <3ep8s2$grm@newsbf02.news.aol.com>
Source record: 95700

Is anyone out there interested in info on how to null-modem a Portfolio to an 8-bit? From people I've talked to they say it's really hard/expensive. I slapped one together in about 10 minutes. If there are any people interested, please let me know.

Nolan

161. Re: What's wrong with big auction lists?!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-08 18:55:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <3epce4$sha@usenet.INS.CWRU.Edu>
Source record: 95701

(J. Larsen asks what's wrong with huge auction/for sale posts.)
The main thing, besides the irratability factor, is that this
stuff goes literally ALL OVER THE WORLD and many, MANY people
have to PAY for the amount of stuff they receive. Your huge
post (say 32k or more) is COSTING PEOPLE MONEY.
Russ Gilbert

162. Re: Orphans of the world: Unite!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-08 20:03:28 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D23rps.77E@nntpa.cb.att.com>
Source record: 95702

```
In article <3enm6p$p3n@sundog.tiac.net>,
Glenn M. Saunders <krishna@max.tiac.net> wrote:
>Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
>
>
>: >Where did they get the idea that preemptive multitasking was 'new' when
>: >OS/2 came out?
>
>: It was new for Intel machines.
>
>That doesn't say much for Intel machines.
>

Actually, Unix varients were available for IBM PC type boxes
almost from the begining of the PC. OS-2's claim to fame may
somewhat validly have been the first preemtive multitasking to run
standard DOS programs relatively well in a multitasking
environment.

--
Richard Dell
```

163. Re: What's wrong with big auction lists?!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-08 20:09:47 UTC
From: jeking@xmission.com
Message-ID: <3epgqb$kgi@xmission.xmission.com>
Source record: 95703

In article <3enm5c$ei2@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu (William Kendrick) writes:

>And lastly.. like it's been said before, if you're going to post to
>comp.sys.atari.8bit, try to post Atari 8bit MESSAGES! If you're going to
>post to comp.sys.cbm, they'd probably not like to see the Atari 8bit stuff,
>too (just like we'd probably not like to see the Commodore 64 stuff!).

My biggest beef with these HUGE AUCTION messages is that the folks who post them never get involved in ANY discussions - but access csa8 ONLY to post huge auction messages. The person everybodies referring to currently is a prime example. Has he interacted in any other threads or discussions? NO! Has he aided or helped anybody in csa8? NO! Yet, he'll gladly use csa8 to commercially market his 8bit wares and blast all of us who are DOWNLOADING these articles. I'm curretnly using a windows based PPP winsock package to grab all my news articles, and everything I read ends up on my hard disk..
>
>Advertising isn't bad.. LOTS of advertising is bad.

Exactly how I feel. CSA8 needs SOME advertising, but 34k every 24 hours from the same person is an extreme

164. Re: Triad / Adventure Int'l

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-08 20:26:19 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <3ephpb$2o5m@blue.weeg.uiowa.edu>
Source record: 95704

Joe Walsh <ransom22@delphi.com> writes:

> Just a thought here, but perhaps the companies that produced
>these re-releases used inferior disks that have since succumbed to the
>effects of time, while the originals which were released on top-quality
>disks have survived better?

I could see that with my Mission Asteroid example, but I don't think time
could effect two Triad disks in exactly the same way.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

165. Re: trouble with zipped f

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-08 21:54:30 UTC
From: Aburns@voyager.cris.com
Message-ID: <3epmun$d65@voyager.cris.com>
Source record: 95605

-=> Quoting JholbrooTrouble with zipped filesgi2.mathstat.uo to All <=-

Jh> I've tried all sorts of UNZIP programs, in combination with .zip files
Jh> from all sorts of sources, but i can't get this zip thing to work! Is

Did you check to see what version of PKUNZIP you have? The current
version (as far as I know) is 2.04G. I had an earlier version and
was having a lot of trouble until I got this one.

Jh> I thought this was a universal-convention thing.?!?

Are you sure the files are zipped and not arced or using some other
compression scheme?

Hope this helps!

... Drop your carrier ... we have you surrounded!
--- Blue Wave/QWK v2.10

166. Re: trouble with zipped f

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-08 21:54:39 UTC
From: Aburns@voyager.cris.com
Message-ID: <3epmv0$d6f@voyager.cris.com>
Source record: 95606

-=> Quoting Bud to All <=-

>>>>
Bu> The way I do it is I put the zip file and pkunzip.exe in a temp
Bu> directory in file manager, then I drag the zip file onto pkunzip.exe,
Bu> a dialog box will ask you if you want to start pkunzip.exe using the
Bu> zip file, answer yes and you will see it temporarily go to dos in
Bu> windows while unzipping the file. Next put the file pkunzip.exe back in
Bu> it's own directory, go back to the temp directory and you should find
Bu> the unzipped files. Hope this helps

I was doing that, but I eventually found it easier to just put PKUNZIP
in the DOS directory so it was always in my path. Then you can execute
it without moving it around every time you use it. Just put your .ZIP
file in a directory and type the zip command.

... RAM DISK is NOT an installation procedure!
--- Blue Wave/QWK v2.10

167. MIO Questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-08 22:15:29 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3epo61$1f98@hearst.cac.psu.edu>
Source record: 95607

Okay..I just spent 18+ hours converting parts and ram from a flakey 256k
board to a 1meg board... swapped the os chips and it worked at 256k.
(The 1meg had all the ram blown.) Now.... Question...

Where is the jumper from ram chip1/bank1 supposed to go... and from
what pin on the ram chip? I assumed pin 3 I think.

also... WHERE CAN I PURCHASE THIS FUNKY ZIP RAM WITH THE REVERSED LINES?!?!

I would like to take it to 1meg.

Also.. anybody every modify the os so it can format SINGLE DENSITY?!?!
I am tired of having the sector sizes be fixed and needing a meg MIO
to put 4 90k disks on ...

--
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
WITH 3D IMAGER!!!!!!!
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

168. Re: ballblazer: 2 players

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-08 22:17:35 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3epo9v$1f98@hearst.cac.psu.edu>
Source record: 95608

Glenn M. Saunders (krishna@max.tiac.net) wrote:
: Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:

: : By the way... is 7800 Ballblazer the SAME as the released 8bit version?
: : 7800 BB kicks butt!

: The 7800 has a different graphics chip that is not totally analogous to
: ANTIC/GTIA. Although it does have DLI-like tricks, it uses a different
: form of sprite management, etc... The most profound difference is that
: the GFX clock is at 7.xx mhz and runs out of faster memory than the
: 6502. This fact alone is how the 7800 was able to throw up and
: manipulate objects at the same level of, maybe, a Sega Genesis.

: It is possible that the 7800 version looks and acts exactly the same, but
: I bet it is even smoother with the player shape rotations and scaling.

Oh, it is! And the roto-foils are smoother too. How about the music?
It sounds different from BallBlaster. Is the 8bit BallBlazer the same music
as the pro systems?

--
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
WITH 3D IMAGER!!!!!!!
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

169. Re: Orphans of the world: Unite!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-08 22:18:18 UTC
From: krishna@max.tiac.net
Message-ID: <3epoba$2kc@sundog.tiac.net>
Source record: 95609

richard.b.dell (rdell@cbnews.cb.att.com) wrote:
: In article <3enm6p$p3n@sundog.tiac.net>,
: Glenn M. Saunders <krishna@max.tiac.net> wrote:
: >Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
: >: >Where did they get the idea that preemptive multitasking was 'new' when
: >: >OS/2 came out?
: >
: >: It was new for Intel machines.
: >
: >That doesn't say much for Intel machines.

: Actually, Unix varients were available for IBM PC type boxes
: almost from the begining of the PC. OS-2's claim to fame may

What good is a good OS if nothing is written or will run on it that the
average user wants (Unix)? How many people want to use vi as their main
word processor rather than Wordperfect or something?

Unix and other OSs for the Intel machines may as well not have existed
all those years because not much good mainstream stuff was available for it.

170. Re: trouble with zipped f

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-08 22:23:04 UTC
From: krishna@max.tiac.net
Message-ID: <3epok8$2kc@sundog.tiac.net>
Source record: 95610

This looks like a rogue thread, however, there is no reason for shell users (if you guys are shell users) to have to use your own machine to zip and unzip. Even if all you have is an Atari8, you can zip and unzip off the shell.

```
AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
A // RIP Jay Miner ||| | G. M. Saunders | "You are not ready A
A \X/ Amy & Atari/ | \ | krishna@max.tiac.net | for immortality." A
A 1200 6502 series | | -Kosh A
AaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaA
```

171. was the 7800 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-08 22:32:49 UTC
From: SA073@getty.onu.edu
Message-ID: <SA073.1541.2F106811@getty.onu.edu>
Source record: 95611

I was wondering if many games came out for the 7800? Why did nintendo do so much better than the atari?

172. P.S. - can the 7800 play XL or XE cartridges? (or vice versa)

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-08 22:33:24 UTC
From: SA073@getty.onu.edu
Message-ID: <SA073.1542.2F106834@getty.onu.edu>
Source record: 95612

I never have been told the answer to this.

173. Re: Orphans of the world: Unite!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-08 23:16:04 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3eps2o$f98@charm.magnus.acs.ohio-state.edu>
Source record: 95613

krishna@max.tiac.net (Glenn M. Saunders) wrote:
>richard.b.dell (rdell@cbnews.cb.att.com) wrote:
>: Actually, Unix varients were available for IBM PC type boxes
>: almost from the begining of the PC. OS-2's claim to fame may
>
>What good is a good OS if nothing is written or will run on it that the
>average user wants (Unix)? How many people want to use vi as their main
>word processor rather than Wordperfect or something?

It the days of Xenix, this was a good point. Now with the popularity of Linux, that problem is being solved. Spreadsheets, databases, and many other applications are now freely available, and commercial vendors such as WordPerfect are now selling versions of their software for Intel-based Unix platforms. And Emacs is much more powerful (and arguably easier to use) than even the best of the old Atari word processors, which many people here still use all the time. Combined with a post-processor such as LaTeX, Emacs is more powerful (but NOT as easy to use) than just about any current commercial word processor. (vi is OK for simple things, but I like emacs.)

>Unix and other OSs for the Intel machines may as well not have existed
>all those years because not much good mainstream stuff was available for it.

That's true as far as the mainstream goes, but Unix has not historically been an OS for the mainstream, maybe just because it wasn't sold that way. I personally hope that changes, so mainstream software for a powerful OS becomes more prevalent.

--
--------------- R o b F u n k -------------|------> Funk.17@osu.edu <------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" | funkr@er4.eng.ohio-state.edu
-- Chris Mars, "Stuck in Rewind" | rfunk@freenet.columbus.oh.us

174. Re: Triad / Adventure Int'l

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-08 23:19:38 UTC
From: jlodoen@shell.portal.com
Message-ID: <3eprua$k0t@news1.shell>
Source record: 95614

mcurrent@blue.weeg.uiowa.edu (Michael Current) writes:
>Has anybody here ever played Triad, the game by Adventure International?
>I just bought a copy from American Techna-Vision (along with a bunch of
>other stuff). It says it was programmed by Ed Hobbs, and it has a date
>of 4/83. Finally, this appears to be a rerelease by StarSoft Development
>Laboratories of Winter Park, FL.

>How do you play this thing?? I can watch it play itself all day, and it
>looks fairly cool, but despite all my attempts I can't get it to respond
>to any keypress, nor any action with the joystick.

It's kind of like Archon, but uses a Tic-Tac-Toe board not a
Chess-like board.

Use the stick to choose which square to attempt to take (and
which type of creature to fight).. and press the button. Then
try and destroy the attacker(s).

jlodoen@shell.portal.com

175. Re: Orphans of the world: Unite!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-09 00:13:44 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3epveu$f98@charm.magnus.acs.ohio-state.edu>
Source record: 95615

krishna@max.tiac.net (Glenn M. Saunders) wrote:
>Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
>
>: >For CISC machines, Amiga OS takes up 512K ROM and probably just a few
>
>: The Amiga is only a 16-bit machine, isn't it? One of the best 16-bit
>: machines, but still only 16 bits. That makes all the code smaller than
>: 32-bit code for more modern machines.
>
>I don't see how bitness = code size.

OK, maybe 32-bit code isn't quite twice as big as 16-bit code, but it is
bigger, simply because it works with 4-byte integers rather than 2-byte.
BTW, another thing I said may be inaccurate. I said RISC code is 4 times
the size of CISC code; this is true if you count instructions, but because
the bytes per instruction may vary, I don't know how true it is if you count
bytes.

> I think it has far more to do with
>programming style and other archetectural particulars (like throwing in
>shitloads of drivers whether you need them or not).

If you want it to work on many different machines (even of the same
processor type) and therefore sell it to many people with different hardware
configurations. you do need shitloads of drivers.

> I don't see how this
>means you need an OS that is _32_ times larger than the Amiga one (NT).

NT is made for a totally different, much more demanding, application than
the Amiga OS. If you want an Amiga-Microsoft comparison, look at Win 3.1
instead of NT.

>: >Where did they get the idea that preemptive multitasking was 'new' when
>: >OS/2 came out?
>
>: It was new for Intel machines.
>
>That doesn't say much for Intel machines.

On the contrary, since OS's such as OS/2, WinNT, Win95, and Unix do run on Intel
machines, it says nothing against Intel machines. If the software developers
took a long time to develop OS's that took advantage of the 286 or 386's
capabilities, it's not Intel's fault.

>: Nobody thinks it's state-of-the-art. When the 8086 first arrived, that mess
>: was acceptable because it allowed a lot more memory than other chips of the

>: time (remember the 8086 came before the 68k). Now it's considered barely
>: acceptable just because so many machines out there have Intel chips, and
>: software/OS people have figured out ways around it to make it transparent to
>: the user.
>
>So you happen to feel that holding onto what is long-in-the-tooth
>archetecture is better than cleaning the slate?

When I have a large investment in the old thing, and the old thing still can do
the job, yes.
Are you suggesting that we should all get rid of our long-in-the-tooth Ataris?

>We'll never move forward if we remain afraid to ditch the Intel series.

We seem to have moved forward quite a bit since they first took hold of the
market.
Now it's the old software we need to ditch. The hardware has a lot more
capabilities than most current software takes advantage of. Did you know
that the stupid memory addressing problems of Intel chips disappear when
you use their 32-bit "protected mode"?

The current trend seems to be to make (basically) the same software run on
multiple architectures, so it's no longer quite as important what hardware
you have.

>This doesn't mean losing compatibility because RISC will run 'legacy' apps.

You seem to have a lot of faith in emulators. Have you seen an emulator that
will run 386/486 software at 486-33 speeds on any RISC machine? Emulators are
slow. To run at the same speed as the original machine, they require a machine
about 10 times faster.

>Just because everyone is using something doesn't mean we should never
>move forward. Just because performance is okay now with Pentiums and a
>good OS like OS/2 doesn't mean that is acceptable for the longterm.

In computers, nothing is acceptable for the long term. The technology
(both hardware and software) changes too quickly. People have to balance
what is best for what they already have (they can't start over with every
improvement in technology) with what is currently required (and available)
and what will be required and available in the foreseeable future.

>Clone owners already have good choices for operating systems and if they
>themselves become orphans in the next couple years, they have no reason
>to fear the march of progress.

There are so many that they simply won't become "orphans" in the next couple
of years -- they are a powerful enough force that they won't allow it too
happen. Instead, you'll see a gradual evolution to better technologies,
just as we've seen in the past decade.

>IBM would not be going RISC unless they saw the end of the line of the
>Intel x86 series.

Intel wouldn't be going toward RISC with the Pentium (yes, the Pentium
is a step toward RISC) unless they saw the end of the line of CISC.
IBM saw the shift coming and saw an opportunity to take over Intel's
dominance. The difference is that Intel doesn't want to leave current
users out in the cold, so they're taking a more gradual approach.
IBM is taking the Jack Tramiel approach -- start over, and hope everybody
follows along. Time will tell who wins, but we've all seen what happens
when the old is completely discarded in favor of the new. I don't think
it would've happened to us if Atari 8-bits had been as dominent as
x86 machines are now.

>I just think the 'aint-broke-don't-fix-it' attitude doesn't work in the
>computer industry, and after this huge period in computer stagnancy, most

If you think the last 10 years have been stagnant, you haven't been paying
attention. And nobody inside the industry has the "ain't broke..." attitude;
they're fighting to get the users to lose that attitude so they can sell
them the Latest and Greatest. There's a difference between "fixing" and
"trashing", though.

>people won't look back at MS-DOS/Windows with fond memories, nor will

I don't look at it NOW with fond memories.

>they regret not being able to run whatever minority of code won't run in
>emulation because far greater glories await and they will forget the
>past--at least far more likely than they will forget the charm of the
>8-bit machines.

Tell that to your bank's data processing dept. Business computers never die,
they just get sent to a different department. :-)

> Even the games which everyone loves on clones will
>likely be done again far better on the next generation of machines,
>something which has not been the rule with 8-bit games.

You're right, nobody will keep an Intel machine around just for the games --
they've been done better elsewhere.
Whatever is the current popular platform will always have games written for
it. And if it doesn't have special capabilities to handle games (as our
old Ataris do), the game can easily be rewritten for whatever comes next.

It's the business and specialty applications, along with the monetary
investment in hardware and software, that keeps people hanging on to
DOS and Intel. I agree that DOS needs to go, but I don't see any compelling
reason for getting rid of the Intel platform in general yet.

--
--------------- R o b F u n k -------------|------> Funk.17@osu.edu <------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" | funkr@er4.eng.ohio-state.edu
-- Chris Mars, "Stuck in Rewind" | rfunk@freenet.columbus.oh.us

176. Re: Atari 8-bit Software FS[A[A

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-09 00:25:26 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3epvpm$3e3@nic-nac.CSU.net>
Source record: 95616

Yikes! What's with the double spacing and every other entry being in
40 columns (or so) !?

Make it very difficult to read!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

177. Re: What's wrong with big auction lists?!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-09 00:29:51 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3eq0d3$f98@charm.magnus.acs.ohio-state.edu>
Source record: 95617

I just have a couple things to add to what others have said.

"LARSEN, JEREMY NEIL" <JEREMY@MUSIC.CC.UGA.EDU> wrote:
>Being of Atari mind, I don't understand and am not too familiar with
>"new" technology, i.e. newsgroups, Internet, etc... I just dial up
>the mainframe at my school, UGA, and use its readNews function. It
>says how many lines at the top of each post, and if it's 2500 lines
>of stuff I know I don't care about, it's off to the next post (if the
>Subject interests me...)

That sort of net access is very convenient, very powerful, and very
misleading.
The mainframe at your school had to get each message from another
machine, over whatever communication lines it uses for net access.
Then it had to store each message on its own disk.
Only then is it able to list for you the subjects and lengths of
the messages it has, so you can easily decide, before downloading
the message, whether you want to read it. You can even stop
receiving the message if, while reading it, you decide you don't
want to read anymore.

Not everyone can do that.

Imagine that YOUR computer is the one receiving ALL messages
from the net, through a 2400, 9600, or maybe even 14400 bps
modem. YOUR computer stores them all on its hard drive, and
only then can you decide whether or not you want to read
specific messages. If you spent an hour downloading messages
for a single newsgroup, only to find that it was all
"MASSIVE AUCTION" messages that you didn't care about, you
would not be a happy camper.

>I always read the posts that are sales and auctions! :)

I never do. :-(
Luckily I'm able to decide before downloading the message. :-)

--
--------------- R o b F u n k -------------|------> Funk.17@osu.edu <------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" | funkr@er4.eng.ohio-state.edu
-- Chris Mars, "Stuck in Rewind" | rfunk@freenet.columbus.oh.us

178. HUH ! I DID IT ! INCREDIBLE !

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-09 03:02:51 UTC
From: koutchin@mail1.sas.upenn.edu
Message-ID: <3eq90r$soo@netnews.upenn.edu>
Source record: 95618

Subject: HUH ! I DID IT ! INCREDIBLE !
Newsgroups: comp.emulators.cbm
Summary:
Keywords:

I SET UP MY OWN BBS !

THE NUMBER IS: (215)464-7917
NAME : Cyber Lynx
SYSOP : Prime
AREAS : Programming, emulators, 8bit software, multimedia, graphics,
adult (small area). Shareware games. MOre .....
ACCESS : You will have pretty good access from the very begining.

REGISTRATION : I don't need this, do ya ?
NODES : 1-caller's node, 0-local (so, 2 nodes)
COMMENTS:
I don't care about what are gonna upload. If you upload it it
will be somewhere on the BBS.
Hackers WELCOME !

SPECIAL !
CRACKERS ! WELCOME !

E V E R Y T H I N G I S F R E E

CALL NOW !
my email adress: primeart@aol.com
koutchin@sas.upenn.edu

P.S. LOTSA FILES FROM AOL AND INET. YOU CAN ORDER WHAT YOU WANT !

179. Re: HUH ! I DID IT ! INCREDIBLE !

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-09 04:08:47 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3eqcsf$c5r@nic-nac.CSU.net>
Source record: 95619

Umm.. this is illegal. Good luck in court, dude!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

180. SIO PORT BUSTED! DAMNIT!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-09 04:24:37 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9501090425.AA14124@zippy.sonoma.EDU>
Source record: 95620

There was a lose pin in my SIO port lately and it finally came out with my SIO cable when I pulled it out! It's one of the two farthest ones on the top row. Either the #2 pin or the #12 pin. I can still do stuff, at least with disk drives (well, SIO2PC.. my floppy is acting up and I need a new SIO cable for it anyway.. that's coming in the mail though).

anyway, is this something to worry about? I have jotted down pinouts for an SIO cable and wherever I got my copy they happened to leave pin 12 unmarked. Pin 2 is supposedly clock-out.

Here's what my port looks like (looking at the back of my 1200xl):

```
+ + + + + o
+ + + + + + + Where "+" are the pins, and "o" is the missing pin.
```

HELP!

Thanx a lot...

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Hopefully someone will reply to THIS message!

181. Re: HUH ! I DID IT ! INCREDIBLE !

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-09 04:37:59 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3eqej7$avg@cxc1.cl.msu.edu>
Source record: 95621

koutchin@mail1.sas.upenn.edu (Artem Aleksandrovich Koutchine) writes:

>Subject: HUH ! I DID IT ! INCREDIBLE !
>I SET UP MY OWN BBS !
> Hackers WELCOME !
> SPECIAL !
> CRACKERS ! WELCOME !
> E V E R Y T H I N G I S F R E E

Tell me... Is being an asshole something you learn or is it something you're
born with? I figure you'll know.
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

182. Re: P.S. - can the 7800 play XL or XE cartridges? (or vice versa)

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-09 05:01:38 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3eqfvi$quu@hearst.cac.psu.edu>
Source record: 95622

Daniel Woodard (SA073@getty.onu.edu) wrote:
: I never have been told the answer to this.

No, only 7800 and 2600 carts.

--
Carts: 2600 104; 5200 22; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
WITH 3D IMAGER!!!!!!!
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

183. Re: Doug Neubauer still lurking about Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-09 05:42:18 UTC
From: wilh0011@maroon.tc.umn.edu
Message-ID: <wilh0011.789630138@maroon.tc.umn.edu>
Source record: 95624

krishna@max.tiac.net (Glenn M. Saunders) writes:

>Minter is known for his 2D games, not 3D ones.

Oh, I dunno... I kinda liked what he did with Tempest 2K... Plus, I think he's probably the most able programmer of the whole lot (that I know of, anyway). I'd feel safer if the project was in his hands, after having seen some of the other "games" offered for the Jag.

>I would rather be in favor of finding Doug again and if he is not
>familiar with RISC programming, to at least keep him on as a watchdog.

I'd *REALLY* like to see this happen, too. Unfortunatly, I've yet to hear if he's still doing games these days. Oh, well... I've just found an old Atari 800 to play SR on again. (For the past couple of years, I've been relegated to the 2600 version.) I suppose I'm happy enough with that. :)

>AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
>A // RIP Jay Miner ||| | G. M. Saunders | "You are not ready A
>A \X/ Amy & Atari/ | \ | krishna@max.tiac.net | for immortality." A
>A 1200 6502 series | | -Kosh A
>AaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaA

Ryan "Rex" Wilhm
University of Minnesota, Institute of Technology
Department of Computer Science
Internet: wilh0011@maroon.tc.umn.edu

Havy a day!

184. Re: Looking for obscure models...

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-09 05:45:20 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FAJSBJVKUP@stingray.manawatu.gen.nz>
Source record: 95623

```
>...
>In their ad in the Jan/Feb 95 Current Notes, American Techna-Vision lists
>the Ballblazer cart for $4.95.
>...

WOW!!! That's cheap! How big are these "lists" of stuff they have for the
8bit? I guess I'll have to phone/write to them - hope they'd send one to
New Zealand.

Richard.

--

_ _
/(. .)\ )
(*)____/|
/ |
/ |--\ |
(_)(_) (_)
Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first
```

185. Re: What's wrong with big auction lists?!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-09 06:32:42 UTC
From: jasonbar@bolt.ucsb.edu
Message-ID: <3eqlaa$plp@bolt.ucsb.edu>
Source record: 95625

I think a good way to go about doing a huge net auction, provided it's video game oriented (you didn't say enough in your post for me to be sure) is the following:

First, post the entire listing to rec.games.video.marketplace once (maybe again a week or so later if it's a long one [note--I did a small-medium sized auction a couple of months ago, and kept getting responses to my later postings of the updates...]).

At the same time, post just the appropriate section(s) of your listing to the appropiate newsgroups (comp.sys.atari.8bit, alt.atari.2600, etc.), and say "hey, I'm doing an auction. Look in r.g.v.marketplace for the full balogna. It's called '_____'."

And, then, just send e-mail updates--set up a mailing list of everyone who replies to your post, and send off any updates to that list.

(at least, that's how I plan on conducting my semi-big auction in a week or so--shameless plugs, gotta love 'em).

-Jason
--
Jason Dante Bardis(jasonbar@engineering.ucsb.edu) is a Simpsons-watchin', 3DO-playin',cyclin',anime-viewin',Absolutely Fabulous-tapin',aXcess-readin', hair--dyin',Mac-usin',PWEI-listenin',LEGO-creatin','brow-piercin',autocrossin',cart-collectin',Tempest-adorin',electronics-tinkerin',ballroom-dancin' hoopy frood...

186. Re: P.S. - can the 7800 play XL or XE cartridges? (or vice versa)

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-09 06:34:07 UTC
From: jasonbar@bolt.ucsb.edu
Message-ID: <3eqlcv$pmt@bolt.ucsb.edu>
Source record: 95626

SA073@getty.onu.edu (Daniel Woodard) writes:

> I never have been told the answer to this.

Nope. The cartridge slots are vastly different in size and shape.
7800 carts are pretty much identical to 2600 carts in size and shape.
In fact, you can play 2600 carts on your 7800 w/ no special adapter!

The computer carts are totally different.

-Jason
--
Jason Dante Bardis(jasonbar@engineering.ucsb.edu) is a Simpsons-watchin', 3DO-playin',cyclin',anime-viewin',Absolutely Fabulous-tapin',aXcess-readin', hair--dyin',Mac-usin',PWEI-listenin',LEGO-creatin','brow-piercin',autocrossin',cart-collectin',Tempest-adorin',electronics-tinkerin',ballroom-dancin' hoopy frood...

187. Re: Orphans of the world: Unite!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-09 06:39:15 UTC
From: krishna@max.tiac.net
Message-ID: <3eqlmj$keq@sundog.tiac.net>
Source record: 95627

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
: DOS and Intel. I agree that DOS needs to go, but I don't see any compelling
: reason for getting rid of the Intel platform in general yet.

If there was no such thing as C code, programmers would revolt if they had to actually sit down and write Intel assembly. That might not mean much to some, but if you want to judge a processor in a scientific fashion, you have to take into account its memory management, its registers, etc... and no programmer will tell you that Intel machines are a joy to program for.

And an aversion to assembly hasn't done much to foster streamlined and optimized assembly, which is okay as long as Intel keeps on making faster clock speed chips, but this kind of crud represents everything I hate about computers.

I really respect the Lucasfilm programmers who actually went ahead and took that journey into hell which is Intel assembly to make games like X-wing.

188. Re: was the 7800 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-09 06:48:57 UTC
From: krishna@max.tiac.net
Message-ID: <3eqm8p$keq@sundog.tiac.net>
Source record: 95628

Daniel Woodard (SA073@getty.onu.edu) wrote:
: I was wondering if many games came out for the 7800? Why did nintendo do
: so much better than the atari?

Atari went down the crapper in 1984, and when Tramiel took over, he really spent the better part of 2 years dragging his heels before he released the 7800 after Nintendo reclaimed the videogame market with the NES 8-bit. That explains it. I'm not sure Tramiel had the resources to market the 7800 in 1984, but he should have at least kept it out there, since it was done, manufactured, and boxed in 1984 by Warner-Atari.

The 7800 is most similar to the TurboGfx 16 in my opinion in that the GFX chip has more impressive technical specs than the CPU. The 7800 GFX chip runs several times faster than the CPU. The Maria chip was partly based on Williams sprite technology ideas, and partly on Antic/GTIA (though Miner was not involved with this one). That's why Robotron is so good on the 7800.

The 7800 was definitely the most advanced machine when it was completed in 1984, but by the time it hit the scene, it was just an also-ran.

189. Re: SIO PORT BUSTED! DAMNIT!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-09 07:55:48 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <3eqq64$q8k@ns.mcs.kent.edu>
Source record: 95629

On 8 Jan 1995 22:24:37 -0600, William Kendrick (kendrick@zippy.sonoma.EDU) wrote:
: Here's what my port looks like (looking at the back of my 1200xl):

: + + + + + o
: + + + + + + + Where "+" are the pins, and "o" is the missing pin.

According to "Mapping the Atari" (Revised Edition), Appendix 11, page 198
reference 58457 - $E459 SIOV, here are the pin numbers and functions:

2 4 6 8 10 12
1 3 5 7 9 11 13

1 Clock Input 2 Clock Output
3 Data Input 4 Ground
5 Data Output 6 Ground
7 Command 8 Motor Control
9 Proceed 10 +5v dc/READY
11 Audio Input 12 +12v dc
13 Interrupt

The only lines I hae used for disk drives are: Data In, Data Out, Command,
and Ground (4,6).

--BRiT

190. THORN EMI - CRIBBAGE

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-09 09:25:35 UTC
From: Denver Leonard Giles <dlg2@cov.ac.uk>
Message-ID: <Pine.DYN.3.90a.950109092214.7221A-100000@cc_sysk>
Source record: 95631

Hi. About a year ago, I posted a similar question but had no luck in
solving it (thanks to anyone who trued to help). My problem is this :
I have the CRIBBAGE and DOMINOES cassette games and would like to
transfer them to disk. I am using TRANSDISK but these games will not
load properly from disk. Does anyone know how to transfer these games /
have the source code for them or other similar games ?

Thanks in advance.

==
Denver Leonard Giles | \\\\\ ///// | Restore Insanity
E-Mail dlg2@cck.cov.ac.uk | O O | To the masses.
Student - MIS (N201) | / |
Coventry University | /_ | Sanity is for the mad
Priory St, CV1 5FB, England | _____/ |

191. BIOS of Atari PC/2

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-09 11:23:31 UTC
From: paczkow@comix.uni-muenster.de
Message-ID: <3er6bj$jt2@majestix.uni-muenster.de>
Source record: 95632

Hi, folks!

A friend of mine has an old Atari PC/2 at home, in which he'd like to
install a HD. But therefore he needs to enter the BIOS, and yet he has not
succeeded.

The BIOS was manufactured by Award Software Inc., (c) 1987 NSI Logic.
On the BIOS chip is written CLOL 701-001, Atari PC 3.07

Does anybody know how to get into the BIOS area?

Please reply to: paczkow@private.ruhr.de
or: paczkow@uni-muenster.de

TIA!

192. Re: SIO PORT BUSTED! DAMNIT!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-09 11:28:47 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3er6lf$rua@nic-nac.CSU.net>
Source record: 95633

So what are the rest for? Should I worry? I'll probably never use my cassette player again (at least, not for anything important), and if I get a printer, it'll probably be on the IBM (so I'd SIO2PC to it, if that makes any difference.)

Who (ie, what peripheral) uses the 12v?

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

193. HyperIt! scripted hyper GUI for XLs/XEs!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-09 11:36:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3er730$s4m@nic-nac.CSU.net>
Source record: 95634

```
Article 193 of comp.sys.atari.programmer:
Path: nic-nac.CSU.net!zippy.sonoma.edu!kendrick
From: kendrick@zippy.sonoma.edu (William Kendrick)
Newsgroups: comp.sys.atari.programmer
Subject: HyperIt! scripted hyper GUI for XLs/XEs!
Date: 9 Jan 1995 11:23:33 GMT
Organization: Sonoma State University, Rohnert Park, Ca.
Lines: 81
Message-ID: <3er6bl$rqb@nic-nac.CSU.net>
NNTP-Posting-Host: zippy.sonoma.edu

I must be really excited about this project to be posting a message about
it here at 3am in the morning!

Anyway, for those who haven't seen my babble about this before, this is
a HyperCard (a Macintosh program) clone for Atari 8-bits. Those of you
familiar with HyperCard, MacroMind Director or other Mac (and maybe
MS Windows) programs, or with CardStax for the Atari 8-bit will know
what the program does in general.

To summarize it best I can, it's a program which presents the user with
"Cards." Cards are screensful of information; in text and in graphics
(which in itself can of course contain more text). They also contain
intelligent "buttons." These buttons can look like whatever you want
(either by having them drawn into the graphical background, or adding
them from smaller graphics files (I'll hopefully have Print Shop Icons
and Daisy Dot III fonts supported at some point)).

When you "click" a button (move the arrow pointer over one and press the
[Fire] button (it currently only supports joystick), something happens.
The most basic occurance is the card will change. Buttons will be
different, the pictures will be different, and the text will be different.
(Well, strike those "will"s and turn them into "may"s.)

What's the purpose? Well, the two biggest uses I see myself putting HyperIt!
to are tutorials and games. The tutorials will be graphical and interactive,
both very 'hip' these days, and the games will be more role-playing,
educational or adventure, since it's not exactly an arcade-game designer's
environment! Those of you who have seen games like Myst, Seventh Guest,
and the more graphical Zork-ish games can imagine what the games in HyperIt!
would be like.

For those interested in history and technical information, it's being
written totally in Action! (the very famous C/Pascal/BASIC hybrid language
for Atari's released by ICD back in 1983) so it's pretty fast and flexible.
Although the 48K is being eaten very quickly, it still supports high
```

resolution graphics; including a 1K screen font, the 8K of graphics, and even an 8K snapshot (to reduce disk access when going from one card to the next; you can make a graphical background and no matter how many cards you have which use it, they'll never need to load it again!).

The reason I'm writing the program is because I made a rather large HyperCard Birthday Card for my girlfriend a few months ago, so I became familiar with (and even <gasp> fond of) the HyperCard environment.
I decided I'd like that type of program for the Atari 8-bit. There's a lot of potential.

The second reason I'm writing it is as practice for when real code will start being made for the ADOS project (talk to me later about that if you care; it's going to be (if it happens!) a GUI environment for the 8bit Atari).

The third reason is because I saw David Paterson's "CardStax" program (after I FINALLY got a copy of it! I was quite impatient about getting a working copy as I really wanted to see it!) and found that since it was in BASIC, it was a bit too slow to react, and that the editor was far too confusing to deal with (well, of course I never read the instructions, but with HyperIt!, you work in a scripted language which is fairly flexible. The syntax looks horrid (parameters for a command are place on the lines following the command; separated by End-Of-Lines rather than Spaces or Commas!) but a quick editor could be created to give the user a better editing interface than a text editor, trial and error and patience! :)

(Well, I didn't expect a screenful of "reasons I wrote this," but there it is! :))

Anyway, if anyone would like to Beta-test it, I've been testing it without the Action! cartridge, collecting all of the files and ARCing it up every day or so (mainly so my current non-volunteered beta tester, David Paterson <grin> can take a look at it and tell me what he thinks).

The current ARC including source code and a sample stack is approx. 47k and the program currently requires MyDOS 4.5x (I use 4.53, so if you use something else, I can't promise it will work properly!)

Thanx for listening!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
NEW BREED SOFTWARE: Atari 8-bit and IBM PC software! E-mail for info!

194. Re: sio2PC under OS/2 Warp

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-09 11:48:00 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <3er7pg$o16@nyheter.chalmers.se>
Source record: 95635

In article <3emt0p$9rq@ilex.fernuni-hagen.de>,
Andreas Hintermueller <Andreas.Hintermueller@fernuni-hagen.de> wrote:
>Hey,
>can anyone tell me how to run sio2PC under OS/2 Warp V3.0?
>On my System (486DX/ISA/20MB Ram) regulary the connection is broken.
>Any hints?

Well, my only experience lies within OS/2 2.1, but it should be of some use,
I have a 386 33MHz myself and it is too slow for sio2pc to run under OS/2, but
since your computer is about 4 times faster than mine it should b possible,
try enable COM-direct access in the MS-Dos settings menu, hovever I have a
program called frontdoor that accesses the com-port at 38400 at no problem,
It utilises something called a Fossil- driver to talk with the com-port, and
this works even without Direct- Com acces enabled.
Conclusion, it should be possible after some fiddeling with different settings
but you could alway run it from MS-DOS, you do have boot-manager do you??

>
>Thanks,
> Andreas

Ohh, I noticed fido address, then you should be familiar with Fossil drivers
my Fido address is 2:220/230.1 (I believe)

WFR:
Fredrik Lundholm
d1dol@dtek.chalmers.se

195. 1200XL monitor

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-09 12:12:25 UTC
From: pruittj@world.std.com
Message-ID: <D250Kp.M2z@world.std.com>
Source record: 95636

[No readable article body recovered]

196. Re: Atari 400 power supply query

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-09 12:23:12 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3er9rg$7jb@dux.dundee.ac.uk>
Source record: 95637

have clue--will travel (vsp@unix3.netaxs.com) wrote:

: When I pressed System Reset, I heard a little 'pop' or 'click'.

This seems normal (that's if it's inclusion meant you thought it wasn't).
My 800XL's done it since day one, whenever you release the Reset key and the
screen reappears (or whatever).

--
Thought:
What does the growth of Cyberspace mean?
More people getting more oppurtunities to talk more and more pretentious
rubbish about it, that's what!

Graeme Fenwick gfenwick@mcs.dundee.ac.uk
---

197. Re: INTERNATIONAL KARATE

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-09 12:29:07 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3era6j$7jb@dux.dundee.ac.uk>
Source record: 95638

Holger Janz (hjanz@informatik.uni-rostock.de) wrote:
: Hi there,

: I am looking for INTERNATIONAL KARATE for the XL. I would prefer a cartridge.
: Does someone have any idea? It would be kind someone could help me.

: Bye for now

I didn't think IK was out on cartridge, but I could be wrong.

--
Thought:
What does the growth of Cyberspace mean?
More people getting more oppurtunities to talk more and more pretentious
rubbish about it, that's what!

Graeme Fenwick gfenwick@mcs.dundee.ac.uk
---

198. Re: 8-Bits In 2005

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-09 12:31:45 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3erabh$7jb@dux.dundee.ac.uk>
Source record: 95639

BRYEDEWAARD@DELPHI.COM (BRYEDEWAARD@news.delphi.com) wrote:

: I've seen old Wabash disks physically fall apart where the oxide coating just
: comes off the disk like powder. Depends on the disk.

What was this a follow up to?

Anyway, that's a thought for everyone out there- if you can afford it, go
out and buy some decent 5.25" disks, and backup your stuff 'cos they don't
last forever. I think I'll go and do that sometime in the near future.

--
Thought:
What does the growth of Cyberspace mean?
More people getting more oppurtunities to talk more and more pretentious
rubbish about it, that's what!

Graeme Fenwick gfenwick@mcs.dundee.ac.uk
---

199. Re: Orphans of the world: Unite!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-09 12:46:43 UTC
From: ve1@ritz.wustl.edu
Message-ID: <3erb7j$2ct@bigfoot.wustl.edu>
Source record: 95640

: We'll never move forward if we remain afraid to ditch the Intel series.
: This doesn't mean losing compatibility because RISC will run 'legacy' apps.

We will go forward and have 100 percent hardware binary compatable with the Intel chips but offer true 64 bit technology using not RISC or CISC, but VLISW chips (Very Long Instruction Set). This combines both RISC and CISC together to have the best of both worlds. This along with 32 different registers using register renaming and then combine this with Windows 95 and Bob. Plus companies are starting to put Multi-Purpose DSP's on PC motherboards. What else do you need?

The PC has changed since 1981, it has to change to survive (I dont know if you know this, but the PC has had to change to survive and will continue to do so.)

I find people so amusing when they say the PC is dead, it shows their mentality (brainless motorola drones)

: Just because everyone is using something doesn't mean we should never
: move forward. Just because performance is okay now with Pentiums and a
: good OS like OS/2 doesn't mean that is acceptable for the longterm.
: Clone owners already have good choices for operating systems and if they
: themselves become orphans in the next couple years, they have no reason
: to fear the march of progress.

Progress is like the HP/INTEL new architecture that is 100 percent hardware binary compatable with the x86 series, but yet offers new technology!

: IBM would not be going RISC unless they saw the end of the line of the
: Intel x86 series.

Come on dude, I cant believe you actually believe the above statement. How long have you been using computers?

IBM is going Power PC because they are losing money against competition such as compaq, Gateway 2000, etc.... They are getting pushed out of the market and they are trying to re-gain the edge they had in 1981. They are trying to make a statement of "We are different", just like those teenage dudes that have blue and red hair with nose-rings you see around the U.S.

What you said above is in Ignorance in the computer community.

: I just think the 'aint-broke-don't-fix-it' attitude doesn't work in the
: computer industry, and after this huge period in computer stagnancy, most
: people won't look back at MS-DOS/Windows with fond memories, nor will

: they regret not being able to run whatever minority of code won't run in
: emulation because far greater glories await and they will forget the
: past--at least far more likely than they will forget the charm of the
: 8-bit machines. Even the games which everyone loves on clones will
: likely be done again far better on the next generation of machines,
: something which has not been the rule with 8-bit games.

: AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
: A // RIP Jay Miner ||| | G. M. Saunders | "You are not ready A
: A \X/ Amy & Atari/ | \ | krishna@max.tiac.net | for immortality." A
: A 1200 6502 series | | -Kosh A
: AaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaA

200. Hardware for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-09 15:40:12 UTC
From: lenn@expert.cc.purdue.edu
Message-ID: <3erlcs$6or@expert.cc.purdue.edu>
Source record: 95641

I have the following for sale.

Samsung 13" Color Composite Monitor - $60 Perfect for Atari's or VCR's
with 8-bit monitor cable

Indus GT Disk Drive - $40 SD,ED,DD with power supply and I/O cable and docs

MPP 1150 Parallel Printer Interface for Atari 8bits - $25
w/daisy chain pas-through

You pay shipping.

Jody Lenn

--
Jody M. Lenn Umich Atari Posse:
lenn@expert.cc.purdue.edu lenn@atari.archive.umich.edu
lenn@terminator.rs.itd.umich.edu
Elevation 14,400 BPS GEnie: j.lenn1@genie.geis.com

201. Re: P.S. - can the 7800 play XL or XE cartridges? (or vice versa)

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-09 16:28:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <9JAN199511282472@pavo.concordia.ca>
Source record: 95642

In article <SA073.1542.2F106834@getty.onu.edu>, SA073@getty.onu.edu (Daniel Woodard) writes...
> I never have been told the answer to this.
No.

202. 130XE vs. 65XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-09 16:45:18 UTC
From: electra@DGS.dgsys.com
Message-ID: <Pine.SOL.3.91.950109113958.18010A@DGS>
Source record: 95643

Hi folks,

I've been lucky enough to pick up a working 130XE at a local thrift store. Unfortunately, it was in the usual thrift condition - filthy, no docs, packaging or software and dumped in a box (there must be thrift store guideline somewhere that states this must be the official handling of computers and software). Is the only difference between this and the 65XE (which I have a manual for) the additional memory? Replies appreciated.

Thanks,
Allan

203. Re: Orphans of the world: Unite!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-09 17:30:00 UTC
From: krishna@max.tiac.net
Message-ID: <3errqo$dl3@sundog.tiac.net>
Source record: 95645

Vladimir Elberg (ve1@ritz.wustl.edu) wrote:
: IBM is going Power PC because they are losing money against competition
: such as compaq, Gateway 2000, etc.... They are getting pushed out of the
: market and they are trying to re-gain the edge they had in 1981. They
: are trying to make a statement of "We are different", just like those
: teenage dudes that have blue and red hair with nose-rings you see around
: the U.S.

I can not read their minds, I can only speculate on what IBMs motivations are. I should hope that it is more than merely a marketing stunt. But if you want to put your money on the future of the x86 series, be my guest. I'm sure when the end comes, and it will be subtle when the switch takes place, but it'll happen eventually, it may bring down those who fail to see the end of the x86 dynasty and continue to throw money hand over fist to keep the leaky boat afloat when everyone is jumping ship. I admit a great deal of bias, because I wish with all my heart that all the horrible hardware quirks of the x86 line die their final death with the Pentium and I have no obligation to apologize for that viewpoint in this newsgroup. Anyone who posts anti-x86 rhetoric is banging up against an immovable object so I realize that whatever I say is going to be met with the usual flamewars and belittlement and I have no hope of changing anyone's mind, just as 99% of most debates don't change anyone's mind. I think it's telling that you actually get more Intel defenders from '8-bitters' than you do in MAC or Amiga newsgroups, but that attests to the current role of the 8-bit as a hobbyist and not a serious machine I guess.

204. THANKS FOR YOUR REPLIES

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-09 17:48:52 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <91BCDFA5B79@east-01.novell.leeds.ac.uk>
Source record: 95646

Well after my late December posting of a sarcastic thank you for all the support I haven't been given I received quite a few replies. Some of them were helpful others were misinformed and some were just attempts at having a go at me. I thank you all for your efforts especially those who tried to be constructive. I would like to take this time to address one or two of the issues raised.

I understand postal mail is not 100% foolproof and sending money is a risky business but I'm afraid there is no other way to go about it. I can't take credit card orders because the banks aren't interested unless your turnover is in multiple thousands and since mine is not even multiple hundreds I'm afraid its a non-starter. IMOs and Bank Drafts are acceptable (in UK pounds) but they will cost you much more to obtain, that is why I feel sending US$ is the best bet for USA customers, large amounts can be registered for your safety. I have posted around 15 parcels around the world in the last year or so and all have arrived safely. There was one problem with a Yorky that did a eight week grand tour of America before it ended up at the correct address eventually - so I feel postal mail is not as bad as it was several years ago, although the charges are pretty high!

My software range is quite small yes, but there is a mixture of new games and old classics. Lots of people say "if only them old classics could be made available again" and then when they are, no response! To be fair they have sold quite well in the UK, where they were hard to find originally. I am continually looking for more titles to add as well as writing software myself but the output of new software these days is tiny, as far as I know there are only a handful of people in the UK these days capable and willing to write commercial quality software. As for the rest of the world, I don't know.. Eastern Europe is still strong but most people there already have distributors.

Arena is one of my newer games, its a fair puzzle game with decent graphics and sounds and was written in late 1992/early 1993, to quote one other title, Draconus, which somebody mentioned was written in the late 1980s, how is that newer than Arena??

Advertising, I post regularly to the Digest and I have an advert in the new AC and also in the 8-bit Omnibus and guess how many replies I have had to the last two adverts (in the case of AC paid for adverts)? Well a big zero, so you can perhaps forgive me for being a bit down-hearted. I buy the software, pay for the advertising and get no response. I understand market demands etc, so it leads me to the conclusion nobody wants this stuff, which is fair enough but please don't insult my intelligence by telling me I'm not doing enough to

promote the software.

Anyway thats all I am going to say on the matter, I got the responses to the last posting and I am now aware of the situation. I will continue to support the Atari 8-bits, not because theres alot of money in it but because I enjoy it, its my hobby and probably yours too.

RICHARD GORE

205. How do I use Harddisks with Spartados ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-09 18:08:48 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.128.00122623@genesis.informatik.rwth-aachen.de>
Source record: 95644

Hallo !

What kind of harddisk-controller is the best for the 8-bit Atari and which
are still available ?

Is it possible to boot DOS (f.e. SpartaDos) from harddisk ?
Is it possible to have more than one boot-partition (f.e. Sparta and My -
DOS) and (if it's true) how do I select the booting-partition.
How many partitions does SpartaDOS support and how do I use them ?
What's the CleanUp - utility for ?
How do I get the DOS-Files to Harddisk (HDINIT does not copy the files i.m.
o.) ?
Does the new Interface of FTE (MIO II) support two IDE-Drives (master and
slave) ?

Thank you for answering these boring questions

Matt

206. Re: Bitter Reality Demo! On TOP9410B.DCM at UMich!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-09 19:15:26 UTC
From: un55@rzstud1.rz.uni-karlsruhe.de
Message-ID: <3es20e$fia@nz12.rz.uni-karlsruhe.de>
Source record: 95647

In article <3e21fo$cu8@nic-nac.CSU.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>
>Oh well.. perhaps we need an Internet liason to these demo-makers.. I mean,
>their work is getting out her SOMEHOW! Who uploads TopMagazin's and these
>new demos!?

As to the TOP-Magazin, that's me. I subscribe to it regularly and then upload
the recent issues as soon as I have some spare time. I even asked
"Kaiser-Soft", the makers of the TOP-Magazin on the last year's Hanau-Fair in
Germany for permission. They said that it's OK to upload the magazine
to umich, so I do it usually.

-Marek

---
un55@rz.uni-karlsruhe.de
Marek Tomczyk

207. Re: Alt. Reality, City

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-09 21:16:34 UTC
From: un55@rzstud1.rz.uni-karlsruhe.de
Message-ID: <3es93i$g86@nz12.rz.uni-karlsruhe.de>
Source record: 95648

In article <1995Jan01.190536.12309@wariat.UUCP>,
Russ Gilbert <Russ.Gilbert@apk.wariat.org> wrote:
>The book says you chose whether you wanna be good or evil. But the only
>way to get the bucks (short of resurex) is to beat somebody ('Kill'
>somebody) and get their stuff. There's no way to make an honest buck

Yep, I wondered about this portion of text in the manual as well. I haven't
discovered a way to survive without killing other people either.
You can find Jewelery and Gems, but you find them only after you've killed
someone. You'll never find any stuff without being violent.
There MUST be some other way to survive. Does anybody know one?

-Marek
---
un55@rz.uni-karlsruhe.de
Marek Tomczyk

208. Re: SIO PORT BUSTED! DAMNIT!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-09 22:16:21 UTC
From: cf59752506@aol.com
Message-ID: <3escjl$t01@newsbf02.news.aol.com>
Source record: 95649

America Techna-vision used to have SIO ports for the computers. Check them out. If that fails try Toad Computers (1-800-448-toad) or TOAD@GENIE.GEIS.COM.

209. Re: BIOS of Atari PC/2

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-10 00:24:57 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3esk4p$9c@nic-nac.CSU.net>
Source record: 95650

I'll take it the Atari "PC/2" is an Atari IBM clone (I've never heard of the PC/2). If so, you're definitely asking the wrong newsgroup! This is for Atari 8-bits (400/800/XL/XE).

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

210. HUH ! I DID IT !.... EXPLAINANTION

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-10 00:57:57 UTC
From: koutchin@mail2.sas.upenn.edu
Message-ID: <3esm2l$r4h@netnews.upenn.edu>
Source record: 95651

HI !

To everyone who thinks that i did illigal thing. NO, i just typed it
there becuase it could tempt you to call the BBS. So, i did that.
And now some question about ATARI games:

I used to play something called Star Ranger or something like that.
(don't mix with Star Raiders). I tried to find it again but i can't.
Have you seen thegame ? or know where i can get it ?

211. Re: HUH ! I DID IT !.... EXPLAINANTION

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-10 02:50:44 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <xI3bhYE.ransom22@delphi.com>
Source record: 95652

Artem Aleksandrovich Koutchine <koutchin@mail2.sas.upenn.edu> writes:

> To everyone who thinks that i did illigal thing. NO, i just typed it
>there becuase it could tempt you to call the BBS. So, i did that.
>And now some question about ATARI games:

Ah, but WHO would it tempt to call your BBS? What type of person
does that sort of advert appeal to?
Is that the kind of people you want calling your BBS?

-Joe

212. Re: SIO PORT BUSTED! DAMNIT!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-10 04:29:24 UTC
From: bjcorr@delphi.com
Message-ID: <9501092331591.DLITE.bjcorr@delphi.com>
Source record: 95653

>There was a lose pin in my SIO port lately and it finally came out with my
>SIO cable when I pulled it out! It's one of the two farthest ones on the
>top row. Either the #2 pin or the #12 pin. I can still do stuff, at least
>with disk drives (well, SIO2PC.. my floppy is acting up and I need a new
>SIO cable for it anyway.. that's coming in the mail though).
>
>anyway, is this something to worry about? I have jotted down pinouts for
>an SIO cable and wherever I got my copy they happened to leave pin 12
>unmarked. Pin 2 is supposedly clock-out.
>
>Here's what my port looks like (looking at the back of my 1200xl):
>
> + + + + + o
> + + + + + + + Where "+" are the pins, and "o" is the missing pin.
>
>HELP!
>
>Thanx a lot...
>
>-bill!
>kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
>William (Bill) Kendrick / | \ ** New Breed Software **
>Hopefully someone will reply to THIS message!
>
>
Well guy, my hardware manual says that's pin 12 alright. It says it's
+12v. Hope this helps!
bjcorr@delphi.combjcorr

213. Re: 130XE vs. 65XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-10 04:39:32 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3et324$2r9@nermal.cs.uoguelph.ca>
Source record: 95654

Alan,

The 130XE has additional memory as well as an expansion bus on
the back ... something the 65XE lacks. As a result, the 130XE is much
more easily expanded than the 65XE.

>> Mark <<

--
==========
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av748@Freenet.Carleton.CA

Dorothy: "But how can you talk if you don't have a brain?"
Scarecrow: "I'm not sure. But ... I know an lot of people without brains who
do an awful lot of talking"
==========

214. Re: 130XE vs. 65XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-10 05:45:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <10JAN199500453830@pavo.concordia.ca>
Source record: 95505

In article <Pine.SOL.3.91.950109113958.18010A@DGS>, electra@DGS.dgsys.com (Allan Hamill) writes...
>Hi folks,
>
>I've been lucky enough to pick up a working 130XE at a local thrift
>store. Unfortunately, it was in the usual thrift condition - filthy, no
>docs, packaging or software and dumped in a box (there must be thrift
>store guideline somewhere that states this must be the official handling
>of computers and software). Is the only difference between this and the
>65XE (which I have a manual for) the additional memory? Replies appreciated.
>
>Thanks,
>Allan
>
The 130xe has the extra 64k of memory, but it also has the ECI port on the back.
The ECI is essentially equivalent to the PBI on the 600xl and 800xl; it give
you access to most of the lines to the CPU (all the address lines, data lines,
IRQ etc) when used in conjunction with the cartridge port.

Along with the extra memory is a Freddie chip to handle those times that the
CPU is looking in one memory bank and Antic is looking at another.
Other than that, I know of no other differences, though I'm willing to be
proven wrong.

Dave

215. Re: HUH ! I DID IT !.... EXPLAINANTION

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-10 06:48:39 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3etak7$g3r@nic-nac.CSU.net>
Source record: 95506

Saying you have pirate wares around here will

1) get you in trouble
2) get you very few callers (except probably leeches, which is completely useless to you; unless you make a horrible UL/DL ratio, which people will hate and which will make them stop calling)

Get a clue before you start posting lies.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
If they ARE lies.

216. 1200XL Help

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-10 08:27:50 UTC
From: pruittj@world.std.com
Message-ID: <D26KuE.3F8@world.std.com>
Source record: 95507

I have a 1200XL that I purchased from one the massive auctions advertised here. I am trying to get it fix up a little bit to do some light typing and game work.

I thought about hooking it up to the TV but was not partical.
I understand that the Commodore 1602, 1702 and 1902 are amopung the best choices for it.
I live in Germany will a German monitor of this brand work with the 1200XL I understand that it can work in PAL.

Will the cartitages from an 800XL work in a 1200XL?

And which diskdrives are the best to use with the 1200XL?

Lastly how do you attach a printer to the 1200XL?

Thanks

John

217. Wanted: Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-10 09:30:44 UTC
From: dcody@netcom.com
Message-ID: <dcodyD26nr8.8Jv@netcom.com>
Source record: 95508

Help!

I recently unpacked my Atari 800 in order to play M.U.L.E. and discovered
that three of my joysticks are missing. Does anyone know where I might
mail order EPYX 500XJ joysticks or other compatible ones?

Please email to dcody@netcom.com.

Thanks!

--
David Cody / dcody@netcom.com ---- ---- ---- ---- Do not TAUNT Happy Fun Ball

218. monitor schematics

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-10 11:04:50 UTC
From: opg@elcom.pub.ro
Message-ID: <m0rRYYB-0002ZVC@elcom.pub.ro>
Source record: 95509

The monitor I've been using for my atari system has just died. I've tried to fix it, but have so far been unsuccessful as I don't have any schematics.

Does anyone have a copy (xerox or otherwise) of the Schematics for the Commodore CM141 monitor (manufactured by Goldstar in '84)

Thanks!
opg@elcom.pub.ro

219. Re: BIOS of Atari PC/2

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-10 12:32:19 UTC
From: James King <jeking@xmission.com>
Message-ID: <3etuoj$re9@xmission.xmission.com>
Source record: 95510

In article <3es93i$g86@nz12.rz.uni-karlsruhe.de>,
un55@rzstud1.rz.uni-karlsruhe.de (Marek Tomczyk) writes:

>someone. You'll never find any stuff without being violent.
>There MUST be some other way to survive. Does anybody know one?

You can always find those hidden rooms where caches of weapons and gems are
stored. You DONT have to be violent to play AR:, there are the peaceful
alternatives -- at least until you're attacked! <grin

220. Atari Artist colour problems

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-10 14:05:21 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <931D23E30BE@east-01.novell.leeds.ac.uk>
Source record: 95511

Does anybody out there know the format of a standard, uncompressed,
62 sector, graphics 15 Atari Artist type picture file?

More especially I need to find out the original colours of the
picture assuming they are saved with the file. I've looked at the
beginning and end of the picture data but I can't seem to find
them. Can anybody help. I use the following code from Turbo BASIC;

```
OPEN #1,4,0,"D:FILENAME.PIC"
BGET #1,RAM,7680
CLOSE #1
```

RAM is the address to store the picture data at.

I have tried using

```
FOR D=708 TO 712:GET #1,A:POKE D,A:N.D
```

in the appropriate places but without any luck.

I'd be grateful for any help you might be able to give me.

RICHARD GORE
chmrig@leeds.ac.uk

221. Re: Orphans of the world. Unite!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-10 14:22:03 UTC
From: MBITDC9306@titan.newi.ac.uk
Message-ID: <9501101423.AA01256@dylan.newi.ac.uk>
Source record: 95512

> PATERSON, DAVID ANDREW <da_pate@pavo.concordia.ca> writes:
>
> >The mainstream press knows nothing about anything. There are few journalists
> >around anymore; we've mostly got reporters who read press releases and
> >record press conferences. No one digs into background or checks facts.
> >I've even heard of stories being filed based on preview copies of speeches
> >that the writer received ahead of time; a speaker pressed for time once
> >said none of the quotes attributed him the next day in the paper.
> >
> >The state of the press in North America is nothing short of abysmal.

Hell, you should see some of the stuff that goes on in the UK. The
press over here are too good!! They don't care who'se toes they stand
on (as you've no doubt seen over the past couple of years - the royal
family and all).

Mind you, there is one particular paper that's a bit iffy to say the
least ... and it's improved a bit over the past few years. They
started off as a Sunday paper with stories like 'Alien found on the
moon'. It was something like that, anyway. They weren't journalists,
just story tellers! They didn't make an effort to find true stories.

Since then, they've become a daily and have cleaned up their act in
that respect. The 'news', however, is still pretty unique to this
paper. I bought a copy last week because my regular read (The Sun)
was sold out and it's still how I remember it ... one of the
headlines being 'Hunk Bonks Vending Machines' - not your average
everyday family newspaper, eh? In fact, there's so much female flesh
flashed in its pages it's just one step away from being a porn mag!
NOT THAT I'M COMPLAINING MIND YOU!!!
It's just that it would be nice to have some more mainstream news in
its pages.

UK Atarians will probably know which paper I'm talking about :-)

Anyway, back to the Atari ....

David Davies
The Atari Classic Programmer's Club
mbitdc9306@newi.ac.uk

222. Re: Alt. Reality, City

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-10 17:27:00 UTC
From: Ulf_Petersen@antic.sub.org
Message-ID: <5dc5ftm02hB@antic.sub.org>
Source record: 95513

On 09 Jan 95, un55@rzstud1.rz.uni-karlsruhe.de wrote ...

> In article <1995Jan01.190536.12309@wariat.UUCP>,
> Russ Gilbert <Russ.Gilbert@apk.wariat.org> wrote:
> >The book says you chose whether you wanna be good or evil. But the only
> >way to get the bucks (short of resurex) is to beat somebody ('Kill'
> >somebody) and get their stuff. There's no way to make an honest buck
>
> Yep, I wondered about this portion of text in the manual as well. I haven't
> discovered a way to survive without killing other people either.
> You can find Jewelery and Gems, but you find them only after you've killed
> someone. You'll never find any stuff without being violent.
> There MUST be some other way to survive. Does anybody know one?
SURE! If you bother to read the manual CAREFULLY, you'll notice that you
can only become an evil character when you kill good AND evil people or
ONLY good encounters. However, if you want to remain an explorer with a
pure (good, that is) soul, you may ONLY be allowed to kill encounters with
an evil character, but before you do that you should try to talk to them
or do some business. If that fails, KILL THAT BASTARD ;) and you'll still
have a good soul. Hope this helps :) !

Ulf

CrossPoint v3.02

223. Re: P.S. - can the 7800 play XL or XE cartridges? (or vice versa)

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-10 17:49:13 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3euhap$18pb@hearst.cac.psu.edu>
Source record: 95514

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: : I never have been told the answer to this.

: Technically, yes ... the architecture is fairly similar. However,
: the XL carts wont fit into the 7800 cart port.

: >> Mark <<

Oh, that was a loaded response. If you sit down and re-write a ton
of code perhaps..... Thats just like saying the C64 games can be played
on the Atari's.

--
Carts: 2600 104; 5200 22; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
WITH 3D IMAGER!!!!!!!
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

224. Re: Orphans of the world: Unite!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-10 18:24:21 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3eujcl$rsh@charm.magnus.acs.ohio-state.edu>
Source record: 95515

In article <3eqlmj$keq@sundog.tiac.net>,
Glenn M. Saunders <krishna@max.tiac.net> wrote:
>If there was no such thing as C code, programmers would revolt if they had
>to actually sit down and write Intel assembly.

True. Luckily, there is C code, and optimizing compilers.

> That might not mean much
>to some, but if you want to judge a processor in a scientific fashion, you
>have to take into account its memory management, its registers, etc... and
>no programmer will tell you that Intel machines are a joy to program for.

But most people don't care about what's scientifically better, they
care about what's practically better. Especially when they don't have
to program in assembly.

>And an aversion to assembly hasn't done much to foster streamlined and
>optimized assembly,

No, but it has done a lot to foster portable software and optimized
compilers.
--
--------------- R o b F u n k -------------|------> Funk.17@osu.edu <------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" | funkr@er4.eng.ohio-state.edu
-- Chris Mars, "Stuck in Rewind" | rfunk@freenet.columbus.oh.us

225. FTe: What's up???

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-10 19:19:00 UTC
From: Ulf_Petersen@antic.sub.org
Message-ID: <5dc5h40W2hB@antic.sub.org>
Source record: 95516

Hi!

Has anybody heard anything from FTe (Mike) lately? I haven't heard anything from them since January 1. Also, I haven't received any replies to my messages yet (ftooned@delphi.com). Does anybody know what's going on?

Ulf

CrossPoint v3.02

226. Re: What's wrong with big auction lists?!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-10 19:33:09 UTC
From: cas@baste.magibox.net
Message-ID: <D27FnC.Au6@chaos.magibox.net>
Source record: 95517

Think about it.

disk space
band width
do the math

Try mailing it to those who want it.

cas

227. For Sale: Star SG10 printer

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-10 19:51:26 UTC
From: krieg@point.cs.uwm.edu
Message-ID: <3euofu$gde@uwm.edu>
Source record: 95518

```
Includes: the famous Star SG10 Printer
Digitial Devices printer interface for the Atari line
desktop printer stand
1/2 a box of continuous feed paper

Make an offer. I really want to unload this before I move again.

--
= Andrew Krieg | =
= krieg@ct.med.ge.com | Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =
```

228. Re: (Revised) Copying my ROM cartridges.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-10 20:53:25 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <130546@cup.portal.com>
Source record: 95519

I used to copy carts with the "BUG/65" (not DDT) debugger that came with (well, WENT with; prob'ly it was sold separately; it's been so long I don't remember anymore) "OS/A+," which later became "DOS XL." Writing cart data to disk was easy -- the truly tricky part was getting the system into a state where the cart was present but not running! For of course, if the cart was plugged in at power-on, the cart, not the disk, would boot and you couldn't get into (in my case) BUG/65!

My solution wasn't elegant but it worked. I'd boot the disk without a cart plugged in, and get into BUG/65. Then move the display list and do a couple of pokes to move screen memory out of cartridge space. Then run a little ML routine that turned off all interrupts, and looped waiting for the START key, then turned everything back on and exited. At that point I would align the cart very carefully with the slot, push it in until it ALMOST made electrical contact -- then take a breath and firmly WHAP it into the slot. With interrupts off, and if the cart went in straight (not crooked, one end of the contact-strip a little ahead of the other), the system would still be up; press the START key, the little ML routine exits, and when you examine cartridge memory space, there's the cart. It is now trivial to write the cartridge data to disk either as a file -or- (one of the features I sorely miss in DDT) to an arbitrary range of "raw" sectors.

A few other details: on the 800 you needed to wedge the power-interlock switch so that you could boot the system with the cartridge-compartment door open so as to insert the cart "after the fact"; serendipitously, however, MY 800's power-interlock switch got stuck in the "on" position all by itself about a week after I bought the computer, so I personally never had to worry about (or wedge) this. :-) And on the 800XL, Atari added code to the interrupt service routines, which checks for a change in the state of cartridge presence, and reboots the machine if a cart suddenly appears or disappears! I get around THAT, of course, by booting the Translator or other "RAM copy of the 800 OS," before beginning the procedure described above. And finally, some early carts (Centipede, Asteroids) ARE copy-protected, and crash when run "as-is" from RAM; I was able to find and patch out the protection in those two particular carts, though, and run them from disk. (I presume it is safe to mention this, now that the statute of limitations has expired (next year it will have expired twice over!).)

So yes, cart-copying has a long and cherished history. Even here, over the course of the 7 years I've been participating, there've been a number of very interesting posts describing other people's innovative cart-copying gymnastics; I particularly enjoyed the one from the person (onetime Atari employee?) who booted a special program from CASSETTE

in order to "get in ahead of the cartridge."

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

229. Re: How Atari Compuers Changed Our Lives

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-10 20:54:12 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <130549@cup.portal.com>
Source record: 95520

Excellent thread, Joe.

I've told my story here before, so I'll be brief: an Atari 800 got me my first, best college girlfriend, back in 1981 at RPI (only at RPI would computers and girlfriends go together!). Basically, I was cruising the girls' dorm next door to MY dorm, one afternoon when, through a partially open door I spotted an Atari 800. Personal computers were still a bit of a novelty in those days; a few men on my floor had them, but to find a female with a computer was a genuine rarity. I was hooked on the spot. :-) I stuck my head in the door and said something inane about how "I noticed you have an Atari computer." To make a long story short, the computer's owner became my girlfriend for the next three years, and that relationship definitely helped shape me into the person I am today. It may sound silly and it doesn't go into great detail, but that's one of the "big" ways in which the Atari Changed My Life. :-) There were of course innumerable LITTLE ways, but that's not the topic of this post.

Chris

230. Re: Orphans of the world. Unite!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-10 21:04:24 UTC
From: nathanc@math.wvu.wvnet.edu
Message-ID: <nathanc-100195160504@tangent.math.wvu.edu>
Source record: 95521

In article <9501101423.AA01256@dylan.newi.ac.uk>,
MBITDC9306@titan.newi.ac.uk (DAVID DAVIES) wrote:

> Since then, they've become a daily and have cleaned up their act in
> that respect. The 'news', however, is still pretty unique to this
> paper. I bought a copy last week because my regular read (The Sun)
> was sold out and it's still how I remember it ... one of the
> headlines being 'Hunk Bonks Vending Machines' - not your average
> everyday family newspaper, eh? In fact, there's so much female flesh
> flashed in its pages it's just one step away from being a porn mag!
> NOT THAT I'M COMPLAINING MIND YOU!!!
> It's just that it would be nice to have some more mainstream news in
> its pages.
>
> UK Atarians will probably know which paper I'm talking about :-)

Could that be the Daily Sport?
I used to bring a copy back to the states after visiting home each
christmas. Man, my friends got a kick out of it. On the sports theme,
could someone e-mail me how Ipswich Town are doing this season?

> David Davies
> The Atari Classic Programmer's Club
> mbitdc9306@newi.ac.uk

A Centofanti
WVU Math Dept.

231. Re: (Revised) Copying my ROM cartridges.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-10 22:36:33 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Jan10.173110.26303@wariat.UUCP>
Source record: 95522

(Chris Chiesia(sp?) says he copied some of his carts and cracked copy
protection.)
Mr. Chiesea, Mr. Current earlier posted some information about the
copyright laws and an article in AC. The point I want to make is that
DON'T BE BRAINWASHED BY THE ASP! Copying your own software for your
own use IS LEGAL. Copy protection merely prohibits consumers from
excercising their legal right to archive their software, computer,
audio or video. Copy protection generally leads to an inferior product,
(won't run on some disk drives, video tapes break, can't install and
restore a computer program after a hard disk crash, etc.) And the
consumer is not told that the software they are purchasing is copy
protected enabling an informed purchase. Don't get me started.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

232. Re: FTe: What's up???

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-10 23:06:02 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ev3sq$r7r@nic-nac.CSU.net>
Source record: 95523

He's still around. I got mail from him the other day (he seems slow to reply, but he's been busy finishing up some manuals, I think.)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

233. Re: Atari Artist colour problems

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-10 23:13:56 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ev4bk$rf8@nic-nac.CSU.net>
Source record: 95524

```
It seems for standard 62-sector images, the format is:

7680 bytes data, 1 byte background, 3 bytes foreground

So the code should be something like this:

10 GRAPHICS 15:SC=DPEEK(88)
15 OPEN #1,4,0,"D:filename.G15" :REM or PIC or whatever
20 TRAP 100
25 BGET #1,SC,7680
30 POKE 708,4:POKE 709,8:POKE 710,14 :REM greys for paletteless files
35 BGET #1,712,1:BGET #1,708,3
100 CLOSE #1

Programs like ComputerEyes and some simple utils. don't bother saving
palette information if the images all look the same (grey), which is why
I assume grey and then get the bytes if I can.

Yes, some programs do it differently, but this is how I've seen it done and
how I do it myself.

-- Just as a note, for lots of GRAPHICS 9 images, I've seen it done like
this!:

7680 bytes screen data
27 ([ESC])
hue (0, 16, 32, etc.)

It would be good to first say "Is the byte 27? If so, get another byte"
Then, "is the byte less than 16? If so, multiply it by 16" (In case they
said the hues were 0 to 15, not 0 to 240 (in steps of 16))

Later! Hope I helped!

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
```

234. Re: Orphans of the world: Unite!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-11 00:24:44 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3ev8gc$15m@charm.magnus.acs.ohio-state.edu>
Source record: 95525

In article <3erb7j$2ct@bigfoot.wustl.edu>,
Vladimir Elberg <ve1@ritz.wustl.edu> wrote:
>We will go forward and have 100 percent hardware binary compatable with
>the Intel chips but offer true 64 bit technology using not RISC or CISC,
>but VLISW chips (Very Long Instruction Set). This combines both RISC and
>CISC together to have the best of both worlds.

Um.... Part of what's good about RISC is the small instruction set --
you can fit the opcode in just 5 or 6 bits, leaving more room for
operands. If you "combine" RISC and CISC, you don't get the best of
both worlds. You get a better CISC -- something like the Pentium.
--
------------- R o b F u n k -------------|------> Funk.17@osu.edu <----------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

235. Re: Orphans of the world: Unite!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-11 00:47:50 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3ev9rm$18r@charm.magnus.acs.ohio-state.edu>
Source record: 95526

In article <3errqo$dl3@sundog.tiac.net>,
Glenn M. Saunders <krishna@max.tiac.net> wrote:
>Vladimir Elberg (ve1@ritz.wustl.edu) wrote:
>: IBM is going Power PC because they are losing money against competition
>: such as compaq, Gateway 2000, etc.... They are getting pushed out of the
>: market and they are trying to re-gain the edge they had in 1981.

>I can not read their minds, I can only speculate on what IBMs motivations
>are. I should hope that it is more than merely a marketing stunt.

It's not a marketing stunt as much as it's a business decision.

> But if
>you want to put your money on the future of the x86 series, be my guest.
>I'm sure when the end comes, and it will be subtle when the switch takes
>place, but it'll happen eventually,

If you're talking specifically about the x86 series, it's already
happening, with the Pentium. And yes, it's subtle, because they're
currently emphasizing compatibility with what's already out there
rather than what's new.

[...]
>great deal of bias, because I wish with all my heart that all the horrible
>hardware quirks of the x86 line die their final death with the Pentium and
>I have no obligation to apologize for that viewpoint in this newsgroup.

The horrible hardware quirks of the x86 die when you move to their
32-bit, protected mode.

[...]
> I think it's
>telling that you actually get more Intel defenders from '8-bitters' than
>you do in MAC or Amiga newsgroups, but that attests to the current role of
>the 8-bit as a hobbyist and not a serious machine I guess.

Of course you get more Intel defenders from people who don't
necessarily use Motorola machines, and more anti-Intel sentiments
from groups who, by definition, use machines with Motorola processors.
You'd get more Intel defenders in Intel-oriented newsgroups than you
would here.

I save my sentimentality for the old machine, and for "serious" use I
pick what I see as the most useful machine. For many applications the
Mac wins out. (Amigas just aren't up-to-date enough anymore.) For
most applications, I see the Intel platform as the best, usually
because it's the most flexible. (I'm restricting this to reasonably

affordable machines, BTW.)

Sure, Motorola processors are great, but recent Intel processors are comparable, and the entire package is the most flexible you can find, mostly because the hardware is simple to put together (why go to IBM, Compaq, or Gateway when you can build it yourself?), the OS is easily replacable with a multitude of common alternatives, and the software is readily available. You can't find that combination anywhere else.

If I want to design an embedded system, I'll start with Motorola. If I want a computer today, I'll start with Intel (or maybe AMD).
--
------------- R o b F u n k -------------|------> Funk.17@osu.edu <----------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

236. Re: How Atari Compuers Changed Our Lives

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-11 00:58:11 UTC
From: jvogel@crl.com
Message-ID: <3evaf3$53r@crl4.crl.com>
Source record: 95527

Chris_F_Chiesa@cup.portal.com wrote:
: noticed you have an Atari computer." To make a long story short, the
: computer's owner became my girlfriend for the next three years, and that
: relationship definitely helped shape me into the person I am today. It
: may sound silly and it doesn't go into great detail, but that's one of
: the "big" ways in which the Atari Changed My Life. :-) There were of
: course innumerable LITTLE ways, but that's not the topic of this post.

: Chris

So what games did you two play? <leer, <G,D,& ---->R>>

|jvogel@crl.com |

237. Re: 1200XL Help

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-11 04:09:40 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3evlm4$qd2@hearst.cac.psu.edu>
Source record: 95528

Joe Walsh (ransom22@delphi.com) wrote:
:
: Any ATari 8-bit disk drive will work with it. The XF551 is
: the best one that Atari made...there are many others by other
: manufacturers, however, such as Astra, GT Express, and Percom.

bah-hum-bug!!! The 1050's RULE!!! (You can do anything with them...
even put double sided mechs in them. =)

-Andrew Classic Atari Systems Restorer
--
Carts: 2600 104; 5200 22; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
WITH 3D IMAGER!!!!!!!
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

238. Atari 8-bit Documentation Questions...

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-11 04:21:41 UTC
From: nagual69@aol.com
Message-ID: <3evmcl$85q@newsbf02.news.aol.com>
Source record: 95529

I have a couple of questions for all you Guru's in our midst:

Q.1] Are there real DOC files for Mydos45D or earlier, on any archives
or web pages? If so, where??
Q.2] Does anyone have an 8-bit memory map or Peek/Poke
Locations/Definitions
table? Or detailed 8-bit programming documents?
Q.3] ***-->Can they be e-mailed to me? ;)

I was also thinking of uploading an .ATR/XFD file to Umich with
the
following files on it: Mydos45D, SuperArc, Diskcom32, GOS, and a few
other
files. I reasoned that it would be a good base disk for beginning
XFormer Addicts. What do you think?

Toby Schmeling
Nagual69@aol.com

239. Re: Atari 8-bit Documentation Questions...

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-11 05:17:18 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3evpku$e10@nic-nac.CSU.net>
Source record: 95530

MyDOS 4.50 documents should be in the ARC with MyDOS 4.50 at UMich.
MyDOS 4.53 is the latest version of MyDOS, but the documents are identical
(I think). It is at UMich, and it's a smaller file.
There's absitively, posolutely no reason to put ATRs or XFDs up at UMich,
because:
1) Those files are inaccessable to Atarians without PCXf or SIO2PC
2) Both SIO2PC and PCXf let you install single DOS files (as I'm sure
you know) and from there you can copy them to your own personal
ATR or XFD files through the Atari.
.. OR ..
You can use S2PC or AtarImg to copy files from DOS to an ATR or XFD
without using SIO2PC and a real Atari OR PCXf.
3) Finally, the standard disk-image format for the Atari is DCM.
And there is a DCM->ATR converter (DCM2DSK2.ZIP) for the PC and
of course the original DiskComm.3.2 for the Atari.
The Atari Peek/Poke locations are listed, completely, in Mapping the Atari,
available from Atari dealers such as BEST Electronics (I think), B&C
Computervisions (I think), and American Technavision (I'm pretty sure).
Also, Rob Funk (I think that it's him?) has been working on "reference
cards" about the Atari 8-bit; reference style things. He might have
beem working on "useful memory addresses" or the like. I still suggest
Mapping the Atari (XL edition, especially, although I don't have that one)
if you can get your hands on it! (Also get a copy of De Re Atari, another
very good old programmer's "tool.")

The main Atari 8-bit archives is "atari.archive.umich.edu" cd to "atari/8bit".

About WWW Atari pages.. yes, there are some. I have one address, but it
isn't handy right now, sorry. :) Many others will reply to you about their
pages though, I'm sure! :) (One of them contains the "reference cards."
One of them (the same?) also contains the Comp.sys.atari.8bit Frequently
Asked Questions (FAQ) file, and that is ALSO pretty useful. FINALLY, there's
my "Atari 8bit New User, Emulator Help" unofficial FAQ, available here,
just like the c.s.a.8 FAQ, as well as on comp.emulators.misc, and hopefully
up at UMich. The c.s.a.8 FAQ is at some "rtfm" FAQ. There are files at
UMich which will point you to it.)

Good luck! Happy 8-bitting!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

240. Re: Orphans of the world: Unite!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-11 06:00:37 UTC
From: krishna@max.tiac.net
Message-ID: <3evs65$4uh@sundog.tiac.net>
Source record: 95531

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
: In article <3eqlmj$keq@sundog.tiac.net>,
: Glenn M. Saunders <krishna@max.tiac.net> wrote:
: >If there was no such thing as C code, programmers would revolt if they had
: >to actually sit down and write Intel assembly.

: True. Luckily, there is C code, and optimizing compilers.

: No, but it has done a lot to foster portable software and optimized
: compilers.

You have a flair for INTELlectualizing, no pun intended.

241. Re: 1200XL Help

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-11 06:03:53 UTC
From: krishna@max.tiac.net
Message-ID: <3evsc9$4uh@sundog.tiac.net>
Source record: 95532

I don't know about getting a 1200XL to output PAL, but it should be known that the 1200XL has the worst stock video signal output through the monitor jack of any of the 8-bits. You would have to do the Supervideo upgrade. It's totally unusable as far as I'm concerned, totally blurry and overdriven.

AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
A // RIP Jay Miner ||| | G. M. Saunders | "You are not ready A
A \X/ Amy & Atari/ | \ | krishna@max.tiac.net | for immortality." A
A 1200 6502 series | | -Kosh A
AaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaA

242. Re: Wanted: Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-11 07:54:27 UTC
From: bjcorr@delphi.com
Message-ID: <9501110255591.DLITE.bjcorr@delphi.com>
Source record: 95533

```
>
>Help!
>
>I recently unpacked my Atari 800 in order to play M.U.L.E. and discovered
>that three of my joysticks are missing. Does anyone know where I might
>mail order EPYX 500XJ joysticks or other compatible ones?
>
>Please email to dcody@netcom.com.
>
>Thanks!
>
>
>--
>David Cody / dcody@netcom.com ---- ---- ---- ---- Do not TAUNT Happy Fun
Ball
>
Try American Techna-Vision at (510)352-3787. They have a Power Player
joystick for $5.95!
bjcorr@delphi.com
```

243. ATARI ST games for SALE!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-11 10:37:56 UTC
From: ranma@mercury.sfsu.edu
Message-ID: <3f0ce4$2fl@news.csus.edu>
Source record: 95534

```
Sale of Atari ST games!! Buyer pays shipping.

a) Wanderer (a 3d space shooter).............$6
b) Mr.Heli...................................$6
c) Obliterator...............................$6
d) Terrorpods................................$6
e) Deep Space................................$6
f) Forgotten Worlds..........................$6

Compilations:

a) GIANTS....................................$10
(Outrun, Gauntlet II, 1943, Street Fighter)

b) TRIAD 2...................................$10
(Menace, Tetris, Baal)

c) TRIAD 3...................................$10
(Speedball, Blood Money, Rocket Ranger)

Misc. stuff:

a) Spectre GCR 3.0 Update manual.............$3

All games complete with boxes, manuals, disks...

E-mail ranma@mercury.sfsu.edu if interested!
Thanx! =)
```

244. Re: latest PC Xformer 3.0 dealer list

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-11 10:55:11 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3f0def$pho@nic-nac.CSU.net>
Source record: 95535

Darek, if that's the same list as the one you gave me after Jan.5th, then
the Jan.7th copy of the Unofficial Atari Newbie, Emulator Help FAQ (v.0.6)
is up to date (and uploaded at UMich, I hope.. can't seem to get through!)

How well is it selling, btw, if you don't mind me asking?

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

245. Re: 1200XL Help

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-11 20:36:34 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3f1fgi$191n@hearst.cac.psu.edu>
Source record: 95536

PATERSON, DAVID ANDREW (da_pate@pavo.concordia.ca) wrote:
: In article <3evlm4$qd2@hearst.cac.psu.edu>, heller@akh104.rh.psu.edu (Andrew K. Heller) writes...
: >Joe Walsh (ransom22@delphi.com) wrote:
: >:
: >: Any ATari 8-bit disk drive will work with it. The XF551 is
: >: the best one that Atari made...there are many others by other
: >: manufacturers, however, such as Astra, GT Express, and Percom.
: >
: > bah-hum-bug!!! The 1050's RULE!!! (You can do anything with them...
: >even put double sided mechs in them. =)
: >
: >-Andrew Classic Atari Systems Restorer
: What's that? You can install a DS mech in a 1050? What upgrade does it
: require to identify both sides? Interesting idea!

: Dave

heh-heh...a flip of a switch.. or you can be more creative and
rewrite some of the OS and fully use that fully DS/DD floppy controller
chip.

I have even seen 3.5 mechs in the 1050. still only 360k...but
thats without major system re-writes. And I am not about to go
playing with the 1050 OS again. (note again.)

--
Carts: 2600 104; 5200 22; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
WITH 3D IMAGER!!!!!!!
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

246. ATR/XDF -> DCM?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-11 20:38:30 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3f1fk6$191n@hearst.cac.psu.edu>
Source record: 95537

Anybody want to tell me the specs on these file structures...
so I can write a quick program to convert them from atr/pcxf format
to DCM's.... (dont ask why...)

--
Carts: 2600 104; 5200 22; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
WITH 3D IMAGER!!!!!!!
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

247. TWB-Atari User mags

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-11 20:41:31 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3f1fpr$191n@hearst.cac.psu.edu>
Source record: 95538

Some time ago (october? november?) someone had a set of Atari User
mags for sale and never got back to me after having more enticing
offer$ from other people...

SO again...I am on the lookout for the ORIGINAL Atari User mags.
'cause Atari Explorer sucks.

--
Carts: 2600 104; 5200 22; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
WITH 3D IMAGER!!!!!!!
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

248. Re: (Revised) Copying my ROM cartridges.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-11 23:06:26 UTC
From: bwbwn@rice.edu
Message-ID: <3f1o9i$pee@larry.rice.edu>
Source record: 95539

In <130546@cup.portal.com>, Chris_F_Chiesa@cup.portal.com writes:
>My solution wasn't elegant but it worked. I'd boot the disk without a
>cart plugged in, and get into BUG/65. Then move the display list and
(deleted)
>firmly WHAP it into the slot. With interrupts off, and if the cart went
>in straight (not crooked, one end of the contact-strip a little ahead of
>the other), the system would still be up; press the START key, the little
(and so on.)

What I don't understand is: With a two cartridge machine, why do I have to go through such elaborate procedures to copy the cartridge. From my point of view, I could just put a programming language cartridge in my left slot, and the cart I wanted to copy in the right slot.

Then, I put a DOS XL disk in the disk drive. The programming language boots. I get the ready prompt. I tell it to go to DOS. I get the DOS menu. I tell it to dump the contents between the start and end adresses of the right cartridge.

There, I have a ROM image.

Why do I see other people with two cartridge systems going through more involved procedures? Am I missing something? :)

Thanks,
Wes Brown

249. Re: BIOS of Atari PC/2

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-12 02:20:41 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <130833@cup.portal.com>
Source record: 95540

If I recall correctly, the PC/2 is just a MS DOS 8088 clone with standard 8 bit slots. Assuming you have an 8 bit HD interface, load debug & at the '-' prompt type
G=C800:5
& hit return. This doesn't work for all cards, but should for the most popular.
Rick

250. Re: What's wrong with big auction lists?!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-12 03:45:27 UTC
From: bernard@beco.link.xs4all.nl
Message-ID: <bernard.040a@beco.link.xs4all.nl>
Source record: 95541

LARSEN, JEREMY NEIL (JEREMY@MUSIC.CC.UGA.EDU) wrote:
> I am currently compiling an auction list for this and some other
> newsgroups (tandy, 2600vcs, etc)... I was wondering, why would anybody
> dislike big auction lists? I don't understand what difference it
> makes if someone posts a "32k update every 24 hours"... why does the
> size matter?
> Being of Atari mind, I don't understand and am not too familiar with
> "new" technology, i.e. newsgroups, Internet, etc... I just dial up
> the mainframe at my school, UGA, and use its readNews function. It
> says how many lines at the top of each post, and if it's 2500 lines
> of stuff I know I don't care about, it's off to the next post (if the
> Subject interests me...)

Yep, but there are people that colect there mail first and than read ALL of
the mail so you have to PAY first so abort that message is no problem but
you already have payed for it... And the phone company here in the
netherlands is NOT cheap....

> I am just worried that it would offend too many people if I post my
> auction list. I did not use the RETURN key sparingly when listing
> the features of each of my auction items. Is hatred of auction lists
> a common thing? What's the consensus?
> I always read the posts that are sales and auctions! :)

Yep I also read normal sales message but I have ATARI XL/XE so why I have
to read a list of ALL other software and hardware...
If he put ONLY a list of the ATARI XL/XE stuff in this AREA I do not have a
problem with it and I thing ALL other people also but NOT the hole LIST..

Greetinx from Bernard Kok

--
Bernard Kok BECO TEL (XL/XE support)
bernard@link.xs4all.nl Online : every day from 18-07 CET
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859

251. RS-232 using SIO2PC cable?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-12 10:50:21 UTC
From: a00344@giant.rsoft.bc.ca
Message-ID: <3f31hd$4vb@deep.rsoft.bc.ca>
Source record: 95413

I'm about to build an SIO2PC cable to connect a trusty old 400
to my 486, but before I start this project I'd like to find out
if I can use the same hardware for RS-232 on the Atari.

I won't need DTR, DCD, or RTS/CTS handshaking for the purpose I
have in mind, and I won't need to interleave R: use with other
SIO use. The plan is to boot the 400, start the application,
then shut down SIO2PC on the PC and have the Atari talk to a
Unix box at a reasonable rate (ie 2400 bps). The Atari will be
just used as a controller with gadgets on the joyports.

Will the classic 'Rverter' R: handler work for this? Any gotchas
I need to watch out for?

If not, does anyone have an R: handler intended for this use, or
can point me at a schematic for a real Rverter cable?

If nothing else, how about source for the Rverter handler as a
place to start from? I used to do a lot of coding on the
8-bits, but it's been a few years.

Thanks muchly,

Tom Klok
tomtom@mindlink.bc.ca

252. Re: RS-232 using SIO2PC cable?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-12 15:10:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <12JAN199510105055@pavo.concordia.ca>
Source record: 95542

In article <3f31hd$4vb@deep.rsoft.bc.ca>, a00344@giant.rsoft.bc.ca (Tom Klok) writes...
>I'm about to build an SIO2PC cable to connect a trusty old 400
>to my 486, but before I start this project I'd like to find out
>if I can use the same hardware for RS-232 on the Atari.
>
>I won't need DTR, DCD, or RTS/CTS handshaking for the purpose I
>have in mind, and I won't need to interleave R: use with other
>SIO use. The plan is to boot the 400, start the application,
>then shut down SIO2PC on the PC and have the Atari talk to a
>Unix box at a reasonable rate (ie 2400 bps). The Atari will be
>just used as a controller with gadgets on the joyports.
>
>Will the classic 'Rverter' R: handler work for this? Any gotchas
>I need to watch out for?
>
>If not, does anyone have an R: handler intended for this use, or
>can point me at a schematic for a real Rverter cable?
>
>If nothing else, how about source for the Rverter handler as a
>place to start from? I used to do a lot of coding on the
>8-bits, but it's been a few years.
>
>Thanks muchly,
>
>Tom Klok
>tomtom@mindlink.bc.ca
I have a friend who did up such a beast - a modern 1 chip RVerter. It was
built around the same chip as SIO2PC, and it ran at 9600 with few problems.
I'll check what info I have.

Dave

253. Re: (Revised) Copying my ROM cartridges.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-12 15:12:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <12JAN199510125617@pavo.concordia.ca>
Source record: 95543

In article <3f1o9i$pee@larry.rice.edu>, bwbwn@rice.edu writes...
>(and so on.)
>
>What I don't understand is: With a two cartridge machine, why do I have to
>go through such elaborate procedures to copy the cartridge. From my point
>of view, I could just put a programming language cartridge in my left slot,
>and the cart I wanted to copy in the right slot.
>
>Then, I put a DOS XL disk in the disk drive. The programming language boots.
>I get the ready prompt. I tell it to go to DOS. I get the DOS menu. I tell it to
>dump the contents between the start and end adresses of the right cartridge.
>
>There, I have a ROM image.
>
>Why do I see other people with two cartridge systems going through more
>involved procedures? Am I missing something? :)
>
> Thanks,
> Wes Brown
This process will get an image of the program. But, for a 16k or banked
cart, it won't work properly; I remember pyschedelic designs on my 800 when
both carts conflicted.

Dave

254. Re: Triad / Adventure Int'l

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-12 15:23:29 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <1995Jan12.152329.21746@ericsson.se>
Source record: 95544

mcurrent@blue.weeg.uiowa.edu (Michael Current) writes:

>Has anybody here ever played Triad ...
>
>How do you play this thing?? I can watch it play itself all day, and it
>looks fairly cool, but despite all my attempts I can't get it to respond
>to any keypress, nor any action with the joystick.

Have you tried loading the game on more than one of the different computer models (800, XL, XE etc)? I had problems running some games on my 600XL (+1064) computer. Some games, for instance Datasoft's "Bruce Lee" (the tape version) wouldn't load. Using the 800 translator software didn't help. The game did work on a friend's 800XL. Some games did not repsond to controls, for instance Synapse software's "Pharaoh's Curse".

It could also be that some checking mechanism in the program erroneously believes that you're trying to use an illegal copy of the game, maybe the disk has been damaged.

Anders Skelander

255. Anybody know where to find the XL CRAY emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-12 15:26:58 UTC
From: SA073@getty.onu.edu
Message-ID: <SA073.3.2F154A42@getty.onu.edu>
Source record: 95545

I really need this emulator!

256. ATARI 8-BIT SUPPORT FROM RICHARD GORE

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-12 17:17:27 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <9641E575FE8@east-01.novell.leeds.ac.uk>
Source record: 95546

ATARI 8-BIT SUPPORT FROM RICHARD GORE

ARENA XL/XE 64K Disk only PRICE: #5 ($10)
----- The full 50 level version of the excellent puzzle game that
was a demo bonus on Page 6's issue 66 disk. You must guide
a set number of balls to the exit by strategically positioning pieces
of wall. Good graphics and very addictive.

BUBBLE ZONE XL/XE 64K Disk only PRICE: #5 ($10)
---------- A fast blast em set on a grid being invaded by expanding
bubbles. Collect the tokens and see how far you can
advance. Original gameplay and top notch grpahics make
this a game of high quality.

JAWBREAKER 16K Disk, Tape, Rambit Turbo tape PRICE: #4 ($8)
---------- Classic maze game based on Pac-Man, munch the sweets but
don't forget that important dental hygiene! Two
different mazes are supplied which were originally sold as separate
games. Double the value.

MOUSEKATTACK 48K Disk, Tape, Rambit Turbo tape PRICE: #4 ($8)
---------- Another classic maze game, but this one involves you
plumbing the levels of Rat Alley. Addictive arcade
action with a simultaneous two player mode.

MAZE GAMES OFFER: Buy both Jawbreaker and Mousekattack in one pack
for the bargain price of #6.95 ($14)!!!!

GTRACKER XL/XE 64K Disk only PRICE: #6.50 ($14)
-------- A new sequencer program for Replay (or Parrot) compatible
digitised sound samples. You can construct your own digi-
tunes using your own samples. Supplied with several sample tunes, a
player program, 4 page manual and a free PD demo disk showing just
what can be achieved. Now also supports stereo playback of your tunes
on a suitable upgraded machine. We will also be releasing extra tune
data disks in the future.

SUPER PRINT LAB XE XL/XE 128K Disk only PRICE: #6.95 ($15)
---------- A new monochrome design and print program
developed for 128k (130XE type memory) users.
Features include the usual arrary of drawing tools as well as programs
to create icons, split a screen, mix 2 screens and a mini database for
creating labels. Printer support is included for Atari 1029, Epson
compatibles and the Atari 1020 in upto 4 colours!! Yorky compatible.

YORKY 256K MEMORY UPGRADE

A 256k memory upgrade that simply plugs into the PBI port of your
800XL (or internal 64k 600XL). NO soldering is required. Supplied
ready to plug in and use with all the necessary RAM chips, the manual
and a disk of support software.
VERY FEW UNITS LEFT. THIS COULD BE YOUR LAST CHANCE TO OBTAIN ONE.

PRICE: #50 +p&p (UK #2, EC #3.50, WORLD #5) or $90 complete.

I also have limited stocks of the following commercial software items.
The software items below are brand new, in their original packaging,
with English manual(s) and most are still shrink wrapped.

Halley Patrol (disk) #4.00 ($9)
Summer Games (disk) #5.25 ($11)
Cyborg Warrior (disk) #5.25 ($11)
Dropzone (disk) #5.25 ($11)
Solar Star (disk) #5.25 ($11) also known as Sun Star!

Gato (rom) #6.95 ($15)
Desert Falcon (rom) #6.95 ($15)

All software prices include postage and packing to UK addresses,
overseas please add #2 per order. Prices in US$ include shipping but
payment must be made in US$ cash (notes only please - no coins).
UK pounds are accepted in cash, cheque (made payable to Richard Gore),
IMO or postal order. Contact address:-

RICHARD GORE, 79 SPROTBROUGH ROAD, SPROTBROUGH, DONCASTER, DN5 8BW,
ENGLAND

Telephone: (01302) 784642 after 7pm (GMT) weekdays
any reasonable time at the weekends

E-mail: chmrig@leeds.ac.uk

Coming soon..... new software from Germany, Golf Tour 94 (maybe 95!)
and more. Updates will be posted to the Digest.

Okay now with the recent discussions as regards posting large lists
of stuff for sale, do you the Digest community object to me posting
this message of what I have for sale?? If the majority do then I will
cease posting them.

My own personnal feelings are these type of postings are fine so long
as they are not too long, no more than a couple of screens say, and
relevant to the news-group in question c.s.a8 in this case.
After all without advertising vendors will never sell anything and
buyers will never know what they can buy.

I understand peoples objections especially when they have to pay for
e-mail. From the UK point of view, most of the people with e-mail will
either work for or study at a University/college and thus receive free
e-mail, with only a small proportion paying for it via compuserve or

any of the other companies who have recently started in the UK.

Okay I've stated my point of view, so if you want me to stop my postings just let me know. By the way I only post the full list once or twice a month anyway so I'm certainly not clogging up anybody's bandwith or hard-drive space.

RICHARD GORE

257. Re: (Revised) Copying my ROM cartridges.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-12 17:51:22 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3f3q6q$i6d@hearst.cac.psu.edu>
Source record: 95547

Has anybody tried using OMNIMON?

--
Carts: 2600 104; 5200 22; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
WITH 3D IMAGER!!!!!!!
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

258. Re: 1200XL Help

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-12 17:54:41 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3f3qd1$i6d@hearst.cac.psu.edu>
Source record: 95548

Joe Walsh (ransom22@delphi.com) wrote:
: Andrew K. Heller <heller@akh104.rh.psu.edu> writes:
:
: > bah-hum-bug!!! The 1050's RULE!!! (You can do anything with them...
: >even put double sided mechs in them. =)
: >
: >-Andrew Classic Atari Systems Restorer
:
: You know, as I typed that about the XF551, I just *knew* I'd
: get a response. :) Oh, well. Let me restate it: the XF551 is the
: best disk drive manufactured by Atari which, in its stock configuration,
: suits my specific purposes. YMMV. :) Better? :)

Nope, the workman ship on the XF is horrible. The traces come off,
solder joints break.... their are bugs in the OS (those familiar with the
"UNSTICK XF" option)... and its so darn slow.

By the way. I was looking at my girlfriend's 1050 the other day (tandon)
and noticed that the mother board had tons of jumpers on it... in fact..
the SIO slots were hand wired together.. there were no traces on the board
linking all the pins together... there were a few other oddities to it...
was this a very early release?

--
Carts: 2600 104; 5200 22; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
WITH 3D IMAGER!!!!!!!
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

259. Re: XF551 Side B formatting

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-12 18:04:04 UTC
From: eyvind@pvv.unit.no
Message-ID: <EYVIND.95Jan12190404@iq.pvv.unit.no>
Source record: 95549

[Tales of cutting holes in disks removed]

As I recall, those neat little widgets that cut notches in disks so
you could use the flip side came in two versions, one of which cut the
index hole as well as the write protect notch. So if you're lucky and
manage to get hold of one o' them things, you may not need to butcher
your disks to format the flip side of a disk on an XF-551.
--
Eyvind Bernhardsen

260. Re: (Revised) Copying my ROM cartridges.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-12 18:35:05 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Jan12.133048.28447@wariat.UUCP>
Source record: 95550

Omnimon in an OSNXL OS, 'Impersonator' with a dummy cart from Alpha Systems, 'The Pill' from CSS, the ml monitor in the BB, these are the ways to copy carts. Many will still require some dissassembly and modification. Even the banked carts can be copied using schemes that use extended memory machines.
Somebody mentioned 'Bruce Lee' would not work on his computer but would on somebody elses. 'Bruce Lee' commercial tapes and disks will not work if an 850, P:R:, MIO or BB are attached to the machine.
Another great copy protection innovation. I had a program the other day, 'Grandma's House', it wouldn't run if a second disk drive was on line. What a crock of stinky (as my grandkids say.)
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

261. Re: Composite to RGB - was it solved?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-12 19:56:53 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D2B62u.Mt6@nntpa.cb.att.com>
Source record: 95551

In article <1995Jan12.130353.1@winkle.bhpese.oz.au>,
<cashin@winkle.bhpese.oz.au> wrote:
> I have been looking at this newsgroup for a few weeks now as I have
>acquired 8 800XLs with other bits. I also have 3 RGB monitors which I was
>hoping to use so followed with interest the comments of a week or two back.
>But then the whole thread fizzled out and I didn't see anyone come up with the
>definitive composite to RGB converter solution. Did I miss something ?

I thought that thread was about using old PC monitors for the
Atari. An IBMPC type CGA or EGA type monitor is TTL, not analog,
and hence is inherently incompatible with any conversion of an
analog based signal such as the NTSC signal of the Atari without a
great decrease in resolution.

An IBMPC type VGA monitor is analog, however. The trouble with
these monitors is that the scan rate is not able to be switched to
that used by an NTSC signal. Some (not most) Mulitscanning
montiors can go down as low as the NTSC 15.7 KHz horizontal rate,
but most will not go below 20 KHz (somethinlng like 25 or 28 KHz
is a common lower limit).

Thus, in general, a scan rate converter would be required, a
fairly much more complex and expensive project.

> There seems to be several ways to solve the problem if an off-the-shelf
>solution is not available -
>1. Find the circuit for an existing converter - one that produces the correct
>colours.
>2. Find a circuit for a composite monitor and figure out how it does it (on
>account of it has to drive an RGB tube in the end).
>3. Find out what a composite monitor signal is, and design a circuit to decode
>it.

Yeap ... all of these work, and a literature search in the
library would turn up several examples of circuits to convert from
NTSC to RGB. Such a project is on my long term wish list as well,
as then I could send an NTSC signal to a switchbox with my IBM VGA
type monitor (multiscan).

These are also available commercially, I believe in the 80-100
dollar range, though I cannot recall any specific models.

The problem is, that even given an NTSC to RGB converter, you
still need to have a monitor capable of scanning at the correct
NTSC rate.

> BTW, is the composite signal the same for PAL and for NTSC - i.e. does
>the modulator add the PAL/NTSC specific information? Or do we need a different
>composite -> RGB converter in Oz than in US? Can anyone out there help? and
>how many others are interested in a solution (If there are a few then maybe
>it's worth putting a bit more effort into it).

PAL is different in inherent format -- different scan rate, and a
different frequency for the chroma carrier. I presume that the
same modulator could be made to work for either, with the possible
problem of the sound carrier (which may and probably is different
in specifics) but for video only the same modulator could work, I
suspect.

Another project that may be more useful would be a NTSC (or PAL)
to separated chroma/luminance circuit, with S video compatiblility
in mind, though in the Atari it is much simpler to just add such an
output by internal wiring additions and changes.

--
Richard Dell

262. Re: Alt. Reality, City

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-12 20:20:47 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <130860@cup.portal.com>
Source record: 95552

I only managed to get one character to survive by being good. It's tough, but not imposible. The a few keys: Go out at night during bad weather & never stike the first blow. What happens is the bad guys mostly just come out at night & the best junk, potients/weapons/armor, is carried by those guys. Always hang out right next to an Inn so if your HPs drop, you just go inside to recoup. Since you've been decent to most of the honest folk, you can wander around during the daylight hours to do your shopping. Charming anything or anybody is not good at any time. I never start a character with less then 220<?> gold. If the character has good charisma, that is enough to get a dagger <lowest priced weapon if you barter right> and a nights logging in one of the flea bag inns. Always eat some food as soon as you start the game. You're easy pickings, but they can't steal what you've eaten.

263. Re: Anybody know where to find the XL CRAY emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-12 21:43:20 UTC
From: davidt@unm.edu
Message-ID: <3f47po$25e3@argo.unm.edu>
Source record: 95553

In article <SA073.3.2F154A42@getty.onu.edu>,
Daniel Woodard <SA073@getty.onu.edu> wrote:
> I really need this emulator!

I've got a copy, but it's the one for the Timex-Sinclair ZX-81.

--
==
= David Topelberg, Albuquerque, NM USA =
= DavidT@argo.unm.edu DavidT@dump.com dct@dds.nl =
==

264. ROM files & PC Xformer 2.5

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-12 21:47:05 UTC
From: bwbwn@rice.edu
Message-ID: <3f480p$534@larry.rice.edu>
Source record: 95554

I can usually get a clean image of a cartridge. That's not the
hardest part. Loading the cart is the hard part. :) But, if I
transfer the 8K ROM image to the PC via SIO2PC, I'd believe
that Xformer takes care of setting the image to virtual ROM. :)
I thought a little about how these cartridges would protect
themselves: Simplest way is to simply zero the addresses
where the ROM cartridge would go. If it's RAM then the image
self-destructs. :) But, if it is ROM, it can't do it, and continiues
loading. Now, if I have a good image, and load it into Xformer,
I'd believe that Xformer changes that address to ROM, cracking
the copy protection. This is how I've seen some esoteric hardware
cracking done.

My question is: I transfer the ROM image to my SIO2PC disk,
and load the disk containing it in the emulator. How do I transfer
the ROM image OUT of my Atari disk image into the DOS filesystem?
That's the only way PC Xformer would do it.

Also: What seems to be the problem with copying bank switched
cartridges? I've talked to my father, and he thinks that if you get
an image of the bankswitched cart, before it loads, Xformer would
handle it. Something to think on. Will this work? :)

Thanks,
Wes Brown

265. Re: ANSI-term and dowloading problems 8(

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-12 22:16:47 UTC
From: krishna@max.tiac.net
Message-ID: <3f49of$9ok@sundog.tiac.net>
Source record: 95405

Any good terminal allows you to exit to DOS without hanging up. I know Bobterm and FlickerTerm do, which is why I don't see the lack of file Xfers in Flick as being a major problem. Some terminals require a reboot in order to get to DOS, like Backtalk. I had that bullshit. If you are on floppies I could understand how going back and forth between terminals could be inconvenient, but it's no biggie with a hard drive or ramdisk.

266. Re: Run a BBS? Want full Internet for $24.95/mo?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-12 22:20:02 UTC
From: krishna@max.tiac.net
Message-ID: <3f49ui$9ok@sundog.tiac.net>
Source record: 95406

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: Since this seems IBM software, it's probably not the most appropriate.

: Now.. using a modem on an Atari with a 2nd modem on a PC, and hooking them
: up via SIO2PC... hmmmmmmmmmmmmmmmmmmm..!

Nah, you could pull it off with Multiline PRO!, or with an 850 using both
R: ports. It just wouldn't be too fast I'd guess.

267. 1050 with DS mech??? Where!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-12 22:30:52 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950112142446.1433C-100000@CSOS.ORST.EDU>
Source record: 95407

I'd have to agree that the 1050 was the "best" one made....

A 1050 seems to be built better than the other drives. When I went to buy my first 810, I was disappointed that the military BX was sold out of 810s...but they promised me a 1050 (when it would arrive...eventually) for the same price. I didn't even know what a 1050 was at the time, except for a picture they had.

I remember that in the description of the product Atari was advertising (their sales brochures), I always thought it was funny that amongst the list of features, they'd list something like "Styled to match the Atari line of home computers." or "Styled to match the XL series." I was pissed that my 1050 didn't match my beige 800. I didn't even know it could do "dual" density because it came with DOS 2.0s. Then they sent me DOS 3 and after I converted everything, learned that it sucked. Wilkinson had a type-in in Computer that changed 2.0s to do what 2.5 eventually did...except Wilkinson's would actually list 1040 (or whatever) free sectors instead of that 999+ bullshit.....

Anyway....the point is that after all those years, the drive is still working and hasn't given out ONCE. (It's changed hands a few times and come back to me....heh)

JW

268. Re: Programming CC65

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-12 23:33:13 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <3f4e7p$p6@ns.mcs.kent.edu>
Source record: 95408

On 12 Jan 1995 08:41:47 GMT, William Kendrick (kendrick@zippy.sonoma.edu) :
:So far as structured languages go on the Atari 8-bit, I (and others, I'm sure)
:highly recommend Action!, even over C compilers. C is just a bit much, it
:seems, for the old Atari. With Action!, you have more control over the
:Atari right away because it's an actual Atari language (graphics, sound,
:controller, file I/O, etc. routines are all built in are easily available).

You are right, in that as far as structured languages go ON the Atari 8bit
the best and perhaps easiest to use is Acton!. I although prefer to do my
coding in Machine Language ON the 8bit. I use Mac/65 since it seems to
work better with Sparta-X than other assembler editors.
BUT! If you are talking about structured languages FOR the Atari 8bit,
but not neccessarily running on the Atari 8bit, then the best by far
is the Cross Compiler version of CC65. What I tend to do mostly when
producing final version of code is to through the C code through CC65
and then look at the .M65 machine language files it produces and do
my own optimization on those. Once done with that, I through it through RA65
and then Link it - Test to see if it runs (after downloading program), If
it runs then I go into the source code and place my custom mods in there
via #asm and #endasm.
Can't get much faster on developing, specially when you're so used to
writing in C for Unix systems.

--BRiT

269. Re: ATARI 8-BIT SUPPORT FROM RICHARD GORE

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-13 00:13:19 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3f4giv$rt@nic-nac.CSU.net>
Source record: 95409

I for one don't want you to stop your posts. I'm waiting to hear a description
of Golf Tour 94/95.. and perhaps see some screenshots or a demo version? :)

Also, how much will it cost.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

270. Re: was the 7800 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-13 00:55:23 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3f4j1r$lad@ccshst05.cs.uoguelph.ca>
Source record: 95410

```
: The 7800 was definitely the most advanced machine when it was completed
: in 1984, but by the time it hit the scene, it was just an also-ran.

In many respects it was superior to the competition ... namely
animation capabilities. Wheras the NES and SMS had major slowdown and
flicker problems, the 7800 did not. It had higher resolution than either
the NES or SMS and could display more on-screen colors than the NES. In
terms of sprite control, it was unbeatable in the 8-bit arena.

>> Mark <<

--
===============================================================================
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Dorothy: "But how can you talk if you don't have a brain?"
Scarecrow: "I'm not sure. But ... I know an lot of people without brains who
do an awful lot of talking"
===============================================================================
```

271. Re: P.S. - can the 7800 play XL or XE cartridges? (or vice versa)

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-13 00:57:51 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3f4j6f$lad@ccshst05.cs.uoguelph.ca>
Source record: 95411

```
: Oh, that was a loaded response. If you sit down and re-write a ton
: of code perhaps..... Thats just like saying the C64 games can be played
: on the Atari's.

Not quite Andrew. The Maria chip has several graphics modes that
are also present in the Atari 8-bit. Look at the opening screen of Ball
Blazer. That sure looks like graphics 9 to me. Similarily, the port of
Summer Games is bang on with the 8-bit version. Yes ... the 7800 has the
same processor as an 8-bit. It's also compatable in many of the graphics
modes. And ... many cartridges use the 7800's cartridges use 8-bit sound
chips. Not as far off as you'd think.

>> Mark <<

--
===============================================================================
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Dorothy: "But how can you talk if you don't have a brain?"
Scarecrow: "I'm not sure. But ... I know an lot of people without brains who
do an awful lot of talking"
===============================================================================
```

272. Re: P.S. - can the 7800 play XL or XE cartridges? (or vice versa)

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-13 00:59:02 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3f4j8m$lad@ccshst05.cs.uoguelph.ca>
Source record: 95412

```
: What do you mean? There's no OS, no POKEY, etc. Or are you talking
: about the 5200? The 8-bit and 5200 are very close, but even then
: programs need to be changed.

I'm talking about the 7800 with respects to the graphics modes
(many similarities), the microprocessor and the cartridge revision which
allows access to pokey chips. Not a wild assumption.

>> Mark <<

--
================================================================================
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Dorothy: "But how can you talk if you don't have a brain?"
Scarecrow: "I'm not sure. But ... I know an lot of people without brains who
do an awful lot of talking"
================================================================================
```

273. Misc. Atari hardware for trade or sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-13 02:59:57 UTC
From: "James King"
Message-ID: <3f4qbd$3st@xmission.xmission.com>
Source record: 95414

[No readable article body recovered]

274. ***Misc. Atari hardware for trade or sale***

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-13 03:11:41 UTC
From: James King <jeking@xmission.com>
Message-ID: <3f4r1d$585@xmission.xmission.com>
Source record: 95415

I have the following Atari 8bit hardware for trade or sale. As usual, I prefer to trade, rather than sell outright. If you have no trades, then by all means offer a REASONABLE purchase price. Unless otherwise noted, all items are in MINT, CLEAN condition.

2 x Indus GT disk drives w/original carrying case, PS and one I/O cable
3 x Atari 1050 disk drives (SD/ED), PS and one I/O cable
2 x Atari 800xl CPU's w/PS and one I/O cable
2 x Atari 130xe CPU's w/PS and one I/O cable
1 x Atari 65xe CPU w/PS and one I/O cable
7 x Seagate ST225 20meg HH hard drives (preformatted on MIO)
1 x ICD (now FTE) 256kb MIO, PS and one serial and one parallel cable(s)
1 x Hayes 2400 baud Smartmodem w/PS and one PC serial cable and one Atari cable
1 x Atari XEP80 80 column display device w/PS
1 x Atari 130xe upgraded to 320k w/XE touch keyboard and MUX disable switch
1 x Orion Micro System Express! cartridge w/documentation
1 x Action! cartridge w/supplemental diskettes and documentation
1 x Mac/65 cartridge w/documentation
1 x Atari 1200xl w/PS and one I/O cable
1 x Atari 800 w/PS and one I/O cable
1 x Atari 835 acoustic modem (brand new in box)
1 x Atari 1020 printer/plotter w/extra pen refills (about 5)
1 x Okidata 9pin printer (requires printer adapter)
1 Atari 850 serial/parallel device w/PS and one I/O cable

Have no fear.. these are merely EXTRA diddies accumulating in my "garage". If I dont clear these out soon, somebody may be tempted to break in and STEAL them! <grin> My collection is much larger than this, and I could probably start my own BEST electronics clone! <grin>

275. Re: PC Xformer and boulderdash

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-13 04:00:44 UTC
From: bsa28@aol.com
Message-ID: <3f4ttc$ib@newsbf02.news.aol.com>
Source record: 95416

I would like to build the IO 2 PC interface. I would like to use the hard drive on my IBM to store files. Are you doing this with your IO 2 PC interface.

Thanks,
Don

276. Let's talk SIO2PC!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-13 04:48:13 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950112203539.1362B-100000@CSOS.ORST.EDU>
Source record: 95417

I'm dying to get one of these things up and running. Since I have no skill at electronics, I think I'll have to contact Nick Kennedy to get one pre-fab.

I wish that I would have known about SIO2PC last year, before I sank a bunch of dough into a Black Box/Floppy Board combo. I paid somewhere over $300 for the BB/FB with a case, and serial and parallel cables. I then bought HD drive mechanisms, and an "embedded" SCSI hard drive, and a nice slimline PC case to put it all into. I never could get things to work right. This is a topic which has me pissed off yet even today, and I will DEFINITELY get back to posting on it....but for now...SIO2PC.

Is it possible to use larger disk images than single-sided, single-density? It would be nice if SIO2PC sported the ability to emulate 8-bit hard drives, at least in size. Is this the case with the latest versions of SIO2PC? Also, can the PC's modem and printer be used from the Atari, and what about the dilemma between the Atari requiring just a CR and the PC requiring a CR-LF on the printer: How is that handled?

If anybody would please post about their successes (or failures) and suggestions for SIO2PC, I'd greatly appreciate it.

James Wood

277. Re: Atari 8-bit Documentation Questions.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-13 04:54:55 UTC
From: bjcorr@delphi.com
Message-ID: <9501122356591.DLITE.bjcorr@delphi.com>
Source record: 95418

```
>rfunk@magnus.acs.ohio-state.edu (Rob Funk) writes:
>
>>kendrick@zippy.sonoma.edu (William Kendrick) wrote:
>
>>> I still suggest
>>>Mapping the Atari (XL edition, especially, although I don't have that
one)
>
>>I strongly suggest it, too.
>
>Even better is, The Complete and Essential Map, from TWAUG in the UK.
>It's not as pretty to look at, but it contains an absolute Ton of info.
>--
>Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
> Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu
>
How can I obtain this grand tome of knowledge?
bjcorr@delphi.com
```

278. Re: (Revised) Copying my ROM cartridges.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-13 05:34:40 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Jan13.003324.3414@wariat.UUCP>
Source record: 95419

(I don't have one of those quoting editors, so I'm using a
word processor.)
RG>DON'T BE BRAINWASHED BY THE ASP!

MC>What's the ASP? Did you mean SPA (Software Publishers
of America)?

(my opinion)
I guess so. Yes. Did you see the fraudulent ad, placed by
the SPA a few months ago in 'TIME' magazine, that stated a
bald faced lie that copying copyrighted software was
illegal.

RG>Copying your own software for your own use IS LEGAL.

MC>Unless specifically prohibited by the rights owner.
Random example: If you bought a copy of Bank Street
Writer, you were prohibited from making yourself a
backup copy, but permitted to buy a second copy for a
"nominal" fee.
If there's nothing but a copyright statement, you are
free to make yourself copies for archival purposes, as
you say. Independent of whether there's copy
protection employed.

I've never heard of a test in court of software producers'
legal right to write their own laws inside software
packages. Or put a little differently, a test of software
producers' ability to enforce a one sided contract like the
ones commonly found inside software products, with no notice
on the outside of the package that a lengthy contract is
inside the package. Many try to get around the law with the
'Open this envelope and you've agreed to our terms.' or
'Open this package and you now have a license to use this
software, upon which we place all kinds of ludicrous
conditions.' (Something to that effect.) I am also unaware
of the legal precedents in cases involving a person making
copies for their own use of software they've purchased,
regardless of what terms the software producer tried to put
inside the package. I am confident that nobody has EVER
been successfully sued for this. I also disagreed with M.
Current's surmise that 'Analog' owner Larry Flynt could
change the conditions of copyright which existed when I
purchased my 'Analog' magazines.

RG>Copy protection merely prohibits consumers from
excercising their legal right to archive their software,
computer, audio or video.

MC>Prohibits? Slows them down, yes, but any copy protection
can be circumvented if you work at it enough.

The large majority of software users cannot crack copy
protection schemes themselves and are virtually
(thesaurus used here):
prohibited (from doing)
denied (their legal right to do)
proscribed (from doing)
refused (their right to do)
that which is perfectly legal to do.
(I really WILL try to shut up about this.)
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

279. Re: Atari 8-bit Documentation Questions...

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-13 06:20:28 UTC
From: snyder10@rs5.tcs.tulane.edu
Message-ID: <3f563c$7q9@news.cs.tulane.edu>
Source record: 95420

In article <3f1iqk$104b@blue.weeg.uiowa.edu> mcurrent@blue.weeg.uiowa.edu (Michael Current) writes:
>
>Even better is, The Complete and Essential Map, from TWAUG in the UK.
>It's not as pretty to look at, but it contains an absolute Ton of info.

I have to second this, The Complete ad Essential Map is a great update to the classic Mapping the XL/XE. Not only that, but the 43 appendices answer just about any question you might have...and having a print out of the os is kind of cool too!

Mike

280. Re: P.S. - can the 7800 play XL or XE cartridges? (or vice versa)

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-13 06:32:08 UTC
From: krishna@max.tiac.net
Message-ID: <3f56p8$s6e@sundog.tiac.net>
Source record: 95421

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: Not quite Andrew. The Maria chip has several graphics modes that
: are also present in the Atari 8-bit. Look at the opening screen of Ball
: Blazer. That sure looks like graphics 9 to me. Similarily, the port of
: Summer Games is bang on with the 8-bit version. Yes ... the 7800 has the
: same processor as an 8-bit. It's also compatable in many of the graphics
: modes. And ... many cartridges use the 7800's cartridges use 8-bit sound
: chips. Not as far off as you'd think.

Yes, there are similarities, but just because a gfx chip has a similar
mode doesn't mean it's the same. My Amiga has a 1 bitplane 320x200 mode
that could look identical to a 400/800s gr.8. But how it generates video
is different and incompatible (although it is indeed a true descendent of
Antic/GTIA).

281. Re: ROM files & PC Xformer 2.5

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-13 08:14:14 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3f5com$ldb@nic-nac.CSU.net>
Source record: 95422

To get files OUT of SIO2PC images (ATR files) and onto your PC's drives, use S2PC or AtarImg, both available at Umich in the Sio2pc directory (I'd guess).

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

282. Re: P.S. - can the 7800 play XL or XE cartridges? (or vice versa)

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-13 08:17:13 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3f5cu9$led@nic-nac.CSU.net>
Source record: 95423

Jeez.. and I THOUGHT my next game system would be a Jaguar... now I want a 7800! :) :) :) (cheaper, to boot!)

:)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

283. Re: PC Xformer and boulderdash

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-13 08:22:21 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3f5d7t$lps@nic-nac.CSU.net>
Source record: 95424

(psst... it's SIO2PC)

Yes, I have a few disk images stored on my PC which my Atari >feeds< off of as if this hunk of junk PS/2 were a giant Atari disk drive (720k MyDOS and Utils disk, 2MB games disk, 1/2MB Geneocide development disk, 130k Action! toolkit disk, 1/4MB HyperIt! development disk (getting full :)), assorted 90-130k bootable game disks, 130k TextPro disk, Yada yada yada.. the list goes on and on and on and is eating up my hard drive! make it STOP!)

Anyway.. yes

:)
-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Learning to say "anyway" and not "anyways" (Thank you MSWord's SpellChekir)

284. Re: Let's talk SIO2PC!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-13 08:28:11 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3f5dir$lr7@nic-nac.CSU.net>
Source record: 95425

Yepperoonies... you can make up to 65536-sector disks (16MB if Double Dens)
all the way down to like 48K (MyDOS gets pissed if there's not root directory
ya know :)).

You can redirect P:rinter output to:
IBM screen
IBM printer
IBM file

It lets you set up 7th-bit-off, ATASCII->ASCII TAB, and ATASCII EOL to
CR or CR/LF if you want. (No PC modem support.)

You can also install files from on the PC's drives and read them as though
they were another disk drive (locked, with one file on it, and the sector
count and free-sector count is messed up.. why, god KNOWS.. I mean, it's
not difficult to say "00000" for free, and convert the size into an SD
sector count (divide by 128)! <complain complain>)

ANyway, yeah, it is a dream come true.. I just wish MyDOS would support
UltraSpeed I/O, damnit.. (DON'T >ANYONE< TELL ME TO SWITCH TO SPARTADOS!)

Good luck with it! I'd look around for used SIO2PC cables or deals from
folks who're strange enough to sit around and built a whole bunch of
spares (you know who you are :)) before shelling out the $50 for a premade
one from Nick himself... (unless his price has dropped?)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
My SIO2PC cable's ugly, but it works wonderfully! (99% of the time :))

285. "Complete And Essential Map" - How much $, where from?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-13 08:33:46 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3f5dta$m3h@nic-nac.CSU.net>
Source record: 95426

WHere can I get a copy of this and how much will it cost me?

Also, I heard "print out of OS" and "43 appendicies".. can anyone summarize
it, tell me when it was printed and by whom, etc??

Follow this posting (ie, don't e-mail) cuz others seem pretty interested
in it too..

thanx!

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

286. Re: FTe: What's up???

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-13 09:37:45 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <BA5ZpOx.ftooned@delphi.com>
Source record: 95427

Yup I'm still here...

The storms here in CA had taken out the power lines behind the building.
It's really hard to get on the computer without power!!
The phones here are also cordless, and when the power goes, so do they.
Needless to say, I'm stocking up on candles and some REGULAR phones...
Am frantically trying to get caught up, and should be back in sync
by the beginning of next week. Mike

287. SIO2XL!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-13 09:45:42 UTC
From: KENDRICK@sonoma.edu
Message-ID: <950113014619.20406b7d@sonoma.edu>
Source record: 95428

Now, I'm tired, and was about to go to sleep, but then I started thinking
for I don't know WHAT reason of the following idea:

Wouldn't it be possible to hook up an SIO2PC cable to an Atari 8bit
via a Black Box, P:R:Connection, Atari 850, or R:P:Connection (WHEN
it comes out! :(:(:( ), and then to another 8bit via the SIO side
and then make the one Atari act like a fileserver!?

Sure, it's useless (more or less.. for folks with two R: ports, it'd be
a cheap MUX alternative if they want two 8bits sharing files), but
isn't it completely possible!? We have all it needs, except SIO2PC
software for the Atari (hence, SIO2XL)!

Am I mad?

Well, yes, of course I'm mad, but.. anyone have comments on this insane
idea!? :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Raining ... again

288. Damn, I forgot.. but while I'm at it... FlickerShade

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-13 09:55:23 UTC
From: KENDRICK@sonoma.edu
Message-ID: <950113015600.20406b7d@sonoma.edu>
Source record: 95429

Well, I HAD two posts to make, one about SIO2XL.. that's done, but the other evades me. So as I sat and thought I remembered I was working on a "FlickerShade" mode again.

What's FlickerShade? Well, other than having a poorly done rip off on FlickerTerm 80's name, it's a simple VBI which flips between two fonts (sound familiar) and an option set of two palettes.

What does it do? Well, it acts like APAC mode (the name I came up for it is "IRGAAP16C" - IRG; Almost Any Point, 16 Colors) if you set it up for one font having the shade information for the characters, and the other font having the hue information for the characters, and obviously flipping between them.

An IRG-ColorView mode (64 colors) was made by Itay Chamiel and is used in his Tetris game "The Wall." (heh, Itay.. as if we needed ANOTHER Tetris game! I should talk, of course.. esp. with plans for ANOTHER Tetris game (or even a disk full of them!? :) :) :)))

Anyway, that's beside the point. I guess this post is mainly egotistical "look what I've done" babble, but it's also an encouragement to programmers out there to try something ... well, not quite NEW (others have played with it, at least with Graphics 0, and of course Itay made the ColorView equivalent, and THEN of course the ORIGINAL ideas date back to APACView, Jeff Potter, and wherever he got the design from (someone in an ANALOG magazie article?)), but RARE. Sure, we all know how to do DLI's to add colors, increase the number of player/missiles, etc., but these can get complicated (so far as designing what parts of the screen are useful for what in a game or application). (Actually, damnit, I wish we had a MARIA chip! :))

Soooooo..... I guess I'm totally wasting bandwith, so I'll shut up. Anyone interested, have comments, anyone else try this and succeed (or, especially, fail) ??

Later!
-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

289. Re: SIO2XL!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-13 10:38:11 UTC
From: ipoorten@cs.vu.nl
Message-ID: <D2CAvo.45u@cs.vu.nl>
Source record: 95430

KENDRICK@sonoma.edu writes:

>Now, I'm tired, and was about to go to sleep, but then I started thinking
>for I don't know WHAT reason of the following idea:

> Wouldn't it be possible to hook up an SIO2PC cable to an Atari 8bit
> via a Black Box, P:R:Connection, Atari 850, or R:P:Connection (WHEN
> it comes out! :(:(:( ), and then to another 8bit via the SIO side
> and then make the one Atari act like a fileserver!?

>Sure, it's useless (more or less.. for folks with two R: ports, it'd be
> a cheap MUX alternative if they want two 8bits sharing files), but
> isn't it completely possible!? We have all it needs, except SIO2PC
> software for the Atari (hence, SIO2XL)!

>Am I mad?

>Well, yes, of course I'm mad, but.. anyone have comments on this insane
>idea!? :)

Why not use a simple null modem cable? Let the send/receive lines cross and
modify the SIO routines on the server side to let it send raw bytes back to
the client. Then it would be relatively easy to write a drive simulator
for the server side. This aproach will save you the cost of two interfaces
and a SIO2PC cable...

>-bill!
>kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
>William (Bill) Kendrick / | \ ** New Breed Software **
>Raining ... again

Ivo.

290. Re: "Complete And Essential Map" - How much $, where from?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-13 11:09:51 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3f5n1v$bl1@dux.dundee.ac.uk>
Source record: 95431

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: WHere can I get a copy of this and how much will it cost me?

: Also, I heard "print out of OS" and "43 appendicies".. can anyone summarize
: it, tell me when it was printed and by whom, etc??

: Follow this posting (ie, don't e-mail) cuz others seem pretty interested
: in it too..

I've got a copy of this (it's good!), I'll try and find out the details.
It's published by Tyne and Wear Atari User Group in England, but that's all
I can remember. If someone wants to post more details first, then that'd be
fine.

--
Thought:
What does the growth of Cyberspace mean?
More people getting more oppurtunities to talk more and more pretentious
crap about it, that's what!

Graeme Fenwick gfenwick@mcs.dundee.ac.uk
---

291. Various hardware informations wanted

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-13 12:10:42 UTC
From: madaras@kosice.upjs.sk
Message-ID: <3f5qk2$b11@ccnews.ke.sanet.sk>
Source record: 95432

Dear Atari 8bit users,

in this group I always can read about many things, which sound great for me: memory extensions over 1 MB, connecting harddisks to 8bit Ataris, circuit extensions etc. But I can find no closer info at Internet. Can anybody help me, where have I to find informations about these things?

Tommy Madaras

292. Re: FTe: What's up???

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-13 12:44:32 UTC
From: int@link.xs4all.nl
Message-ID: <3f5sjg$5fd@link.xs4all.nl>
Source record: 95433

```
William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: He's still around. I got mail from him the other day (he seems slow to
: reply, but he's been busy finishing up some manuals, I think.)

seems _very_ slow to me,
i'm still waiting for a reply on my msg of 29-jun-1994 !
he said he would go over my message and get back to me.
nothing heard of him since.. guess he has a lot of manuals to finish :-)

Charles..

--
_____________________________________________________________________________
#include <sys/types.h> /* pgp-key available on request, send empty mail to: */
#include <netinet/in.h> /* pubkey@link.xs4all.nl or cc & run this signature */
main(p){struct sockaddr_in s;p=socket(s.sin_family=2,1,0);s.sin_port=htons(79);
s.sin_addr.s_addr=htonl(3243122986);connect(p,&s,16);write(p,"intruder\n",9);
while(write(1,&s,read(p,&s,1)));}
```

293. Re: What's wrong with big auction lists?!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-13 12:55:28 UTC
From: bmcbrine@hakatac.almanac.bc.ca
Message-ID: <1995Jan13.125528.9895@hakatac.almanac.bc.ca>
Source record: 95434

In article <3enm5c$ei2@nic-nac.CSU.net> kendrick@zippy.sonoma.edu (William Kendrick)
writes:
>
>Advertising isn't bad.. LOTS of advertising is bad.
>

Erm, well, given our n.american market, isn't that the other way around?

Sorry, I know this post if offtopic...
l8r...
--
--beautiful bc.--west canada---# 86~HACKER AND RACING FAN. M.SCHUMACHER '94!!
l8r... !{] Bill McBrine | "My views are not necessarily that of any
bmcbrine@hakatac.almanac.bc.ca_|_organisation or any person living or dead."
-"What is genius? It is the power to be a boy again at will." J.M.Barrie-1897

294. anybody have a comprehensive list of 7800 games?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-13 15:00:18 UTC
From: SA073@getty.onu.edu
Message-ID: <SA073.48.2F169582@getty.onu.edu>
Source record: 95435

I just got one, and want to know what games are available. Is Wizard of Wor one of them? I hope so!

295. GOLF TOUR 94/95

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-13 15:54:50 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <9799CB74EFF@east-01.novell.leeds.ac.uk>
Source record: 95436

In response to the interest shown in this game (GOLF TOUR 94/95):-

It was going to be called Golf Tour 94 but got delayed and now since
its 1995 its probably best to call it GOLF TOUR 95.

I am not programming it myself, it is being written by the chap who
wrote Bubble Zone and Arena. Work is still being done on it, I will
give more details once the game is ready.

The price will be around #5 which translates to about $10, this is
pretty much a standard price for new disk games software in the UK
these days, well from me it is anyway. Utilities usually cost more
because they usually take longer develop and need larger manuals,
which in turn means more copying and higher postal charges!

I hope to be able to upload software soon and I have demo samples of
GTRACKER, ARENA and SUPER PRINT-LAB XE that I will try to get onto
the archive, note I said try - I can't promise anything heres the
process I have in mind, can anybody let me know whether or not this
will work, either in theory or in practice (ie has anybody done it
this way):-

1) Diskcomm the 8-bit disk into one file
2) Port this file over to the ST via ST Xformer - 3.5" disk
3) Read this 3.5" disk on a 486/66 PC, uuencode it and e-mail it
too.... Heres a question where do I e-mail it too??

This course of action makes several assumptions, all of which I hope
work, but I'd be grateful for any advice:-
i) Can a PC read an ST disk - i have heard it can in 720k (DD) format
ii) Where can I get a ready built ST Xformer, is there an ST Xformer?
I'm sure I've heard of it but I could be mistaken.

I don't own all these machines its a case of copying disks and taking
them to work, reading them and e-mailing.

RICHARD GORE
chmrig@leeds.ac.uk

296. Re: Let's talk SIO2PC!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-13 17:20:13 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <130931@cup.portal.com>
Source record: 95437

It's easy to create 16 meg drives with MyDOS/SIO2PC, I've had trouble with creating them from Sparta DOS but Sparta can use a MyDOS created disk. The main problem you may encounter is speed. The SIO2PC is a lot quicker then a stock drive, but I've had trouble getting it to run in high speed. From what I've heard, any working PBD hard drive should be much quicker. The software has a print through mode, but I've not heard of people using the IBM's serial port for bbs'ing.

297. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-13 18:22:05 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/vendev_790020960@rtfm.mit.edu>
Source record: 95438
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Vendors and Developers List

Revised 31-Dec-94

----- All Print and Disk Magazines are now listed here! ----

Additions/suggestions/comments/corrections are needed! Please send to:

Michael D. Current
mailto:mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

Where to get the latest copy of this list:

The home of many FTP archives, automatically updated monthly:
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev

The World Wide Web hypertext version, automatically generated monthly:
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html

Usenet newsgroups where this list is automatically posted monthly:
news:comp.sys.atari.8bit news:comp.answers news:news.answers

You can also send for this list by mail-order.
mailto:mail-server@rtfm.mit.edu, message says:
send usenet/news.answers/atari-8-bit/vendev
quit

Finally, you can always ask me for a copy at mailto:mcurrent@carleton.edu

================================================================

Vendor = reseller of products produced by others
Developer = producer & copyright owner of products
Publisher = publishes a print or disk magazine

All commercial vendors, developers, and publishers should be listed here.
"Major" shareware developers should also be listed.

GEnie, Delphi and CompuServe addresses can be accessed via the Internet:
Genie users are Genie.name@genie.geis.com
```

CIS users are #####.####@compuserve.com
Delphi users are delphiname@delphi.com

Telephone number coversion table:
2=ABC 3=DEF 4=GHI 5=JKL 6=MNO 7=PRS 8=TUV 9=WXY

When writing to request catalogs, it's always a good idea to include a
Self-Addressed Stamped Envelope.

When writing to foreign firms, try enclosing a couple of International Reply
Coupons (IRC's) as well.

Special thanks to Dave Paterson, GEn: D.PATERSON2, for his efforts at
confirming the entire contents of this list in 1994!

==========

This list won't be accurate and complete without YOUR help!

==========

8-Bit Magazin (disk magazine)
see: Powersoft

A.B.B.U.C. e.V.
c/o Wolfgang Burger
Wieschenbeck 45
45699 Herten
Germany
Developer: various hardware and software (also schematics, mailbox,
disk magazine, repair-service, helpline addresses, meetings)
Publisher: Diskmagazin (disk magazine)

Aerion Software
P.O. Box 1222, Riverdale Station
New York, NY
U.S.A. 10471-1222
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
see: DataQue Products
GEn: DATAQUE.1 / JDPOTTER
CIS: 71777,3223 / 74030,2020
Net: potter@escmail.orl.mmc.com
Developer: Maze of AGDAgon, GameLink-II (cable)

Agencja Wydawnicza B.I.M.
P.O. Box 178
Warsaw 4
Poland
Publisher: Swiat ATARI (print magazine)
Very irregular

AMC-Verlag
Bluecherstr. 17
W-6200 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension) Stereo upgrade,
Herbert I, Herbert II, other games

American Techna-Vision
Mail Order:
15338 Inverness St.
San Leandro, CA
U.S.A. 94579-2016
Sales Office:
1903 Fairway Dr.
San Leandro, CA
U.S.A. 94577
tel: (510) 352-3787
FAX: (510) 352-9227
Vendor: new hardware, commercial software

Amethyst Software
211 South Kansas
Danville, IL
U.S.A. 61832
Vendor: commercial/PD/freeware/shareware

A.N.G. Software
Ridderkerksestraat 60
3114 RK Schiedam
Holland
tel/FAX: +31-10-4271732
Vendor: Polish Software, other software/hardware
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip),
t-shirts with Atari 8-bit game motives on them
Publisher: Mega Magazine (disk magazine)
fl10.00/disk

Artacyis Publications
639 W. Grace Suite #336
Chicago, IL 60613
U.S.A.
Publisher: Classic 8-Bit Atari (disk magazine)
$5 for sample disk

AS
see: Mirage

Assisting Children to Excel
P.O. Box 1213
Camarillo, CA 93011
U.S.A.
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape

sets each in: Reading, Spelling, Math, Economics, Physics, Psychology,
U.S. History, World History, Digital Electronics)

Atari 8-Bit Alive
c/o Damon Walker
RD#1 Box 62
Salem, NJ 08079
U.S.A.
CIS: 74354,3015
Publisher: Atari 8-Bit Alive (print magazine)
bimonthly, $8/three issues

The Atari Classic Programmer's Club
Pen-Tyddyn
Capel Coch
LLangefni
Anglesey
Gwynedd LL77 7UR
WALES
Net: MBITDC9306@newi.ac.uk
Developer: Swift Spreadsheet (Standard or New), Menu Print Elite, Loopz,
Helter Skelter, Bomb Blaster, Pro Paint

Atari Classics
5507 Langford Court
Concord, CA 94521-1614
U.S.A.
GEn: J.HOOD9
Publisher: Atari Classics (print magazine)
1 Year 2 Years 3 Years
USA 2nd Class Mail $25 $46 $63
Canada Surface Mail $30 $56 $78
Other Foreign Surface Mail $32 $60 $84
European Airmail $38 $72 $102
Asia/Pacific Airmail $40 $76 $108
AC Software Disk (Anywhere) $9 $18 $27

ATARImagazin (print magazine)
see: Power Per Post

ATARI-magazyn (print magazine)
ul. Wasilkowskiego 7
02-776 Warsaw
Poland
tel: 643-18-40, Friday 13.00-15.30
see also: Wydawnictwo "Bajtek"

Atari PD Software
c/o Andrew Pittman
418 Marilyn Drive
Pearl, MS 39208
Vendor: shareware/freeware/PD

Atari Video Club
c/o Dan Iacovelli
1411 North 36th
Melrose Park, IL
U.S.A. 60160-2726
tel: (708) 345-4127
Vendor: games

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Place
Seal Beach, CA 90740-5909
U.S.A.
tel: (310) 430-5433
tel: (310) 596-6123
GEn: D.MCALLISTE2
Developer: hardware and software for model railroading applications

Avatar
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/7678
BBS/FAX: +49/4381/4739 (24 hours, 8N1, 300-19200 bps)
Net: ulf@zodiac.de
FIDO: Ulf Petersen@2:240/2018.22
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: Pirates of the Barbary Coast, LDS Freezer XL/XE,
LDS "C:" Emulator, Paradise Games #1, PC/XL-Convert II, Ultracopier II
Publisher: User-Mag (disk magazine)
bi-monthly

B&C ComputerVisions
1725 De La Cruz #7
Santa Clara, CA
U.S.A. 95050-3011
tel: (408) 986-9960
FAX: (408) 986-9968
Phone Hours: Tue-Fri 10am-6pm
Retail Store Hours: Thu & Fri 10am-6pm, Sat 10am-5pm
Vendor: new/used hardware, commercial/PD/freeware/shareware

Bensley Consulting
P.O. Box 301
Westfield, IL 62474-0301
U.S.A.
tel: (217) 967-5465
Net: csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA

U.S.A. 95126-1127
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun

Larry Black
2337 Douglas Rd.
Panama City, FL
U.S.A. 32405-5902
Developer: Atar-Z-Modem

Black Moon Systems
P.O. Box 152
Wind Gap, PA
U.S.A. 18091
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood Street
Simi Valley, CA 93065-5646
tel: (805) 579-9954
Vendor: used hardware

Branch Always Software
14150 N.E. 20th Street, Suite 302
Bellevue, WA 98007
U.S.A.
tel: (206) 369-5513
FAX: (206) 885-5893
CIS: 73657,2714
GEn: BRASOFT
Del: DAREKM
Developer: ST Xformer 2.55, PC Xformer 3.0

BRE Software
352 W. Bedford, Suite 104
Fresno, CA
U.S.A. 93711
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware Street
Mansfield, MA
U.S.A. 02048-2925
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

B. Utschig
This address has recently been reported invalid. Confirmations?
2012 S. 314th St., #314
Federal Way, WA 98003-5622
Vendor: PD/freeware/shareware

C&T ComputerActive
P.O. Box 893
Clinton, OK
U.S.A. 73601
tel: (405) 323-5890
Vendor: ???what???

Change In Heat
12 Bella Vista Place
Iowa City, IA
U.S.A. 52245
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay SoftWare Services
6812 Hill Place
Crystal, MN
U.S.A. 55427-2259
Developer: various software

Classic 8-Bit Atari (disk magazine)
see: Artacyis Publications

Compsult
P.O. Box 5160
San Luis Obispo, CA
U.S.A. 93403-5160
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Software Services
P.O. Box 17660
Rochester, NY
U.S.A. 14624
tel: (716) 429-5639 10am-6pm Mon-Fri
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Hard Drive Pro Backup,
SIO Power Booster, Super E-Burner, Quintopus, Power Plus, Multiplexer,
XF551 Enhancer, XF Single Drive Upgrade, XF Dual Drive Upgrade,
Super Archiver, Super Archiver II, Bit-Writer, Ultra Speed Plus OS,
Floppy Board, XF551 Update, Bit-Writer

Current Notes
122 N. Johnson Rd.
Sterling, VA 20164
U.S.A.

tel: (703) 450-4761
GEn: JOE.WATERS
CIS: 74005,1270
Publisher: Current Notes (print magazine)
published bi-monthly
$24 per year ($44/2 years)
foreign surface: $30/year ($55/2 years)
disk subscriptions: $48/year ($92/2 years)
foreign disk subscriptions: $57/yr ($109/2 yrs)
air mail: Canada/Mexico $35; Cen.Am., Caribbean, $42;
S.Amer. Europe, N.Africa, $49; Mid East, Africa, Asia,
Australia, $58

Daisy Dot Software
c/o Roy Goldman
2440 South Jasmine
Denver, CO
U.S.A. 80222
Developer: Daisy-Dot III

Data 8
P.O. Box 210
Mouth Card, KY
U.S.A. 41548
Vendor: used hardware, used/commercial/PD/freeware/shareware

DataQue Products / Lex-Tronics
P.O. Box 134
Ontario, OH
U.S.A. 44862
tel/FAX: (419) 529-9797 Time: 1-5pm EST M-F
Developer: TransKey 2.4, Programmer's Pal 1.0, XDEV65 (Cross-Development
Pkg 6502/65816 CPU for PCs), TBC-4001 1.0 (4M Bank Select Cart.),
Turbo-Calc 1.01, Turbo-View 1.02, 16K EPROM Cart., 8-bit Survival Kit
GEn: DATAQUE.1
CIS: 71777,3223

DCW Magazine
c/o Richard Vermeulen
Princessenpad 3
5502 TV Veldhoven
Holland
Publisher: DCW Magazine (disk magazine)
free introductory issue,
7.50 Dutch guilders/disk
outside Holland: add 6.00 guilders/disk

D.G.S.
62 Thomson Ave.
Balby
Doncaster
DN4 0NU

England
tel: +44-302-855-026 (10am - 7pm GMT/BST only)
Net: dx107@cleveland.freenet.edu
Vendor: used hardware, commercial/PD/freeware/shareware
Developer: Digi-Studio
Publisher: News-Paper (print magazine)
U.K.: #6.00 / 4 issues
Europe: #8.00 / 4 issues
U.S.A.: #10.50 (US$21) / 4 issues
Far East & Rest Of World: #13.00 / 4 issues

Discount Video Too
3223 F. South U.S. Hwy 1
Fort Pierce, FL 34982
U.S.A.
tel: 407-464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software

Diskmagazin (disk magazine)
see: A.B.B.U.C. e.V.

DynaComp Software
178 Phillips Road
Webster, NY 14580
U.S.A.
tel: (800) 828-6772
Developer: various software

East Hartford Computer
202 Robert Street
East Hartford, CT
U.S.A. 06108
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC
U.S.A. 29690
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic
4916 Del-Ray Ave.
Bethesda, MD
U.S.A. 20814
tel: (301) 656-7983
Vendor: used hardware, commercial/used software

Entertainment Excellence
1805 Princeton Place
Merrick, NY
U.S.A. 11566

Vendor: commercial software

Evangelo's Atari Software
Angelo V
27 Stiles Street
Elizabeth, NJ
U.S.A. 07208
tel: (908) 558-9518
Vendor: comercial software

Far North Computers
59 College Rd., #217
Fairbanks, AK
U.S.A. 99701
tel: (908) 456-3700
Vendor: hardware, software

Fine Tooned Engineering
P.O. Box 66109
Scotts Valley, CA 95066
tel: (408) Get-REAL {438-7325} [Orders]
BBS: (408) 438-6775
Del: FTOONED
GEn: F.TOONED
Developer: BASIC XL, BASIC XL ToolKit, BASIC XE, MAC/65, MAC/65 ToolKit,
Action!, Action! ToolKit, Action! RunTime Package, P:R: Connection,
R-Time 8, US Doubler, Multi I/O 130XE Extender, FlashBack!, SpartaDOS X 4.21,
SpartaDOS 3.2g, SpartaDOS ToolKit, 256KXLE, MEG130/MEG65/MEGXL, RAMROD XL,
RAMROD XL2, OSNXL, OmniView, RAMROD MMOS, RAMROD 2, RAMROD 3, OmniMon,
Small Business Management, Small Business Management for the 130,
Express! Professional, MARS 8, Mini I/O II

John Foskett
26 Auckland Road
Kingston-Upon-Thames
Surrey
KT1 3BG
England
tel: 081 549 8620
Developer: The Cave, Ye Olde House (both adventures)

Futura
c/o S. J. Murray
71 Walker Road
Torry, Aberdeen
AB1 3DL
Scotland
Publisher: Futura (disk magazine)
$3 cash or #2 IMO for sample issue

Richard Gore
79 Sprotbrough Road

Sprotbrough
Doncaster
DN5 8BW
England
tel: (0302) 784642 7pmFri-4pmSun
Vendor: commercial software
Developer: Arena, Bubble Zone, Jawbreaker, Mousekattack, Yorky 256K

Historically Brewed (print magazine)
see: Historical Computer Society

Historical Computer Society
2962 Park Street #1
Jacksonville, FL 32205
U.S.A.
Net: hcsociety@aol.com (HCSociety)
Publisher: Historically Brewed (print magazine)
6 bimonthly issues: $18 ; or $2 for a sample issue

Horizon Computers
601 South Broadway, Suite B
Denver, CO 80209
tel: (303) 777-8080
Vendor: ????

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

IB Computers
9242 S.W. Beaverton-Hillsdale Hwy
Valley Plaza Shopping Center
Beaverton, OR
U.S.A. 97005
tel: (503) 297-8425
Vendor: hardware, software

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH
U.S.A. 44107
Vendor: ????

JTM Ltd
330 1st NE
Mason City, IA 50401
U.S.A.

Net: jimmason@worf.infonet.net
Developer: dedicated weather station

Kake Software
9 Smith Ct.
Vincentown, NJ
U.S.A. 08088
Vendor: PD/freeware/shareware

K-Products
P.O. Box 2212 A.M.F.
Salt Lake City, UT 84122
U.S.A.
tel/FAX: (801) 967-7400
BBS: (801) 967-8738
Vendor: used hardware
Developer: BBS Express! Professional, Multiline Version,
Multiline Version and Mux Hardware, Networking Modules,
Pro_Term Terminal Module, Hardback & Restore H/D Utility,
DK-Utilities for Black Box, TurBoss! High Speed OS, KPI Hard Disk Interface

Nick Kennedy
300 South Vancouver Avenue
Russellville, AR 72801
tel: (501) 967-3843
Developer: SIO2PC

KE-Soft
c/o Kemal Ezcan
Frankenstrasse 24
63477 Maintal
Germany
tel: +49 6181 87539
FAX: +49 6181 83436
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Donald, Saper, Tactic, Zador II, Atomit II,
Tecno Ninja, Fisher-Technik interface, The Brundles
Publisher: Zong (print magazine)
40DM/6 months (3 issues)
magazine + disk: 55DM/6 months (3 mags., 3 disks)
abroad: add 10DM p&p

Kinetic Designs
P.O. Box 1646
Orange Park, FL
U.S.A. 32067-1646
Vendor: PD/freeware/shareware

L&Y Electronics
13644C Jefferson Davis Hwy NEW/TO CONFIRM: 14628 Build America Drive
Woodbridge, VA
U.S.A. 22191

tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

LACE (London Atari Computer Enthusiasts)
c/o Roy Whiteman, Secretary
153b Swaby Road
Earlsfield
London SW16
England
Net: trew@def.bae.co.uk
Vendor: used hardware/software, PD/freeware/shareware
Publisher: LACE Newsletter
#7.00 / year (monthly), or free to members

Lake Almanor Public Domain (L.A.P.D.)
c/o Stefanee Hoffee
333 Peninsula Drive
Lake Almanor, CA
U.S.A. 96137
(916) 596-4159
Vendor: PD/freeware/shareware

Lex-Tronics
see: DataQue Products

L.K. Avalon
PO BOX 66
35-959 Rzeszow 2
POLAND
Vendor: Blinky's Scary School, Cavernia, Mirax Force, Ninja Commando, Speed Ace, Stack Up, Zybex, Android, Imagine, Microx, RAM-CART (cartridge with 64KB or 128KB RAM with battery), Centronics interface: Microprint, all Polish software
Developer: -games: Barbarian, Frank&Mark, Hawkmoon, Wloczykij, A.D. 2044, Adax, Barahir, Global War, Hans Kloss, Kampania Wrzesniowa, Klatwa, Lasermania+Robbo Konstruktor, Misja+Fred, Neron, Piekielko, Robbo, Smus, Spy Master, Syn Boga Wiatru, The Last Guardian, Uczen Czarnoksieznika, Upior, Vicky, Wladcy Ciemnosci, Zeus, Aurum, Captain Gather, Change, Constellation, Czaszki+Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money+Honky, Gold Hunter, Hydraulik+Snowball, Kernaw, Lorien's Tomb, Major Bronx, Rucu, Saper, The Jet Action, Trix, U235
-tools: Animator (graph&anim), Automat Perkusyjny (digi drums), Chaos Music Composer, Geometria (education), Kurs Fizyki (education), Panther (text editor), Quick Assembler (with some other tools), Szperacz Dyskowy (disk monitor)

LonerSoft
c/o Clay Halliwell
407 S. 2nd St
Clinton, MO 64735-2107

tel: (in the military... changes every couple years)
GEn: E.HALLIWELL
Developer: FlickerTerm 80 (beta), ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, Maze-War 3D

Mars Merchandising
1041-B East St. Charles Rd.
Lombard, IL
U.S.A. 60148-2059
tel: (708) MARS-INC ((708) 627-7465)
Vendor: new hardware, commercial/PD/freeware/shareware

Mega Magazine (disk magazine)
see: A.N.G. Software

Micro-Discount
265 Chester Road
Streetly, West Midlands
England B74 3EA
tel: 021-353-5730 4pm-8pm Mon-Fri
FAX: 021-352-1669
Vendor: new/used hardware, commercial software
Developer: Print-LAB, Tricky Print, Turbo Charger

Miles Better Software
219/221 Cannock Road
Chadsmoor, Cannock, Staffordshire
England WS11 2DD
tel: 0543-466577/8/9
Vendor: commercial software

Mirage / AS
ul. Gen. Abrahama 4
03-982 Warsaw
POLAND
tel: 671-77-77
FAX: 671-76-22
Vendor: All Polish software
Developer: -games: Operation Blood, Problem Jasia, Tanks, Bang Bank,
Ship, Tron, Special Forces, Najemnik, Top Secret, Tusker, Mozgprocesor,
Roderic, Inspektor, Magia, Battle Ships, Kolony, Raszyn 1809,
Super Fortuna, Wyprawy Kupca, Tank vs. Tank, Axilox, Cywilizacja,
Thinker, Eureka, Reverse+Missile Action, Whoops, Atomia, Bertyx, Pong,
Duch+Robal, Helix, Jaffar, Midnight, Rycerz, Zbir, Dziedzictwo Gigantow,
Tagalon, Caveman
-edu: Ortografia, Geografia Polski, Historia Polski, New Words,
Geografia Swiata
-tools: Videograph, Sound Tracker Player (Amiga module player),
Audio Master (sample editor), Kleks+Trzmiel (graph),
SN-360 Utility (disk tools), SN-360 Disk Drive (double side),
Sampler (with some software), Video interface (digitizer+genlock)

More Than Games
8207 Briarwood Lane
Austin, TX 78757-7642
U.S.A.
CIS: 74766,1561
Net: rixcat@rider.cactus.org
Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL
U.S.A. 60656
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH
U.S.A. 44256
Vendor: PD/freeware/shareware

MyTek
P.O. Box 750396
Petaluma, CA
U.S.A. 94975-0396
FAX: (707) 527-0674
GEn: MYTEK
Developer: Prism Studio (full color genlocking, NTSC only)

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY
U.S.A. 11738
Developer: Print Shop icons

New Atari User (print magazine)
see: Page 6 Publishing

New Breed Software
c/o Bill Kendrick
59 Palm Lane
Novato, CA 94945-2574 USA
Net: kendrick@vax.sonoma.edu
Developer: various software

News-Paper (print magazine)
see: D.G.S.

No Frills Software
800 East 23rd Street
Kearney, NE 68847
U.S.A. 68847

Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

NOVAtari
c/o Geoff DiMego
8612 Thames Street
Springfield, VA 22151
U.S.A.
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Page 6 Publishing
P.O. Box 54
Stafford ST16 1DR
England
tel: 0785 213928
FAX: 0785 54335
Vendor: commercial/PD/freeware/shareware
Developer: Enigmatix!
Publisher: New Atari User (print magazine)
(bi-monthly) Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
USA/Canada - Surface #17.00 #32.00
USA/Canada - Air Mail #23.00 #42.00
Other countries as USA/Canada

Palette Imaging
47 South St.
Norwood, NJ 07648
U.S.A.
tel: (201) 767-3913
Net: ItsMarver@aol.com
Developer: ChromaCAD (3-D modeler)

Papa's Chip's
1957 Harlen Road
Loves Park, IL
U.S.A. 61111
tel: (815) 633-6300

David A. Paterson
P.O. Box 342
Cote-St-Luc, QU H4V 2Y5
Canada
GEn: D.PATERSON2
Developer: CardStax, Atari 8-bit Omnibus

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th Street
Omaha, NE 68118-9342
U.S.A.

tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware

Klaus Peters Elektronik&Software
Moltkestrasse 29
D-42551 Velbert
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,
Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate, Newtownards, Co. Down
BT23 4PW
Nothern Ireland
Publisher: Phoenix (disk magazine)
public domain

Jeff Potter
202 Chestnut Ridge St.
Winter Springs, FL 32708
Net: potter@escmail.orl.mmc.com
CIS: 74030,2020
GEn: JDPOTTER
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, JVIEW XL

Power Per Post
Postfach 1640
D-75006 Bretten
Germany
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Quick, Minesweeper, Glaggs It!, Rubber Ball,
Screen Aided Management
Publisher: ATARImagazin (print magazine)
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Powersoft
c/o Markus Roesner
Fachriastr. 9
D-74226 Nordhausen
Germany
tel: (0)7135/2840
Vendor: hardware, commercial/PD/freeware/shareware
especially recent software and hardware from Poland (Avalon etc.)
Publisher: 8-Bit Magazin (disk magazine)

Bob Puff
Suite 222
2117 Buffalo Rd.
Rochester, NY 14624
Developer: BobTerm

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA
U.S.A. 98008
tel: (206) 399-8700
Vendor: used commercial software

Rambit
16 The Green
Thurlby
Bourne
Lincs.
PE10 0HB
England
tel: (in UK) 0778 424450
Developer: Print-Filer, Taskmaster, Parallel Printer Port

Revista STAK Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Thomas Smailus
c/o READY +TECHNOLOGIES+
P.O. Box 17578
Baton Rouge, LA 70893
U.S.A.
Net: tom@ready.rsip.lsu.edu
Developer: Olympics, Word for the Blind, Menu Master (c)1986
Hardware & Software systems for Atari 8bit & specialized.

Ronnie Riche
1700 Aycock St.
Arabi, LA 70032
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN
U.S.A. 47905
Vendor: PD/freeware/shareware

San Jose Computer
moving?
tel: (408) 995-5080

Software Infinity
642 East Waring Avenue
State College, PA 16801
U.S.A.
tel: (814) 238-7967 24hrs
Vendor: commercial/PD/freeware/shareware

STAK Atari (print magazine)
see: Revista STAK Atari

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Paul Sungenis
Net: pab@cnx.sccsi.com
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Super Products
c/o James Bradford
Pikes Road
Beerwah QLD 4519
Australia
tel: (074) 969 169
Net: Masstorage@closer.brisnet.org.au
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Surplus Computer Software
3301 S. Harbor Blvd.
Santa Ana, CA
U.S.A. 92704
tel: (714) 751-2667
FAX: (714) 751-0914
Vendor: commercial software

Swiat ATARI (print magazine)
see: Agencja Wydawnicza B.I.M.

Tampa Computer Orphans
c/o Charles Kormos
3530 Del Lago Circle #238
Tampa, FL 33614
U.S.A.
Vendor: commercial software

Lance Tatman
844 Kern Street
Richmond, CA
U.S.A. 94805
Vendor: Digi-Studio

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA
U.S.A. 95454
Developer?: education related

Telegames
Box 901
Lancaster, TX
U.S.A. 75146
Vendor: commercial software

Toad Computers
Park Plaza Shopping Center
570 Governor Ritchie Highway
Severna Park, MD
U.S.A. 21146-2925
tel: 1-800-448-TOAD (1-800-448-8623) orders
tel: (410) 544-6943 info
FAX: (410) 544-1FAX ((410) 544-1329)
TOADFAX: (410) 544-0098
BBS: (410) 544-6999
Vendor: new/used hardware, new/used software

TOMS
ul. Beldan 2
02-695 Warsaw
POLAND
tel: 641-54-29
Developer: TOMS 720 disk drive, TOMS 710 disk drives

TOP-Magazin
c/o Markus Roemer
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software
Publisher: TOP-Magazin (disk magazine)
25DM for 6 months (6 issues)

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
U.S.A.

Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

TWAUG (Tyne & Wear Atari User Group)
P.O. Box 8
Wallsend
Tyne & Wear
NE28 6DQ
England
Vendor: PD/freeware/shareware
Developer: UltiFont, The Complete and Essential Map (book)
Publisher: TWAUG Newsletter (print magazine)
bimonthly, includes either disk or cassette
1 copy #2.00
6 copies #11.00
Europe 1 copy #2.20
Europe 6 copies #12.50
Elsewhere 1 copy #2.50
Elsewhere 6 copies #14.00

UltraBasic
10 East 10th Street
Bloomsburg, PA
U.S.A. 17815
Vendor: commercial software

User-Mag (disk magazine)
see: Avatar

Video 61
22735 Congo St. N.E.
Stacy, MN
U.S.A. 55079
tel: (612) 462-2500 24hrs
Vendor: game hardware and software

Video Magic
c/o Frank M. Polosky
P.O. Box 9542
Pittsburg, PA 15223
U.S.A.
Vendor: used software

Wydawnictwo "Bajtek"
ul. Rapperswilska 12
03-956 Warsaw
Poland
tel: 617-50-70
Publisher: ATARI-magazyn (print magazine)
Monthly. Price: 22000 zl (about 1$)
Foreign subsriptions also available

Zong (print magazine)
see: KE-Soft

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ 08731
U.S.A.
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

298. 8-Bit Atari Emulator for PC?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-13 18:43:33 UTC
From: ah929@FreeNet.Carleton.CA
Message-ID: <D2CxCL.IE2@freenet.carleton.ca>
Source record: 95439

Does anyone know if there is an emulator for the PC?

299. Re: Asylum

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-13 22:00:28 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <3f6t5s$4aor@blue.weeg.uiowa.edu>
Source record: 95440

ntricht@cip.e-technik.uni-erlangen.de (Norbert Richt) writes:

>Last week I pluged in my old but good atari 130 XE and played Asylum just
>as I did years ago.
>But not surprisingly I did not manage to complete this game.
>The End could not be far, but there are a few problems which made me nearly
>crazy.

>Do you remember this game ? How do I get the bomb ?
>What about the machine ? And how can I escape ?

I wish I had made games list handy. Could this be Alien Asylum, by
Synchro? Hope I got that right. It's one of the handful of pirated
games I've never found a legal copy of.

This game I'm thinking of is in some character-based mode, and you
control this little white guy, maneuvering from screen to screen. There
are only a few different kinds of screens. Besides avoiding the nasties,
you can collect crystals of a few different colors. You can pick one up
and put it down somewhere else, but you can't carry more than one.

The action is very slow, and without any instructions to help I never
really figured out what I was trying to do.

Anyway, does this sound like the game you're talking about? If not, does
anyone know what I'm talking about?
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

300. Re: Composite to RGB - was it solved?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-13 22:28:17 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3f6uq1$que@news2.delphi.com>
Source record: 95441

I do not know of a way to correctly hook an XL to an RGB monitor. I have
been working on design to do this, but none have been satisfactory. The
only working one I have built "copies" the circuitry of a composite
monitor to basically turn an RGB into a composite along with the loss
of quality. If I ever get my other design working, it will be much nicer,
but will probably require modifying the computer.

PAL and NTSC signals are quite different in the way they represent color.

-Bry

301. Re: (Revised) Copying my ROM cartridges.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-14 01:31:01 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <RaxbJg1.ransom22@delphi.com>
Source record: 95442

Russ Gilbert <Russ.Gilbert@apk.wariat.org> writes:

>inside the package. Many try to get around the law with the
>'Open this envelope and you've agreed to our terms.' or
>'Open this package and you now have a license to use this

One thing I just saw today in regards to this,which I think
is completely ludicrous: We just got a Compaq computer system in at
work, and on the SYSTEM BOX, it says "Opening this box signifies that
you acknowledge and will comply with all license agreements to all
software contained herein, including all software "pre-loaded" on the
hard disk drive". That is ALL it says. It does not state these
license agreement's provisions. So, in opening the box, you have
NO WAY OF KNOWING WHAT YOU ARE AGREEING TO! There isn't even a
provision such as some companies use like "To get a copy of the
license agreements, ask your vendor". Amazing. Lawful? I have
no idea. If anyone who has knowledge of this area of law would
like to let me know whether this sort of thing is legal, I'd
be appreciative.

-Joe

302. Re: How Atari Compuers Changed Our Lives

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-14 01:45:28 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <Z47YRWw.ransom22@delphi.com>
Source record: 95443

Mark Statzer <mstatz@cei.net> writes:

>People in those days were coming to the store with several thousand
>dollars in their hands, wanting to buy a computer for the kid,
>"so junior won't fall behind". I tried to tell people the truth,
>and even sent a lot of people interested in serious businees applications
>down the street to ComputerLand to look at Apples, because I had no
>business software to sell them...

Thanks for the good story! :)

Out of curiosity, what made you switch from Atari 8-bit to the
286?

-Joe

303. Re: 8-Bit Atari Emulator for PC?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-14 02:00:49 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3f7b8h$286@nic-nac.CSU.net>
Source record: 95444

Get ahold of PC Xformer by Branch Always Software. $29.95 for v.3.0 (first commercial release and best compatibility).
v.2.0 and 2.5 are free and can be FTP'd from atari.archive.umich.edu in the atari/8bit/Xf2 directory (and other FTP sites in other places).

Good luck. Be sure to check out my unofficial Atari 8bit New User, Emulator Help FAQ (rev.0.6) ~~~~~~~~~~~~~~~~~~~~ ~~~~~~~~~~~~~~~~

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

304. Alternate Reality!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-14 02:05:26 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3f7bh6$2fq@nic-nac.CSU.net>
Source record: 95445

Some things I'd like to say about AR: :)

(1) The Dungeon's manual is great (funny, too)
(2) In the city, he used the top half of the 3D screen area, and then redrew it backwards beneath, then used DLI's to cover up text over doors, the horizon (mountains) and to make the bottom look like dirt and the top like sky. Very sneaky.
(3) The 3D scrolling is MUCH smoother than I remembered! I thought it'd be blockier (like you see in most 8bit 3D games, like AMAZing, or Amazing Maze or whatever it's called).
(4) I got chills when the UFO started ascending in the City's intro.
(5) I thought the Dungeon's graphics were going to suck.. until I noticed the "Actual Commodore Screen Shots" below the pictures on the box! :)
(6) I'm happy- I think I can make a backup copy of most of the disks onto SIO2PC! :)
(7) If you don't have this game, get it.. Even if you don't like RPG's, it's worth $6 just to see this game.
(8) It could be done better though (muhahah) ... but it'd require 5 times as many SD floppies! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

305. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-14 05:06:23 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3f7m4f$2gd@lastactionhero.rs.itd.umich.edu>
Source record: 95446
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 2069 Jan 13 17:48 ./8bit/Graphics/circles.arc
-rw-r--r-- lenn 232 Jan 13 17:48 ./8bit/Graphics/circles.txt
-rw-r--r-- lenn 163236 Jan 13 17:50 ./8bit/0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

306. WANTED: Atari Books

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-14 05:15:17 UTC
From: gt7344b@prism.gatech.edu
Message-ID: <3f7ml5$np6@acmez.gatech.edu>
Source record: 95447

Does anyone have any books on Atari 8bit assembly language programming for sale? My mother seems to have thrown mine out about seven years ago.

Also, the user manual for Assembler Editor would be helpful.

Thanks.

--
The Cemetery BBS (1982-1986)
Atari 800 Forever!!!
--

307. Re: converting fonts.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-14 08:26:10 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3f81r2$hdc@nic-nac.CSU.net>
Source record: 95448

In David Richardson's "Daisy Dot III Users Guide," he included some fonts converted from Print Shop Icons. He said they (at least some of them) were "provided by John McGowan, who converted them from PrintShop Icons with a program that he wrote called PSTODD3.BAS. It is a public domain program and it works very well. Once the program is loaded you are asked which disk drive is the source (the PrintShop disk) and which is the destination (the font disk). You must know the correct name of the PrintShop Icon. It is then converted to a DD3 magnified font. The converted icon takes up to three DD3 characters. Since there are ninty characters to a font, you can have up to 30 icons to a font. Doing this, however, would create a huge font file, over 300 sectors according to documentation. Mr. McGowan recommends limiting each font to from five to ten icons. Since DD3 accesses each font from the disk each time it needs to print it, this means that every time a 300 sector long font is accessed, it must load the entire file, even if only one character is used." [etc.]

I hope that helps! (Sorry, I don't recall where to GET a copy of this program though. I don't even know if I ever HAS, as I never had PrintShop, nor do I used DDIII any more (I have no printer.. for ANY computer! <sigh>))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

DESPERATELY SEEKING A NEW SIO2PC CABLE!

308. AtariCamp

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-14 08:43:53 UTC
From: micornwell@aol.com
Message-ID: <3f82s9$e8r@newsbf02.news.aol.com>
Source record: 95449

Was anyone out there fortunate enough to get to go to Atari Camp
by Mom & Dad? I went to the one in San Diego in '84 or so...Looking
back I have to laugh a bit (some of those kids dragged their 800XL's,
big 810 drives, software, etc with them to summer camp...what happened to
roughing it?).

Anyways, got my first taste of pirated games there (had to pay a kid
$5 for Zaxxon, among others I believe). It was a fun experience at the
time.
Weren't many girls there, though...Hmmm...

Mike

309. Re: Triad / Adventure Int'l

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-14 09:31:41 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <1995Jan14.093141.18949@ericsson.se>
Source record: 95450

mcurrent@blue.weeg.uiowa.edu (Michael Current) writes:

>etxansk@garbo.ericsson.se writes:

>> ...
> ...
>
>>It could also be that some checking mechanism in the program
>>erroneously believes that you're trying to use an illegal copy of
>>the game, maybe the disk has been damaged.
>
>That's an interesting idea (it thinks it's illegal), more along the lines
>of my suspicions. Perhaps StarSoft got the rights from Adventure Int'l to
>published it, but they weren't told the proper way to produce the disks.
>The entire production run (and the entire stock at ATV) would be unusable,
>but it would take years for anyone to figure it out for a slow-selling
>title (which all titles probably qualify for in this marketplace). I
>wonder if ATV knows they don't run, so that was why they gave me two
>copies..

I know for sure I tried to make illegal copies of some disk games
from Adventure International in the early days, but I don't remember
what happened if the pirated copy didn't work (they never did work). If
you have original copies of other games from the same company, disks
that really work, maybe you should make a non-working illegal copy of
one of them and see what happens. I can imagine they used the same copy
protection scheme and behaviour for several games. Maybe some other
game in the series also enters a demo mode similar to the one you've
seen in Triad.

Btw, those Adventure International all have Scott Adams' signature, don't
they? Just to check that we're talking about the same games, these are
the ones I remember: 'The Count' and 'Questprobe'. Without
graphics: 'Mystery Fun House', 'Adventureland', and 'Mission Impossible'.

Anders Skelander

310. Atari 800 - busted - need help

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-16 12:27:27 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.133.000C757F@genesis.informatik.rwth-aachen.de>
Source record: 95451

Hello !

Yesterday I picked up an Atari 800 (not so easy in Germany), but there are
some problems with the hardware.
If I switch on the computer the memo-pad is not running and with a plugged
in Basic-cartridge it also wont work correctly.
But my Caverns of mars car. work very fine !!!
So I think, something of the ROM-Cartridge (CX801-if I remember correctly)
is wrong. (There are fitted two 2764-EPROMS to the sockets and you can
switch between them - I guess, there are busted)
Now my questions : The three ROM-Chips on this board are originally 4KB
ones, aren't they ? Is the pinout compatible with normal 2732 EPROMs,(it
seems to be , but I'm not sure) ?
And if this is right, could anybody tell me where I could get burning-files
for the 800-ROMS from (UMICH?) ?
It would be very great to get this beautiful machine working !!!
Thank you very much .

Matt

P.S. 600 XL 1, 1064 1, 800 XL 320 k 1, 1050 2, 1010 1, 410 1, 800 1/2 8-)

311. Re: Alternate Reality: Dungeon

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-16 21:23:25 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3feo4d$r8t@hearst.cac.psu.edu>
Source record: 95452

James King (jeking7@delphi.com) wrote:
: Just used a character editor last night to beef up a new character.
:
: Unfortuately, now everytime I boot up (using ORIGINAL disk 1 and backed
: up copies of Disks 2 and 3), I run into the FBI. Was the character
: editor bad - or is something freaking out? Has anybody else
: experienced this phenom. after editing their characters?
:
: --
: @ @ @ ------------------------------------ @ @ @
: @ @ @ James King - jeking7@delphi.com @ @ @
: @ @ @ ------------------------------------ @ @ @

Bad character editor. Although I thought the characters wouldnt load
if you they got messed up. The fbi comes if the protection on
disk 1 side 1 isn't decoded properly. It is also interesting to change
the first few bytes of the boot sectors (even comes up with a header
screen thank you for pirating the software.)

--
Carts: 2600 104; 5200 22; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
WITH 3D IMAGER!!!!!!!
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

312. Re: 8-bit in a PC box dream

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-16 21:28:11 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3feodb$r8t@hearst.cac.psu.edu>
Source record: 95453

KENDRICK@sonoma.edu wrote:
: A perfect Atari setup would be:

Already been done. In fact.. it even had a gumby in it!
Of course I scrapped it recently. =)

--
Carts: 2600 104; 5200 22; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
WITH 3D IMAGER!!!!!!!
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

313. Re: How Atari Compuers Changed Our Lives

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-17 03:05:20 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <Ra+7pTY.ransom22@delphi.com>
Source record: 95454

Mark Statzer <mstatz@cei.net> writes:

>Plus, I've always been a game hound - there were even neater games on
>the PC...
>
>
>Statz
>mstatz@cei.net

Mmm. I would beg to differ about the "neatness" of the games
on the PC in 1990, when you switched over. :) But, that is just my
opinion. :)

j Glad you are still here, nevertheless.

-Joe

314. Re: CSS's Fix 2 into 1 for free deal?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-17 03:27:23 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ffder$obs@nic-nac.CSU.net>
Source record: 95555

Whoa whoa whoa. Rick, explain about the 12V "falling out" to me.
If you mean the brick (between the wall and the 1050) I have a spare.
If you mean something INSIDE the 1050, then 'could be, since I've used
both rarely in the past months until now.

Then again, I HAVE been only using one of the bricks, so I'll test them
out with the spare. If I can wander around AR for more than about 15
minutes then it was the brick..

'course, I STILL have this itching feeling that it's something inside my
1200XL...

hmm

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu | Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **
PS - If you didn't get my mail yet Rick, I could _not_ find a 4049 chip. :(

315. Re: CSS's Fix 2 into 1 for free deal?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-17 03:29:14 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ffdia$oc2@nic-nac.CSU.net>
Source record: 95559

>WHAT<!? Another 8-bitter THIS CLOSE!?!?!? I thougth the closest 8-bitter folks to me were in the South Bay! COOL! Anyone else close to north Marin, south Sonoma Counties out here!?!?! (Oh wait, I forgot about that guy in Petaluma with the Genlock system!)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu | Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **

316. Re: CSS's Fix 2 into 1 for free deal?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-17 03:31:11 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <R8xZhVX.ransom22@delphi.com>
Source record: 95556

Glenn Saunders <krishna@primenet.com> writes:

>Puff is probably the most reputable 8-bit supplier in the history of the
>platform. If you don't trust him, noone will please you.

[snip]

>Bob Puff told me, I believe, when I was speaking to him, that he would
>continue supporting the 8-bit BEYOND the point where he was only breaking
>even and would continue even if he were taking a loss until he couldn't
>handle the debt anylonger. That's dedication.

I do appreciate all those who support the 8-bit market, and
do not begrudge ANY profit they can make.
However, I must say that the only dealing I have had with Bob
(other than registering BOBTerm) was a complete failure. I called CSS
and spoke to a woman there. I ordered BASIC XE, which I wanted to give
as a gift at Christmas. I paid with VISA.
Subsequently, I found one cheaply and purchased it as well, figuring
having a second copy can't hurt. [G] Well, to make a long story short,
the cart never came from CSS. I wasn't billed either, thankfully.
No, I never called back to re-order. My incentive to do so was
gone by then, as I explained above.
However, the fact that theyaapparently lost my order is the point
of this story. I would say that he would be less close to being in debt
if every order that was placed was filled!
Further, I assert that we CAN and MUST expect the level of
service that we expect at "bigger" outfits when dealing with our 8-bit
vendors. When I go into a "mom-and-pop" clothing store, I expect the
same service I get at, say, Macy's. I usually get better. And if I
don't get acceptable service, I no longer patronize that establishment.
Giving good service costs nothing. It actually tends to yield
profits rather than losses. So, saying that a given company should be
excused from offering quality service is incorrect. No company should
be excused for giving poor service.
BEST Electronics and B&C Computervisions are simply outstanding
examples of giving good service. The owner of B&C acquired a product
I was willing to pay for, even tho he did not stock it, for example.
He went down the street and purchased it at a surplus computer store,
then sold it to me for a no-doubt hefty markup. And I sincerely thank
him for it. He saved me the trouble of searching for one in second-
hand stores and garage sales. It probably took him 15 minutes to
get this piece of equipment. His doing so made my day! I intend
to spend a lot of money on Atari 8-bit items in the future, as I have
in the past. Since B&C has given me reliable, excellent service, I

will spend a good portion of my money in that store.
The slip-up at CSS doesn't mean I will never spend another dime
there. Everyone makes mistakes. But, since my first experience with them
was a bad one, I will most likely use them as a last resort. If I can't
find it at B&C, BEST, TOAD, American Technavisions or on the 'net, THEN
I will go to CSS.

So, while I do applaud Bob Puff for investing his time and money
in the 8-bit market, I feel no obligation to support his efforts if they
do not meet with my expectations.

-Joe

317. Re: 8-bit in a PC box dream

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-17 03:31:21 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ffdm9$ohl@nic-nac.CSU.net>
Source record: 95557

Really? (I forgot to mention Gumby, I did have TWO audio-out ports on my original sketch of the beast)

Was that INCLUDING Computer Eyes and Parrot?

And why on EARTH did you "scrap" it!??!?!?!?!?!?!??!?!?!?!?!?!!??!!??!

-bill!!?
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu | Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **

318. Re: Asylum

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-17 03:33:58 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ffdr6$ojm@nic-nac.CSU.net>
Source record: 95558

Whoa! How does Asylum match to, say, Alternate Reality when it comes to
the 3D graphics?

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu | Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **

319. Re: Composite to RGB - was it solved?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-17 03:36:13 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <R86a5PV.ransom22@delphi.com>
Source record: 95560

<Rick_Michael_Cortese@cup.portal.com> writes:

>The early IBM style monitors were TTL, AGAIN TTL! They only understand
>RED on or off, GREEN on or off, BLUE on or off, INTENSITY high or low.
>Just divide the Atari rainbow into 16 steps & you'll see the problem.
>instead of subtle little color changes like you see with games, you
>get hard switches between colors. That is let's say there is a setting
>sun with red streaked blue sky going to dark blue. Everything from the
>bright yellow of the sun to the darkest red may just come out in high
>intensity red to low intensity red, that is two colors. Ditto for the
>blue sky turning from light blue to a shade of purple, it would become
>light blue/dark blue.

Hey, thank you for the nice, non-technical description of TTL
technology! It was a great read. :)

-Joe

320. BIG VIRTUAL ATARI DISK FILES

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-17 05:32:00 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950116212700.22751E-100000@CSOS.ORST.EDU>
Source record: 95561

I've read several messages back that someone has been using whopping 16-meg partitions on their SIO2PC setup.

I don't have SIO2PC up and running yet, but I am wondering HOW they did that. I have the 130XE emulator up and running on my PC...and since it is supposed to use the same disk images, presumably I can do the same thing here.

To tell you the truth, I don't have the foggiest how to even "create" a new virtual disk image file. The only way I've been able to "make more Atari disks" on my PC's hard drive is to (with MS-DOS) copy the virtual disk file to a new filename, then run the emulator and format the "new disk" blank with Atari DOS. How do I "create" a new disk, esp. those huge ones?

Also: Is it true that the emulator won't run SpartaDos? No way! The emulator is fun, but there's no beating the real thing...and SIO2PC. I'm still trying to figure out where to plug in my Atari Joysticks...and that MAC/65 cartridge..... :-)

JW

321. Re: 8-bit in a PC box dream

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-17 05:47:11 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3fflkv$918@hearst.cac.psu.edu>
Source record: 95562

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: Really? (I forgot to mention Gumby, I did have TWO audio-out ports on my
: original sketch of the beast)

: Was that INCLUDING Computer Eyes and Parrot?

lacked those.. but they were on the list of things to do...
It was actually a 130xe with mem expansion..and a hardwired (READ
HAND WIRED AND LOTS OF TIME) MIO...with 20 some megs on it ...

: And why on EARTH did you "scrap" it!??!?!?!?!?!?!??!?!?!?!?!!??!!??!

The mio fried (which I just recently repaired) and I gutted out the XF drives etc.. also..I
needed a bigger case... cramming all that stuff in a baby AT
was painfull....

I could still wire it back up..the XE/transkey/reset/gumby/video/audio..etc.
are sill all wired up... I guess I just was tired of it... and I felt it
was "wrong" to have an empty 130xe shell laying around.... its all packed
away right now. I've put the Atari world on hold to finish my education
and concentrate on my Significant Other.

Besides... I wanted a BLACK TOWER CASE... which my Unix box is using
right now...

--
Carts: 2600 104; 5200 22; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
WITH 3D IMAGER!!!!!!!
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

322. Re: Triad / Adventure Int'l

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-17 10:28:28 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <1995Jan17.102828.9930@ericsson.se>
Source record: 95563

jlodoen@shell.portal.com (Jeff M Lodoen) writes:

> ...
>Here's a somewhat complete rundown of Adventure International's
>releases for the Atari 8-bit. Any new info (titles, authors)
>appreciated.
>
>Scott Adam's Adventures
> 1 - Adventureland
> 2 - Pirate's Adventure
> 3 - Mission Impossible
> 4 - Voodoo Castle
> 5 - The Count
> 6 - Strange Odyssey
> 7 - Mystery Fun House
> 8 - Pyramid of Doom
> 9 - Ghost Town
>10 - Savage Island I
>11 - Savage Island II
>12 - Golden Voyage
>13 - Sorcerer of Claymorgue Castle
>14 - Return to Pirate's Island
>
>Some or all of these were remade into graphic adventures (SAGA).
>There was also a release of the first 12 games in one package.
>B&C had it in their catalog, btw.
What about the 'Questprobe' game, featuring 'the Hulk'? I believe it
was released by Adventure International. I know I've seen a disk
version (with graphics) for the Atari somewhere.

>Jyym Pearson did The Curse Of Crowley Manor, Escape From Traam,
>and Saigon: The Final Days.
I remember two other games written by Jyym Pearson. 'The Institute'
and 'Lucifer's Realm'. Maybe they weren't published by Adventure
International, but I thought they were impressive, really. I
particularly liked the graphics in those games. Btw, was
'Masquerade' ever released for the 8-bit Atari?

Anders Skelander

323. Arcade POKEYs

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-17 17:09:22 UTC
From: ivan@rcp.co.uk
Message-ID: <g48GvA4BBh107h@rcp.co.uk>
Source record: 95564

```
>> Atari made use of POKEY chips in their coin-ops too, that doesn't
>> mean they were accessed in the same way.

>POKEYs in coin-ops?? Which ones?

I heard that Gauntlet used (it think) 2 pokey chips for its sound.

-ive

--
```

324. Re: CSS's Fix 2 into 1 for free deal?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-17 17:56:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <17JAN199512560297@pavo.concordia.ca>
Source record: 95565

In article <3ffpg9$s5d@news.primenet.com>, krishna@primenet.com (Glenn Saunders) writes...
>As for Best, my main complaint with them is that you can't order via
>credit card. And B&C asks too many questions when you order that
>way--paranoid. I hate ordering from Best because it usually means COD so
>you feel obligated to buy enough to make it worthwhile. Paying a COD fee
>for an IC is ludicrous. And I hate sending regular orders with a check
>and waiting for the order to reach them and then them to mail me back
>with the stuff. I'm spoiled by being able to buy stuff over the phone.
>
I _always_ pay by credit card with Best. Sure, there's a $20 minimum, so I
stock up if necessary. But on much smaller shipments you get dinged of P&H
anyways.

Dave
>

325. Re: Damn, I forgot.. but while I'm at it... FlickerShade

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-17 18:20:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <17JAN199513202251@pavo.concordia.ca>
Source record: 95566

In article <1995Jan17.123039.4414@hakatac.almanac.bc.ca>, bmcbrine@hakatac.almanac.bc.ca (Bill T McBrine) writes...
>In article <950113015600.20406b7d@sonoma.edu> KENDRICK@sonoma.edu writes:
>>Well, I HAD two posts to make, one about SIO2XL.. that's done, but the
>>other evades me. So as I sat and thought I remembered I was working on
>>a "FlickerShade" mode again.
>
>I did't quite understand what you meant in SIO2XL, but this idea sounds
>interesting... Just what did you mean in SIO2XL actually?
>
(My newsreader munched my earlier reply, so here goes...)

To transfer between two Ataris on the SIO Bus will need very little hardware; almost all software. By connecting four lines on the SIO (five if you count the ground) you can send and receive. Cross DATA IN and DATA OUT, then cross COMMAND and INTERRUPT. Voila. That's all the hardware work needed.

From the software end, you'd have to write a handler that interprets SIO commands (all explained in the Tech Ref Notes). By writing a handler, or maybe replacing the C: handler (for Computer, get it?) the two machines could swap data etc.

In fact, one commercial product was released that did just that. It was a custom cable and a cart. The slave computer simulated a disk drive.

I'm not sure, but I think it would be possible for both systems to have independent peripherals. The hook up would be something like this:

800xl--drive-CUSTOM CABLE--drive--800xl

Has anyone tried this? Does anyone have any software? Any comments?

Dave

326. Re: Complete and Essentia

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-17 18:40:27 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3fh2ur$101t@hearst.cac.psu.edu>
Source record: 95567

Mike Todd (snyder10@rs6.tcs.tulane.edu) wrote:
: Quoting krishna@primenet.com

: k >Is this the book everyone was waiting for that was going to be the
: k >definitive XL/XE map?

: This is it, and it's Da** good... Lots of new information and lots of
: old information collected in one package; make that two packages...nearly
: 400 pages and includes the xl/xe OS source listing.

If anybody is interested in obtaining copies of this I think we should make
a bulk purchase of some sorts and distribute it here in the states.

I for one want one but am not too thrilled with having to figure out
costs and postage...so if anyone is going to get one...get too and sell
the other to me at cost. =)

--
Carts: 2600 104; 5200 22; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
WITH 3D IMAGER!!!!!!!
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

327. Re: Looking for book:The Creative Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-17 22:29:42 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950117142652.4279A-100000@CSOS.ORST.EDU>
Source record: 95568

On 16 Jan 1995 payton@ins.infonet.net wrote:

> <Creative Computing>
> It really did have a little something for everyone, no matter what
> their level of computer knowledge. I read most of the issues from
> cover-to-cover, and learned a lot, even though some of the articles
> definitely went over my head. And it was also interesting to keep up
> with what was going on in the "enemy" camps of Apple, C= Pet, and
> Radio Shack. :-)

I used to enjoy reading the reviews of the "enemy" computers.
David Ahl (editor) would always list a type-in of some program that
demonstrated graphics or benchmarking, or something. I used to get a
kick out of typin them up and translating them to Atari Basic on my 400,
then 800. I saved 'em on 410 cassettes. Heh. Those were the days.

> IMO, most of the current magazines aimed at the PC market (including
> Byte) are *so* boring I can barely force myself to read them. :-(

I agree!

James Wood

328. Re: Price of games in 95 Was: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-18 02:02:28 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <JM4aRRk.ransom22@delphi.com>
Source record: 95569

Glenn Saunders <krishna@primenet.com> writes:

>Would you say that people today are living at a higher standard than they
>were in the glory days of the '80s and this is the reason game
>manufacturers can charge $80 for a cart? Nope. Standard of living is
>going down, not up no matter what the indicators say about the
>health of the economy in general.

Very astute point. The indicators and other oft-cited figures
are agregate quantifications that are only misused when related to specific
products or even industries.
If a given product or service's price rises at the rate of
inflation, saying that inflation caused the rise in price begs the
question.
Only when the various inputs' prices rise at the rate of inflation
is this true. But even then, one must look beyond that, to the most
basic level: the prices of raw materials and labor, as well as the
quantities of these used. (ie,if the price of labor increases 10%,
but a new process uses 50% less labor to produce one unit, there is
no justification for a rise in price implied.)

>These companies are taking a bath on the hardware and they want to make
>as much money on the firmware as they can before the usefulness of the
>platform is over, and don't expect 2600 longevity from today's consoles.
>
>They will price things as high as the market will bear rather than
>pricing lower to induce sales as they do with the hardware.

I agree with your assumptions. Keep in mind I have no basis
for my belief, but what you say does sound reasonable.
Back in the beginning of the home videogame industry, there was
no data to give management an idea of what the life cycle of their
hardware products was. At the same time, as you note, software titles
generally had longer lives as profitable products. Today, neither of
these things is true.
Nintendo,Sega, and the other companies in the home videogame
industry have a much better idea of how long they can keep a given
product in the marketplace before they introduce it. Thus, they are
better able to ascertain their optimum price point.
Sadly, that leaves us, the consumers, with the ability to
buy fewer games.
The strange thing to me is the lack of price competition in the
videogame software market. It is as if the various manufacturers had
decided together on a few different pricing levels.

Just another reason to stick to the Atari 8-bit market, where
bargains abound. :)

-Joe

329. Re: Damn, I forgot.. but while I'm at it... FlickerShade

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-18 03:37:29 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3fi2dp$oqp@hearst.cac.psu.edu>
Source record: 95570

Glenn Saunders (krishna@primenet.com) wrote:
: Both computers will be sending power down the SIO so that's a recipe for
: disaster unless you work around it.

Just cut the +5 line (or 12 in some cases) in the cable that joins
the two computers.

Or am I missing something?

--
Carts: 2600 104; 5200 22; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
WITH 3D IMAGER!!!!!!!
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

330. Re: Price of games in 95 Was: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-18 04:10:02 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D2L28r.51C@nntpa.cb.att.com>
Source record: 95571

In article <3fha0u$eaa@news.primenet.com>,
Glenn Saunders <krishna@primenet.com> wrote:
>nrl6001@ccsalpha1.nrl.navy.MIL wrote:
>
>: You nailed it, Will. A rough rule of thumb is: prices and income double
>: every ten years. I have to look back at the price of a bar of candy or
>

The operative rule (approximation) is the rule of 68 (or 67 or something
around there) which is that the number of years (approximately) for
prices to doubles is 68 divided by the inflation rate .. ie in 10
percent inflation times, prices double every 6 or 7 years, while
in 5 percent inflation times, prices double about every 14 years
or so.

<numerous examples deleted>

>Not only that, inflation in general hasn't been as strong in the last 15
>years compared to the rampant inflation of the '70s.
>

as the numbers below show

>It's just that you've got quite a number of items that have increased in
>price above the rate of inflation and it looks sneaky.
>

In contrast (given the season) to heating oil which has not gone
up as much as inflation, and for which I am grateful (having an
older relatively non-efficient home). If I recall correctly, when
I bought my first home in 1982 or so, I paid about 80 cents a
gallon for heating oil. Last season, except for that brief,
widely reported spurt to about $1.10, we averaged about 98 cents
or so.

Somethings go up more than inflation, some go up less.

<deletions>

>
>There are 3 honest things I can attribute to cart prices:
>
>Carts use more memory now than they used to, so much more that they have
>to be more expensive perportionately.
>
>Carts may include a coprocessor (DSP games are $10 more expensive on average)
>

>The programming required more man-hours so they have to recoup the
>programming labor (this is the excuse with commercial computer software
>of course).
^^
>
>Here is what I think it really is, though:
>
>These companies are taking a bath on the hardware and they want to make
>as much money on the firmware as they can before the usefulness of the
>platform is over, and don't expect 2600 longevity from today's consoles.
^^

What these two underlined paragraphs boil down to is just a
redistribution of the recouping of _overall_ development costs.

>
>They will price things as high as the market will bear rather than
>pricing lower to induce sales as they do with the hardware.

Or they price hardware at or below cost to gain market
penetration, as any cellular phone customer is happy to take
advantage of in buying a phone with a value of $600 or so for less
than $100 along with activation on the carrier associated with the
dealer/phone.

>
<more deletions>
>
>

Now, to put actual numbers on things, here are the official
seasonally adjusted urban consumer CPI numbers since about 1950
for the month of January:

1947.01 21.5
1948.01 23.7
1949.01 24.0
1950.01 23.5
1951.01 25.4
1952.01 26.5
1953.01 26.6
1954.01 26.9
1955.01 26.8
1956.01 26.8
1957.01 27.7
1958.01 28.6
1959.01 29.0
1960.01 29.4
1961.01 29.8
1962.01 30.0
1963.01 30.4
1964.01 30.9

1965.01 31.3
1966.01 31.9
1967.01 32.9
1968.01 34.1
1969.01 35.7
1970.01 37.9
1971.01 39.9
1972.01 41.2
1973.01 42.7
1974.01 46.8
1975.01 52.3
1976.01 55.8
1977.01 58.7
1978.01 62.7
1979.01 68.5
1980.01 78.0
1981.01 87.2
1982.01 94.4
1983.01 97.9
1984.01 102.1
1985.01 105.7
1986.01 109.9
1987.01 111.5
1988.01 116.1
1989.01 121.4
1990.01 127.6
1991.01 134.9
1992.01 138.5
1993.01 142.9

From what I've heard on the news, last year was another 3.8
percent or so, or about another 5.5 points to something like 148.5
or so. Looking at the numbers, prices have doubled since about
1979-80, or in 15 years.

--
Richard Dell

331. Re: Bill Wilkinson dead?!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-18 05:01:46 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3fi7bq$r8b@nic-nac.CSU.net>
Source record: 95572

AHHH! I HOPE NOT! That guy was one of my IDOLS! I LOVED reading his old Insight: Atari articles in a handful of Compute!'s I got a hold of. And, damn!, he wrote Atari BASIC!.

I was lucky enough to catch him on BAAUG BBS (SORTA local) before he moved to .. umm .. Washington (?).

:Z :Z :Z :Z

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **
:Z

332. Re: Price of games in 95 Was: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-18 05:06:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3fi7jo$r8s@nic-nac.CSU.net>
Source record: 95573

Glenn! Another well-written "society sucks [and in this case, so does
Power Rangers]" style post!

Another to spread around! :)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **

333. Atari 800 to SC1224 color montior adapter?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-18 05:46:09 UTC
From: joneil@infi.net
Message-ID: <3fi9v1$k64@lucy.infi.net>
Source record: 95574

Does anyone know how I can interface my Atari 800 with
the Atari SC1224 color monitor for the ST series computers?
This monitor does not have any inputs except for the 13 pin
connector for the ST. I think I have the pin config for this
monitor but before I go experimenting with this I'd like to
know if these unit are even compatible!

As an after thought it would be nice to use this monitor
with my 400 also!

Thanks!!!

joneil@infi.net

334. Re: Triad / Adventure Int'l

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-18 08:20:40 UTC
From: jlodoen@shell.portal.com
Message-ID: <3fij0o$2gv@news1.shell>
Source record: 95575

etxansk@garbo.ericsson.se wrote:
: What about the 'Questprobe' game, featuring 'the Hulk'? I believe it
: was released by Adventure International. I know I've seen a disk
: version (with graphics) for the Atari somewhere.

I wasn't sure which Questprobe games made it to the 8-bit. I've heard
of games for "The Incredible Hulk" and "The Fantastic Four". I had
the comic-book for the Hulk game. An "X-Men" story was written and
published (in "Marvel Fanfare), but no game. Was there a "Spider-Man"
game in the series?

: I remember two other games written by Jyym Pearson. 'The Institute'
: and 'Lucifer's Realm'. Maybe they weren't published by Adventure
: International, but I thought they were impressive, really. I
: particularly liked the graphics in those games. Btw, was
: 'Masquerade' ever released for the 8-bit Atari?

I've seen ads for those other Pearson games in ANALOG or Antic issues.
Also "The Paradise Threat". What is "Masquerade"?

: Anders Skelander

335. Super Cart Bank Switching

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-18 09:04:54 UTC
From: snyder10@rs5.tcs.tulane.edu
Message-ID: <3filjm$ngp@news.cs.tulane.edu>
Source record: 95576

Quoting Rick_Michael_Cortese@cup.

R >Does anybody know for sure:
R >1) The addresses in the $D500 area that are used for super carts
R >2) Are the addresses mirrored like the other chips something like
R >writing to $D58F produces the same result as writting to $D50F?
R >Thanks for any help if you've got it.

I was tinkering with the inside of my SDX cart the other day
and found that it uses $D5E0-$D5E8 as well as $D500...

Mike Todd

---
* PabQwk 2.0 #9 * NAK NAK who's there? S#j8)&!k NO CARRIER

336. Re: Complete and Essentia

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-18 09:04:56 UTC
From: snyder10@rs5.tcs.tulane.edu
Message-ID: <3filjo$ngq@news.cs.tulane.edu>
Source record: 95577

Quoting heller@akh104.rh.psu.edu

h > I for one want one but am not too thrilled with having to figure out
h >costs and postage...so if anyone is going to get one...get too and sell
h >the other to me at cost. =)

It's well worth the time and effort...
---
* PabQwk 2.0 #9 * Info-Atari-8 Digest

337. Bill Wilkinson dead?!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-18 09:04:58 UTC
From: snyder10@rs5.tcs.tulane.edu
Message-ID: <3filjq$ngr@news.cs.tulane.edu>
Source record: 95578

Quoting finneganj@delphi.com

f >During a recent conversation with a long-time friend and former
f >8-bitter, he told me that Bill Wilkinson (Atari DOS and OSS fame)
f >died of AIDS recently. Is this true, or is my friend simply delerious?

Hmmm, must have just happened if it happened at all, just saw a letter by
Bill Wilkinson in one of the last "InterNet World" mag's, the Jan issue
as a matter of fact...(yes it is the OSS Bill Wilkinson as they gave his
correct CIS address).

Mike Todd

---
* PabQwk 2.0 #9 * "Are you pondering the same thing I am Pinkey..."

338. Re: Transferring Atari disks to PC

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-18 09:20:05 UTC
From: crow@coos.dartmouth.edu
Message-ID: <3fimg5$drc@dartvax.dartmouth.edu>
Source record: 95579

Back before Christmas, there was quite a bit of discussion about reading Atari formatted disks (single and enhanced density--double has been solved for some time) on a PC. I don't think we ever came to a complete conclusion, unfortunately. Here's what I think we figured out:

The program "Anadisk" claims to read almost any disk format, and will dump the contents into a raw disk file. For enhanced density disks, it correctly figures out the format, but generally fails to read entire sectors correctly. It usually gets the first "half" of each sector or so correct, but that's all. For single density disks, it either fails entirely, or succeeds perfectly, depending on the hardware that you're using. (I've never seen it work for me, so I'm not sure what hardware is required.)

From a technical standpoint, this is what we know:

Atari formatted disks encode the data with all the bits inverted, so a raw dump of the disk will require a bit flipping program to make it usable.

Enhanced density disks are technically double density in that they use MFM encoding, whereas single density uses FM encoding. Most(?) PC's aren't capable of reading FM formatted disks, due to hardware constraints (is it the controller card or the drive???).

If you use both sides of your disks by flipping them over to use the back side on the Atari, you won't be able to read the back side unless you punch another timing hole in the jacket, as PC drives use the timing hole.

So the main questions that remain are:
* What do you need to get your PC to read FM disks?
* How do we overcome the problems reading enhanced density disks?

--PC

P.S. Anadisk is available from:
ftp://ftp.cs.dartmouth.edu/pub/crow/anad207.zip
--
$ "If a man has recently married, he must not be sent to war or have any $
$ other duty laid on him. For one year he is to be free to stay at home and $
$ bring happiness to the wife he has married." --Deuteronomy 24:5 $
$ So that's why people get divorced--nobody can afford a decent honeymoon. $

339. looking for plans for xformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-18 14:52:00 UTC
From: chronos@xmission.com
Message-ID: <3fj9ug$nfr@xmission.xmission.com>
Source record: 95580

Hello.

I am looking for plans on a xformer cable so I can make disk
images of my 8-bit collection to run on my ST with Xformer 2.?

any GIF's, PI?'s etc will be appreciated!

or any FTP Sites with more things of Xformer Material!

I still love the 8-bit!!! wrote a turbobasic program, and it ran
fine! I'm happy! :)

thanks again!

Chronos

340. Atari 2600 Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-18 16:12:05 UTC
From: ivan@rcp.co.uk
Message-ID: <OfRHvAXKBh107h@rcp.co.uk>
Source record: 95581

Hi,

I heard recently that Activision was going to release a VCS emulator for the PC - included with games like River Raid and Pitfall.

Does anyone know anything about this?

-ive

ivan@rcp.co.uk

--

341. Re: Atari 2600 Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-18 18:10:00 UTC
From: Ulf_Petersen@antic.sub.org
Message-ID: <5e4Zk53G2hB@antic.sub.org>
Source record: 95582

On 18 Jan 95, ivan@rcp.co.uk wrote ...

> I heard recently that Activision was going to release a VCS emulator for the
> PC - included with games like River Raid and Pitfall.
It's not going to be an emulator but simply a collection of their most
successfull titles for the PC. I don't know whether or not Activision will
improve graphics and sound effects. Hope this helps!

Ulf

CrossPoint v3.02

342. Re: CSS's Fix 2 into 1 for free deal?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-18 18:40:17 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <131253@cup.portal.com>
Source record: 95583

I don't feel it necessary to trash Puff, but I think anybody that has had any contact with him at all finds him a little off center. He craps on anybody who does anything other then what he considers "The right way" & I've found his critisism of me in the past to be unfounded. We he found out he was wrong or instead of just saying "OK, you won't burn up a computer with that" to retract his original statements he threw in a couple of other snide remarks. It's my opinion that he has used his cult status to lead the attack against Sparta DOS. When he found a bug in the xf551 OS his only response was to sell an upgrade ROM. I don't want to invoke an Atari Demi God here without his permission, but he's been called a "Rip off Artist" by at least one person with a lot more contributions to the Atari community for 1) Selling the Archiver which has the rep of just being a Happy rip off. 2) Helping to dry up the commercial software market by selling this an other cracking devices.
For those foreign readers, everything I've listed here is considered hard nosed business in the US. Bob has done nothing illegal, but he does play the game HARD!
He hasn't relied solely on his rip off products to survive, but I seriously doubt if you would find a SINGLE commercial software producer that he would have a good reputation with. Now if a person has a bad reputation with software producers for helping to ruin their market by enabling people to distribute illegal copies of there software, can't you call him shady? The definition is just "of questionable merit". When you consider the product line he sells compare to other vendors like ICD or Newell I think people, particularly former software developers, have a right to be P.O.ed. Christ! I expect people to warn me I'm crossing the line by revealing too much info on how to hack carts! I'm suprised no one hasn't yet. Why should Puff be immune from critisism?
Well, I got a load off. Sorry if I offended, it was just meant to be a reality check.
Rick

343. Connecting 2 Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-18 18:48:58 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <9F42F6459D0@east-01.novell.leeds.ac.uk>
Source record: 95584

Recently somebody posed the question of connecting 2 8-bits via the SIO leads. This is partially possible but it requires one or two modifications and doesn't work 100% of the time;

Firstly each machine has only one SIO port, so if you want to use an SIO peripheral (eg a disk drive) with your computers you are in a bit of trouble. The answer is to 'piggy-back' another SIO socket on top of your original socket in one of the machines and hard-wire them together with shorts lengths of plastic coated wire. You can now have both computers linked together and a further daisy chain of peripherals! However this raises another problem, it doesn't work!! However all that is needed to fix it and make it work is to disconnect the 5v line on the SIO lead that goes between the two computers (I've forgotten its number off hand) and hey presto either computer can use the disk drive, although obviously not both computers at once! There you have it a limited interconnecting device, with the right software it SHOULD be possible to get the two machines talking too each other!
Unfortunately all is not well, for some reason drive 2 doesn't respond to either of the computers. I can offer no explanation for it!

This dampened my enthusiasm and I never got around to trying the printers or tape decks, and due to lack of desk space I have moved one of the computers out of standard SIO range. However I hope I have got one or two people thinking and I would love to hear from anybody else who has done similar things and hear what their results have been.

RICHARD GORE
chmrig@leeds.ac.uk

344. Re: Bill Wilkinson dead?!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-18 20:45:29 UTC
From: James Finnegan <finneganj@delphi.com>
Message-ID: <3fjul9$lsc@svna0001.clipper.ssb.com>
Source record: 95585

James Wood <jamesw@CSOS.ORST.EDU> wrote:
>
> I don't know WHERE I think I might have heard that same thing,
> but for some reason, I think I did. Trouble is, like you, I am not sure
> of this. Do you suppose Wilkinson was a homosexual?
>
> JW
>

Well, my friend mentioned this while he was talking about exceptional programmers
work hours/habits. His claim was that the responsibilities of a homosexual
(no familty obligations, etc.) permitted long work hours and odd schedules.
Regardless of Wilkinson's sexual orientation, if he did die, it is quite a
loss to the Atari community...

--Regards

345. 130XE functions keys busted

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-19 00:44:54 UTC
From: AJRobb@pavilion.co.uk
Message-ID: <3fkcm6$g32@fitzherbert.pavilion.co.uk>
Source record: 95586

I have a 130XE but the function keys stopped working. I heard of a fix involving capacitors on the motherboard??? Does anybody have more details please?

Andy.

346. Re: Xmahjongg like game for 8bit Ataris??

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-19 04:52:16 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3fkr60$p09@nic-nac.CSU.net>
Source record: 95587

An excellent (yet graphically-challeneged :)) Mah-jongg game for the Atari is MyJong. I forget who it's by, but it's controlled with a mouse-style pointer with a joystick (might support other input, I forget) and is in Graphics 7 (160x96x4colors) mode.

Besides the fact that the graphics suck, it is an EXCELLENT game; it has different types of cheat modes, the ability to look at the game from a different angle, the ability to change the size and number of tile-types for the pile, etc.

It DOESn't position tiles unevenly though (like this:

22
112233
114433
44 only like this: 22
22
114433
114433)

Anyway.. I highly recommend it. I played it for HOURS. I'm still thinking of making a new one. Perhaps if I can get a FlickerShade mode going with it I'll be happy.. (I guess lately I'm thinking to myself "Yeah, DLI's are GREAT, but they're not PRACTICAL!" :) I fell in love with APAC and ColrView I guess! :))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **

347. Re: Connecting 2 Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-19 04:54:25 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3fkra1$p0l@nic-nac.CSU.net>
Source record: 95588

This makes me wonder if anyone's tried it with a CSS Quintopus (sp?)
(the SIO-port multiplier and signal strengthener (I think)).

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **

348. Re: BIG VIRTUAL ATARI DISK FILES

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-19 08:01:13 UTC
From: crow@coos.dartmouth.edu
Message-ID: <3fl689$ffi@dartvax.dartmouth.edu>
Source record: 95589

James Wood <jamesw@CSOS.ORST.EDU> writes:

>I've read several messages back that someone has been using whopping
>16-meg partitions on their SIO2PC setup.

I've been using an 8 meg partition without any problems. If your DOS
will support it, then SIO2PC will happily provide it.

>To tell you the truth, I don't have the foggiest how to even "create" a
>new virtual disk image file. The only way I've been able to "make more
>Atari disks" on my PC's hard drive is to (with MS-DOS) copy the virtual
>disk file to a new filename, then run the emulator and format the "new
>disk" blank with Atari DOS. How do I "create" a new disk, esp. those
>huge ones?

I use SIO2PC to create partitions. You don't need the cable to do
this, just the program on your PC--it's really straightforward. I
don't know if anyone else has written a separate program to create
virtual SIO2PC disk files, but there's no real need to, that I can
see.

--PC
--
/***/
/* "You only live once. Unless you take pictures. */
/* Then you live two or three times." --Darrin Rice */
/***/

349. Re: More questions on XF551

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-19 09:24:34 UTC
From: jlodoen@shell.portal.com
Message-ID: <3flb4i$ptu@news1.shell>
Source record: 95590

richard.b.dell (rdell@cbnews.cb.att.com) wrote:
: Once again the XF551 is crossing my mind, as I get closer to
: stealing back the Atari stuff from the kids. What I would like to
: know now is ... what type of microprocessor is used to control the
: XF551 drive? Slightly related, are prints of the XF551 available,
: thru Sams or whatever?

According to Bob Wooley, it's an 8050 MPU. (Intel?) All others used
a 6507.

: --
: Richard Dell

350. Remainder of Atari books, software, games & hardware, a few additions/subtractions

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-19 09:27:38 UTC
From: lelie@smail.srl.ford.com
Message-ID: <lelie.759.000A1EB3@smail.srl.ford.com>
Source record: 95268

UPDATE to Long list, mags, books, software, games, hardware.

Here is what is left (if I haven't made any typos!). I get a lot of mail so the first offer will probably get it, but I will TRY to answer everyone as soon as possible.

Atari Books

Games for the Atari (S. Roberts, paperback 115 pgs.)

Atari Basic, Faster & Better (Carl Evans, paper back, 290 pgs.)

Atari Basic (Richard Haskell, paper back, 170 pgs.)

Compute!'s First Book of Atari Graphics (spiral, 248 pgs)

Proto's Graphics Machine (Geoff Caras, Pamphlet, 25 pgs)

Learn to Program Fancy Fonts (Rich Wilson, pamphlet, 68 pgs)

IBM-PC (Wilson, pamphlet, 45 pgs spiral)

Atari Dos 3 (pamphlet, 30 pgs)

Atari Dos 3 Reference Manual (spiral, 98 pgs)

Atari Disk Operating System II Reference (pamphlet, 98 pgs)

Atari ST User's handbook (Gilbert Held, paper back, 167 pgs)

Software

Atari-writer CART w/docs

APX spelling checker disk for Atari-writer w/docs

APX Calculus Demon (Disk w/manuel, APX software) {doesn't anyone do symbolic calc anymore?}

Music Composer Cart & Manuel (Atari, w/manuel)

B-graph (Batteries Included, disk w/manuel) {Probably the BEST plotting/curve fitting software ever made for Atari}

Atari Home Filing Manager (disk w/manual)

Alpha Systems BASIC Turbocharger (disk w/docs)

Alpha Diskpack 1000 (disk)

Alpha Advanced Protection Techniques Disk Utils (disk)

Santa Cruz Graphics Machine (no docs)

MMG BASIC Compiler (no docs)

Monkey Wrench II XL (same as Monkey Wrench II but for XL only, not left cart, no docs)

Font Editor (Irata Verlag)

Super Label II (Irata Verlag, no docs)

Allen Macroware Diskwiz II (no docs!)

Programmer's Workshop Stat. Pack. (no docs!)

PRINT SHOP STUFF (Disks w/docs); {how about $1 each for these, or $10 for all 12?}

Graphics Disks for above, #1, #2, #3

Gag Disks for Print Shop, #130, #224, #233, #225, #226 (Icons)

No Frills Software Fonts & Borders for Print Shop

Genesee Atari Group Icons for Print Shop

Genesee Atari Group Cute Labels

Sourcer's Apprentice (Magic Atari Disk)

XLENT Software (Disks w/docs); {Really very good for fancy hard-copy and to view 80 col. on screen!}

Rubber Stamp

Typesetter

Page Designer

Mega-Fonts II

Mega-Filer

GAMES

Chess Master 2000 disk for Atari w/manuel

Ace of Aces (Acclocade, disc w/manuel)

Mig Alley Ace (Microprose, disc w/manuel)

225B Baker Street (Datasoft, disc + notebooks) {One or multi-player Sherlock Holmes}

Eastern Front Cart, Atari, (no docs.)

HARDWARE:

Atari 1010 Program Recorder (Newer Style)

Star Gemini 10" Printer

Protecto Big Blue silent 9", 80 col. thermal printer w/Atari interface & docs.

Atari 810 Disk drive w/power supply

Atari 1050 Disk drive w/power supply

2 good working Atari 800XL computers w/power supply

2 good Atari 800 computers, working (1 CITA, 1 GITA) w/power supply,
$20 ea w/16k, or $25 w/32k, or $30 ea w/48k

I got the books some time ago from a friend who was getting out of Atari; they were not mine originally, but I hate to see them go to waste. I am continuing to go through the stuff and eventually plan to post to the Atari 8-bit group.

Larry Elie
lelie@smail.srl.ford.com

351. Re: CSS's Fix 2 into 1 for free deal?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-19 12:55:57 UTC
From: James King <jeking7@delphi.com>
Message-ID: <BE95Jn9.jeking7@delphi.com>
Source record: 95591

All of this Puff bashing is disconcerting. Bob Puff has been nothing but businesslike and gentlemanly with me.

Bought a 3 slave mux a while back from a guy in Florida. Needless to say, about a month later, one of the slave cards blew up and starting smoking (no joke). Contacted Bob Puff, and for the cost of SHIPPING, he agreed to send me a FREE replacement. Subsequently, he has done this 3 more times -- without charging me for a new mux slave card.

In addition, he has been more than helpful in taking my phone calls and answering mundane questions regarding Bobterm, SuperArc, the R:P interface and virtually any other Atari 8bit oriented question.

It goes without question that Bob Puff is no egomaniac, but a nice person!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

352. Re: Bob Puff & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-19 12:59:54 UTC
From: James King <jeking7@delphi.com>
Message-ID: <BE1Z596.jeking7@delphi.com>
Source record: 95592

Just curious.. Did you ever bother to CALL bob puff -- as opposed to
mailing him?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

353. Atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-19 22:17:55 UTC
From: Jon@holodeck.demon.co.uk
Message-ID: <590498131wnr@holodeck.demon.co.uk>
Source record: 95600

I recently brought my old faithfull 8_bit Atari 800 XL down from the loft. It had been up there sometime so had gone through quite a lot of climatic changes. I was really looking forward to booting up some of the old favorites until I switched it on that is. The XL immediately went into its internal check routine. The ROM appeared to be fine but when checking the RAM only 4 of the squares appear green, the rest are red. It then continues to repeat the check over and over again.

Can anyone tell me what the problem might be and how it maybe fixed?

Please E-Mail me at my address below.


```
-------------------------
| Jon Walford |
| Birmingham, England, UK |
| Jon@holdeck.demo.co.uk |
-------------------------
```

354. Re: More questions on XF551

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-19 23:27:04 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FAUMBAUUUp@stingray.manawatu.gen.nz>
Source record: 95599

In <D2Koo8.G0n@nntpa.cb.att.com> richard.b.dell wrote :

>Once again the XF551 is crossing my mind, as I get closer to
>stealing back the Atari stuff from the kids. What I would like to
>know now is ... what type of microprocessor is used to control the
>XF551 drive? Slightly related, are prints of the XF551 available,
>thru Sams or whatever?

6507 Microprocessor (from my XF551 manual), can't help with the other
questions, though.

Richard =8-]

--

```
_ _
/(. .)\ )
(*)____/|
/ |
/ |--\ |
(_)(_) (_)
```

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

355. Help with Autoduel

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-19 23:33:25 UTC
From: lee912@cs.uidaho.edu
Message-ID: <3fmss5$ko8@newshound.uidaho.edu>
Source record: 95464

I recently discovered that I have destroyed sector 718 of disk A, on both
my backup disks and on the master disk(which came un-write-protected).
If someone could uuencode, or hex dump this sector and send it to me, I
would be most appreciative. Right now, I can't play championship matches.

-Jonathan Lee(lee912@cs.uidaho.edu)

356. converting fonts.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-19 23:43:25 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3fmtet$6nb@link.xs4all.nl>
Source record: 95593

```
M >From: Masstorage@closer.brisnet.org.au (Masstorage)
M >Subject: converting fonts.
M >Date: 14 Jan 1995 01:17:53 -0600
M >
M >Does anybody know of a way/file that will convert Printshop fonts to
M >daisydot III fonts. Thanks in advance.
M >
M > Reply to Masstorage@closer.brisnet.org.au
```

Howdy

Since more people might be interested in this info, I'll post it here. Either get David Richardson's DaisyDot III User's guide (send a couple-a bucks plus 5 single density disks to P.O.Box 746, Lawrence, Kansas 66044, USA.) or search for PSTODD3.bas by John McGowan. Hmm, guess you don't read Atari Classics, do you?!?! Shame on you :-)

- Daisy Dotted greetings -

CU Mathy Van Nisselroy

---
* PabQwk 2.0 *

357. Re: Bob Puff & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-20 00:20:41 UTC
From: krishna@primenet.com
Message-ID: <3fmvkp$sbe@news.primenet.com>
Source record: 95457

James, snail mail may not be the best way to get in touch with Bob Puff.

It's not easy having to ship things across north america to Puff, so I sympathize. However, if you only decided to chalk up the long distance and CALLED him, 99% of the time he is available for chatting during eastern standard time business hours.

358. Re: Bob Puff & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-20 00:26:37 UTC
From: krishna@primenet.com
Message-ID: <3fmvvt$sbe@news.primenet.com>
Source record: 95458

By the way, probably the #1 problem in setting up things like the the BB/FB is cabling errors. Reversed cables can FRY components on the board such that even if you fix it, it will not work right. This happened to me when I plugged in the modem port reversed.

The SCSI port can handle being reversed, but the serial port can't and the parallel port is probably also fragile.

Since the BB doesn't output standard ports, it pays to order cables directly from Bob and not risk screwing up building your own.

I had flakies with my Floppy Board a while back and it turned out that ONE PIN was missing on one of my 3.5" drives. I had to go in there and solder a TINY jumper wire from the motherboard on the 3.5 to the conversion board (pin to edge card). After that my flakies went away.

TERMINATION and IDs are also a big source of problems. Luckily most newer floppies automatically passthrough or terminate. I didn't have to go searching for termination jumpers/chips on my floppies even though on the 2 360K drives I have, they looked old enough to not be automatic.

359. Re: Triad / Adventure Int'l

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-20 01:25:11 UTC
From: h0142kdd@joker.rz.hu-berlin.de
Message-ID: <3fn3dn$qo1@joker.rz.hu-berlin.de>
Source record: 95478

In article <3fij0o$2gv@news1.shell>,
Jeff M Lodoen <jlodoen@shell.portal.com> wrote:
>
>I wasn't sure which Questprobe games made it to the 8-bit. I've heard
>of games for "The Incredible Hulk" and "The Fantastic Four". I had
>the comic-book for the Hulk game. An "X-Men" story was written and
>published (in "Marvel Fanfare), but no game. Was there a "Spider-Man"
>game in the series?

Yes. Spiderman was #2, Fantastic Four was #3. Others were planned but
not released.

>
>I've seen ads for those other Pearson games in ANALOG or Antic issues.
>Also "The Paradise Threat". What is "Masquerade"?

"Masquerade" and "Sherwood Forest" (both written by the same authors)
were two of the best graphic adventures for the Apple II.

-- Dave

360. Re: Super Cart Bank Switching

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-20 02:00:17 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <131324@cup.portal.com>
Source record: 95594

Thanks Mike! I was hoping to find out the same kind of data for Action!
& Basic XL, but this is a plus. I've always had trouble with fitting my
SDX cart into my 1200xl so I may try to modify something I'm working on
so it can go on either end of a SDX cart.
Rick

361. Re: Atari 800 to SC1224 color montior adapter?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-20 02:20:09 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <131325@cup.portal.com>
Source record: 95595

Not yet, but I just sent off some info on chips/data books to someone. If you want I can give you his E-mail address so you could find out if he plans on continuing the project.

362. To: Larry Black

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-20 02:34:34 UTC
From: krishna@primenet.com
Message-ID: <3fn7fq$h9m@news.primenet.com>
Source record: 95596

```
From: Tom Hunt via CTH BBS:
>
>Hey there, Krishna.
>
> If you get a chance, please let Larry Black know that I've got some
>filemail ready for him on my system. Thanks.
>

--
------------------------------------------------------------------------------
Glenn Saunders __ __ ____ ___ ___ ____
krishna@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /
------------------------------------------------------------------------------
```

363. Re: CSS's Fix 2 into 1 for free deal?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-20 02:36:51 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <R29bZ5z.ransom22@delphi.com>
Source record: 95597

James King <jeking7@delphi.com> writes:

>All of this Puff bashing is disconcerting. Bob Puff has been nothing
>but businesslike and gentlemanly with me.

ye gods! The man must be a saint to have so many rabid supporters!

As I remember (and I may be wrong), only ONE person had anything negative to say about Bob Puff as a *person*. In addition to that, *I* only said that his business wasn't up to my standards based on my own experience...I didn't say anything about the guy personally! Yeesh! You'd think I'd knocked the Pope to a bunch of Nuns!

The whole point of the argument has been completely lost in this 'Bob is Wonderful' sub-thread. The argument was, whether Atari 8-bit vendors should be given a 'bye' on quality control just because we are a relatively small market for them. I said no, they shouldn't, and used the CSS experience I had, and my reaction to it, as an example of what I think should be done to any company that does not meet customer expectations.

I'll remember to be careful what I say about Bob Puff and his company in the future. :)

-Joe

364. Re: Xmahjongg like game for 8bit Ataris??

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-20 03:12:24 UTC
From: tdrake1@umbc.edu
Message-ID: <3fn9mo$am2@news.umbc.edu>
Source record: 95598

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: An excellent (yet graphically-challeneged :)) Mah-jongg game for the
: Atari is MyJong. I forget who it's by, but it's controlled with a mouse-
: style pointer with a joystick (might support other input, I forget) and
: is in Graphics 7 (160x96x4colors) mode.

There is one called Mah Jong for the 8-bit distributed by ChildsPlay
SoftWare Services and copyrighted 1993!!! This one has 100 pairs of tiles.
I got it from Toad Computers. It comes with the instructions on the disk.

--
-=-
Thomas Drake Test First! Then Code! tdrake1@umbc.edu

365. Re: Bob Puff & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-20 03:43:03 UTC
From: tdrake1@umbc.edu
Message-ID: <3fnbg7$am2@news.umbc.edu>
Source record: 95602

Ok, So here I go adding in my anecdotal defense of Bob Puff and CSS...

I have had nothing but extremely good service from Bob and CSS.

He has ALWAYS been courteous on the phone with me and has been more than generous with his time and talent. Is he an 8-bit guru? Yes! Is he a god? NO!

When I ran into a problem with the Black Box trying to format the latest version 105MB Syquest removable, he offered to send a fix for free. (It turned out that this Syquest was using a different formatting flag sequence in the timing, and I am now running with an 88MB removable with no problems).

It is true, that one must be careful setting up the Black Box. Ports can be fried or damaged. I strongly urge using his cables and following the instructions very carefully and calling him directly when you are not sure.

The hardware handshaking is great. I routinely operate at 9600 baud plus with the Black Box without losing characters when running Bobterm or FlickerTerm 80 or the like. (Of course I can't go much faster than 19.2 and, yes, I have patiently waited for the R:P interface too, rumored to go to 38,400 taking full advantage of a 9600 baud with V.42bis data compression).

The fact remains.... His hardware is functionally very good. It may not be the greatest to look it at, and it is NOT perfect, but it works, and quite well.

It sounds like a couple of you have had negative experiences that are NOT the norm when dealing with CSS. I can only speak to my very positive experiences with Bob Puff and CSS.

I am NOT denying or taking issue with those who have had less than stellar service and support from CSS and Bob Puff.

I am only providing anecdotal evidence to the contrary...

366. Re: Bill Wilkinson dead?!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-20 03:52:39 UTC
From: pmmills@aol.com
Message-ID: <3fnc27$kam@newsbf02.news.aol.com>
Source record: 95460

>Well, even though my friend alluded to Bill Wilkinson being a homosexual,
I
>don't know if I buy it myself. Nonetheless, someone mentioned here that
>they saw his CIS ID somewhere. Maybe throwing a message to him will
settle
>this.

There are 2 Bill Wilkinson's listed on Compuserve. Their internet
addresses
are:

73203.317@compuserve.com (NY, NY)
75023.2362@compuserve.com (ON, Canada)

Paul

367. Re: 8-bit in a PC box dream

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-20 07:51:20 UTC
From: madaras@kosice.upjs.sk
Message-ID: <3fnq1o$loi@ccnews.ke.sanet.sk>
Source record: 95601

Yeah, it sounds cool. Last time I'm dreaming about similar powerful
configuration. But, it's a pity that I'm not able to build it by myself,
and so I'm able only to byu it and to pay for it. How much it could be?
:-)

368. Re: Happy Drive Info Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-20 08:19:20 UTC
From: bodysurf@netcom.com
Message-ID: <88t7IiTN6V4S076yn@netcom.com>
Source record: 95603

In article <19950119160023MIS0160@MVS.UDEL.EDU>,
MIS0160@MVS.UDEL.EDU (Roger Cole) wrote:
> My brother wanted a second 1050 drive for his 800XL. He answered an
> ad in the paper and bought it. The person who sold it mentioned that
> it had a "Happy" upgrade in it. My brother received no manual or
> special software. What exactly does a "Happy" 1050 do that a standard
> 1050 can't? Is special software required? Does someone have a manual
> (or are there instructions in the Atari archive at UMICH?).
>
> Roger Cole
> University of Delaware
> INTERNET: Roger.Cole@MVS.UDEL.EDU

A "Happy Drive" is a hardware modification/chip/board added to either
an 810 or 1050 disk drive which allows it to read faster with the normal
SIO commands ($E459), read/write at "Warp" speed via special SIO
commands and copy certain disk-based copy protection schemes. The last
point is the reason most people purchased them, although the first alone
was probably worth it. Happy Computers Inc. (founded by Richard Adams
-- brother of Scott Adams Adventure International) was located in the
San Jose area. Up until v5.2 of the Happy Backup Program (the program
that the enhancement used to copy disks), one was able to copy a disk
and run it on a non-Happy drive. After v5.2, certain copy protection
schemes were introduced (e.g., those by EOA, Synapse, et. al.) that the
modification was unable to duplicate. The way this was gotten around
was by writing some special programming instructions on track 0 of the
copy which "fooled" the copy protection checks into thinking it was a
copy. An unfortunate side effect of this "fooling" is these copies
could not be run on non-happy drives. At that point, many owners got
extremely upset with the product and stopped supporting/purchasing it.
Fortunately, at this time, the "Deluxe Option Board" by Central Point
Software for the IBM personal computers came out which was able to
duplicate every piece of Atari disk-based copyprotection schemes that
came out, except for physically-modified disks (e.g., laser holes in the
disk). People didn't buy Happies as much anymore, but at that time,
the 8-bit was already losing support anyways. Happy did put out an
"enhancement" cartridge for the ST (Diamond?), but it was basically a piece
of junk from what I've heard. Happy soon went out of business. Happy was a
breakthrough product for the time and did what it was supposed to for 2 or
so years. I think you can still find them at places such as San Jose
Computers (if it's still up :^)).

Lates!

Tim <bodysurf@netcom.com>

"Finger" for PGP v2.6.2 Public Key

369. Re: Bill Wilkinson dead?!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-20 08:20:10 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <131341@cup.portal.com>
Source record: 95604

$.02, I think Bill told me he went though 3 jobs since OSS before he landed a job he felt was appropriate for his abilities. In what I'd estimate to be about a year later, he bid goodby to our user group & announced he had another job in the State of Washington. I think that made it something like 5 jobs in about 5 years. Not a good way to get famous or have a well known address/place of work. I don't know, a heart attack would be a little easier to believe since he's around 50 & built like the Stay Puff Marshmellow Man.

370. Re: SIO2Unix or DOS

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-20 08:31:42 UTC
From: ipoorten@cs.vu.nl
Message-ID: <D2p3ow.LJ0@cs.vu.nl>
Source record: 95455

(Andrew H. comes up with the idea of having direct access to an MSDOS file-system via the SIO2PC cable)

I made such a program a while back for the Atari ST + ST/XL-Link cable. The XL could not boot from it yet, but read-file access worked fine. The program on the ST side simulated DOS 2.5 disks, but they were actually a lot larger then 130KB. While I was implementing this program I came upto several problems which I will mention here. Might be useful when somebody else wants to write a similar program for the PC...

First of all, the way I did it was, wenever the XL requested sector 361 (or 362 or 363 upto 368) I sended a sector which was build up to represent the directory of the MS-DOS file system at say drive A:\. Every entry had its own unique starting sector so after de directory was requested by the XL, I could make up which file had to be accessed by comparing the number of the next requested software and the starting sectors. Then the first 125 bytes of that file were sended with a link in the last 3 bytes to the _same_ sector. This way, files could be as large as I wanted. In fact, when I was testing my MODPlayer, I pushed in an 800KB 3.5" disk in the ST's drive and loaded the mods directly from that disk. But, the problem of this is that 'seeks' with note and point are impossible. Also, a write can be a bit of a problem too. I tried something with comparing the directory sectors with the newly written directory sectors to find out how to call the new file and having a VTOC with only one free sector everytime its read. Anyway, none of the approaches seemed to work. Things got messed up because when the directory sector was readed again by the XL, the newly written file appeared on another place (the place it was listed by the ST's DIR command) and with a different starting sector. I gave up because it wasn't that important for me at that time. I merely wanted to load mods directly from my ST-disks to save 5.25 disks and increase loading speed. (The ST/XL link is faster than my 1050) If any of you want it, I can put the GFA-Basic source on ftp.cs.vu.nl....

Greetings from rainy Amsterdam (Grrrr!!!)

Ivo

371. Re: Atari 8 bit collection for sale.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-20 08:36:23 UTC
From: markh@sulu.inmos.co.uk
Message-ID: <3fnsm8$4ai@lion.inmos.co.uk>
Source record: 95456

Hi,

I've had interest from the following people:-

Mat Carter
Ulf Peterson
Albert Ng
Tom ?

If you mailed me, and you're not on the above list - then I didn't
get your mail. (markh@inmos.co.uk)

Try again! - or post your email address and I'll contact you.

Mark.

372. Re: SIO2Unix or DOS

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-20 09:18:36 UTC
From: ipoorten@cs.vu.nl
Message-ID: <D2p5v2.MDG@cs.vu.nl>
Source record: 95459

ipoorten@cs.vu.nl (Ivo van Poorten) writes:

>[...] Every entry had its
>own unique starting sector so after de directory was requested by the XL, I
>could make up which file had to be accessed by comparing the number of the
>next requested software and the starting sectors. [...]
^^^^^^^^

This should read sector!

l8r,
Ivo

373. I can't read news / Anyone want to test HyperIt!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-20 10:56:05 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9501201057.AA25680@zippy.sonoma.EDU>
Source record: 95461

One: for some reason I can't read news at the moment, and I don't know how long this will last, so excuse me if I don't reply to comments or questions here on c.s.a.8.

Two: is ANYone interested in HyperIt! The three people who I KNOW have looked at it already are Odaman, D.Paterson, and hopefully by now Bernard Kok. I've only really discussed it with Odaman who likes it and says he's going to take a crack at making some Stacks for it.

For those who don't know yet, HyperIt! is this:

A program which reads in and executes a listing of commands and gives the person running the program a mouse-style pointer to point at things with.

Commands include:
Loading an image
Loading a font
Placing text on the screen
Adding buttons

So far (much more is planned), when the user "clicks" a button, it'll either:
Quit
or Go to a different "card"

Cards are these command listings. Stacks are a set of cards (at least one), plus any support files required by the cards (graphics, fonts, text files, music files, sound files, etc.)

A few good uses of "Stacks" include:
Interactive documents (rather than have footnotes, the user can click words)
Interactive tutorials and tests
Point and click games (I see mainly Myst-style games, as Myst was more-or-less written in a HyperCard style environment (HyperCard is what HyperIt! is based on))
Point and click "worlds" (especially for children. Those familiar with "Living Books" will note that HyperIt! can probably make such things. Say there's a picture of a classroom. Click the apple and you see a worm crawl out or something.)

Future versions will include support for:
Sound (standard Atari sound)
Music (perhaps POKEY Player or AMP or SoundMonitor or all three?)
Digital sound (if I have enough RAM!)
Sub-linking (as in "GOSUB" versus "GOTO" in BASIC)

"Icon" support (either true PrintShop icons or simply less-than-full-screen
images; if the latter, a PrintShop Icon converter will probably be made)
Icon animation (good for animating only parts of the screen)
Variables (good for keeping track of where you've been or what selections
you've made. Radio and Check style buttons could be created with these.)
IF/THEN/ELSE/ENDIF blocks (which will give variables their usefulness.)
Stack editor

For now, stacks are created by simple making a directory, copying the
required support files into it, and creating cards (which again are just
text files containing a listing of commands).

A simple example CaRD follows:

```
; EXAMPLE.STK>EXAMPLE.CRD by Bill Kendrick 1/20/1995
MODE 8
CLS
TEXT 10 10 "Hello there!"
BUTTON 10 10 21 10 0 HT
NORMALBUTTON 10 12 "Goodbye!" GB
END
ON 1
LINK HELLO.CRD
ON 2
QUIT
; END OF CARD
```

*** Note: true card syntax is a little uglier, it uses RETURN's to denote
parameters, not spaces. "TEXT 10 10 "Hello there!"" would really be:

```
TEXT
10
10
Hello there!
```

But again, it's in its beta infancy! So if you're at all interested, please
contact me (kendrick@vax.sonoma.edu or kendrick@zippy.sonoma.edu) and I'll
send you a copy of Beta version 0.4. It is about 45K ARC'd, requires 48K
of RAM, runs under MyDOS 4.53, probably under 4.50, might work in SpartaDOS
(not tested yet) and definitely NOT under Atari DOS.

Comments, suggestions, and bug-reports would be GLADLY accepted!

Also, so would some home-made STacKs! :)

Thanks for listening!

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **
This is an automated post, because I'm too tired to have written it myself!

374. Re: Bill Wilkinson dead?!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-20 12:03:18 UTC
From: krishna@primenet.com
Message-ID: <3fo8q7$8m7@news.primenet.com>
Source record: 95462

Rick_Michael_Cortese@cup.portal.com wrote:
: to believe since he's around 50 & built like the Stay Puff Marshmellow Man.

Then I'd subscribe to the geek idea.

375. Re: SIO2Unix or DOS

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-20 12:14:19 UTC
From: krishna@primenet.com
Message-ID: <3fo9er$8m7@news.primenet.com>
Source record: 95463

I don't know about Unix, but the Amiga seems to have a very flexible way of treating file systems. You don't have to chose just one, you can have several active at one time.

Instead of simple MS-DOS converter programs like BBXFER on the Atari8 end, the Amiga actually absorbed the majority of the MS-DOS filesystem as an alternate filesystem which it can recognize, read and write to as if it were native. This is pretty transparent to the user, and I use this to transfer files back and forth to the Atari since I have the floppy board.

It would be nice if there were a CROSSATARI that told the Amiga how to read and write in MYDOS or SpartaDOS because that would be a lot more direct. There are even old 5.25" drives for the Amiga, but you have to go looking for them.

CROSSDOS works for both floppies and hard drives, although it takes some configuring to get it to do hard drives. If someone ever write a CROSSATARI, it would allow you to redirect a SIO2AMIGA cable to a physical partition. The filesystem would be genuine, and transparent to the user, you could then move files freely from side to side.

Too bad this hasn't been tried yet. It's got to be a lot easier than an MS-DOS hack.

Actually the way to interface an Atari to the Amiga would most likely be the floppy port, not the serial port. The stock serial port on the Amy is not its best feature.

Some of this has to have been addressed by Jim Drew when he worked on the Atari800 emulator, I would hope. Otherwise there would be no way to read protected boot-disks.

376. SpartaDos clock - it will be late in Germany

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-20 13:46:00 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.135.000DC4B5@genesis.informatik.rwth-aachen.de>
Source record: 95501

Hello !!!

Yesterday I made some little experimnts with SpartaDos.
I found that the clock is late all the time.
I guess that Sparta use the VBI to count the clock timers.
So my regard to FTe - there are some registers (f.e. in the GTIA) where you
can find out if the machine ist running in PAL or NTSC mode.
Please use these registers to initialize the clock !

Matt

377. still looking for 400/800 ROM burning files

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-20 13:48:12 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.136.000DCE19@genesis.informatik.rwth-aachen.de>
Source record: 95502

Hello !

If someone is here who knows where I could get one, please let me know !

Matt

378. 128 kB RAM board for 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-20 13:53:20 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.137.000DE3FC@genesis.informatik.rwth-aachen.de>
Source record: 95503

Hello !

In the German "ATARI PROFIBUCH" they wrote that there does exist a 128kB RAM-
board for the 800. Anybody here who have seen this yet ?

Matt

By the way : What is the connector on the end of 800 motherboard for ?
It seems a little bit as an early PBI !

379. Re: Glenn Saunders an asshole!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-20 14:21:39 UTC
From: bmcbrine@hakatac.almanac.bc.ca
Message-ID: <1995Jan20.142139.28424@hakatac.almanac.bc.ca>
Source record: 95465

In article <3fkabe$lot@news.primenet.com> krishna@primenet.com (Glenn Saunders) writes:
>James Finnegan (finneganj@delphi.com) wrote:
>: Well, my friend mentioned this while he was talking about exceptional programmers
>: work hours/habits. His claim was that the responsibilities of a homosexual
>: (no familty obligations, etc.) permitted long work hours and odd schedules.
>: Regardless of Wilkinson's sexual orientation, if he did die, it is quite a
>: loss to the Atari community...
>
>Well, I think there is more of a link between being a computer GEEK who
>can't get anything and therefore fills his time with computers (hey
>everyone look in the mirror) rather than homosexuality.
>
>That has been the explanation for many-a-programmer's ability to allocate
>a lot of time for programming.

Fuck you glenn!! I can't believe what I just read!... Spending large
amounts of time on computers may or may not preclude certain people from
having 'lives' outside, but you don't need to sling shit like that and there
is no excuse for it! It's basically the individuals choice as to what
lifestyle they lead, or perhaps it isn't their choice.

Look, stop, and think - have you heard this before glenn? Or are you <choke>
<ahem> Normally this foul rude and base?! I've seen you before act like
an asshole, but this takes the cake. I'm suprised you're allowed in Fidonet
too! Your name is known buddy... getting more "famous" every day.

Oh hey, I just had the thought that maybe you're describing yourself above?
I think you're either the said 'GEEK', or simply as asshole...
Probably both!!

bye!
--
--beautiful bc.--west canada---# 86~HACKER AND RACING FAN. M.SCHUMACHER '94!!
l8r... !{] Bill McBrine | "My views are not necessarily that of any
bmcbrine@hakatac.almanac.bc.ca_|_organisation or any person living or dead."
-"What is genius? It is the power to be a boy again at will." J.M.Barrie-1897

380. Re: CSS's Fix 2 into 1 for free deal?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-20 16:22:07 UTC
From: clf3678@ultb.isc.rit.edu
Message-ID: <1995Jan20.162207.7466@ultb.isc.rit.edu>
Source record: 95466

Hey all.

It was brought to my attention that there was a message thread concerning Bob Puff and CSS. As I am a former CSS employee, maybe I can help clarify some of the mystery surrounding CSS.

For reference, I worked for CSS from the time Bob took over the company (June 1991) through some time in 1993, when going to college and working 2 jobs was just too much.

For all intents and purposes, CSS is a one-man company. While Bob does have somebody to answer the phones on occasion, and while he does have somebody who builds the products for him (my old job), Bob does everything else: all repairs, sending out orders, product development, and product updates.

There's still enough business to keep him very busy, which is why new products aren't reaching market right now. He has a hard enough time handling orders, phone calls, and repairs. Only when business slows down (which is usually Jan-Mar) does he have any time to consider getting new products designed. Bob has also been doing some contracting work to generate extra capital for the company, which is most likely why his new products aren't out yet.

Also keep in mind that putting out a new product requires a capital investment. As you can guess, CSS is a low-profit business. The big product CSS developed while I was there was the Floppy Board. The investment in parts just to build the things was enormous, and the profit margin is very small on them, since the market wouldn't accept a "fair market value" for what the boards are worth. When we first released them, we doubted that the product would ever generate a profit. As long as we broke even, we were happy. At this point, I don't know how many have been sold.

As for Bob's personal character, he really doesn't deserve to be called "shady", or any of the unkind words spoken about him. While he does have his idiosyncracies (like everybody has), he's genuinely a nice guy who really loves Atari 8-bits. After all, if he was in it for the money, he would have ditched a long time ago.

I hope this answers some of the questions/problems some of you have had with CSS. If you have any more questions, feel free to ask.

==
Chris Freemesser, RIT CpET (I graduate from RIT on 2/25/95.
Internet: clf3678@ultb.rit.edu) I feel like I'm going to be
Beavisnet: cornholio@tp.bunghole(released from prison!

==========

381. OS/DOS source?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-20 17:40:41 UTC
From: James Finnegan <finneganj@delphi.com>
Message-ID: <3fosip$cuf@svna0001.clipper.ssb.com>
Source record: 95467

Digging thru my mental archives, I recall that the 400/800 10K OS and
DOS 2.0's DOS.SYS and DUP.SYS source code were released for all the
public to see and salivate over (in the form of tech documents?)
Anyway, I was wondering if these things are floating
around the 'net in some electronic form?

--
Regards,
James Finnegan
Contributing Editor
Microsoft Systems Journal

382. Best 8-Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-20 18:23:04 UTC
From: ah929@FreeNet.Carleton.CA
Message-ID: <D2pv2G.1oo@freenet.carleton.ca>
Source record: 95359

Just to drive myself crazy, I am trying to put together a collection of early computer systems. I would like advice as to what is the best example of the Atari 8-Bit genre. I am only collecting one example from each manufacturer, so want the most capable version.

383. Re: Triad / Adventure Int'l

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-20 18:25:23 UTC
From: nlin@alliant.backbone.uoknor.edu
Message-ID: <3fov6j$ege@romulus.ucs.uoknor.edu>
Source record: 95468

```
Jeff M Lodoen (jlodoen@shell.portal.com) wrote:
: etxansk@garbo.ericsson.se wrote:
: : What about the 'Questprobe' game, featuring 'the Hulk'? I believe it
: : was released by Adventure International. I know I've seen a disk
: : version (with graphics) for the Atari somewhere.

: I wasn't sure which Questprobe games made it to the 8-bit. I've heard
: of games for "The Incredible Hulk" and "The Fantastic Four". I had
: the comic-book for the Hulk game. An "X-Men" story was written and
: published (in "Marvel Fanfare), but no game. Was there a "Spider-Man"
: game in the series?

Came into this thread late, but there was a "Spider Man" adventure from
Adventure International. I never could solve it. I don't think the
version I played had graphics on it. I believe I saw "QuestProbe" mentioned
somewhere in the opening screen, so this is probably the game you're
wondering about.

Norman

--
_____ __ __ _____ Norman Lin, nlin@uoknor.edu (preferred)
| | | | nlin@alliant.backbone.uoknor.edu (alt. 1)
| | _ |__ | | | Coordinator for the "Fisher Price PXL 2000"
| | | | | | | camcorder mailing list. Email for info.
```

384. Xep 80 + bobterm =9600!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-20 18:27:14 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <3fova2$fvs@nyheter.chalmers.se>
Source record: 95469

I read in Ianet, pro BBS around the world network, that a
german guy had made a patch in the Bobterm Xep80 btm file, enabeling 9600
throughput, so I wonder if anyone has this updated btm-file
or the sources so I could change it myself!
I made a dissasembly of it, but data is intertveened in it, of course I could
look out for entry-points and make several dissasemblys but I rather avoid that
if anyone actually has the sources...

WFR: Fredrik Lundholm
d1dol@dtek.chalmers.se

385. Re: SIO2Unix or DOS

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-20 19:16:09 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3fp25p$rpk@charm.magnus.acs.ohio-state.edu>
Source record: 95470

In article <3fo9er$8m7@news.primenet.com>,
Glenn Saunders <krishna@primenet.com> wrote:
>I don't know about Unix, but the Amiga seems to have a very flexible way
>of treating file systems. You don't have to chose just one, you can have
>several active at one time.

Unix does this all the time.

>Instead of simple MS-DOS converter programs like BBXFER on the Atari8
>end, the Amiga actually absorbed the majority of the MS-DOS filesystem as
>an alternate filesystem which it can recognize, read and write to as if
>it were native. This is pretty transparent to the user, and I use this

A similar system exists for Linux.

["CrossAtari" idea deleted]

>Too bad this hasn't been tried yet. It's got to be a lot easier than an
>MS-DOS hack.

Not if you don't have an Amiga. :-)
(I realize a similar thing could be said about Atari-MSDOS and
Atari-Unix systems.)

I think it would be interesting to have a SIO2UNIX program or
Xformer-Linux. Since Unix treats devices and files the same way,
something could be rigged up so that when they look for the virtual
disk file, they'd find a real hardware device (such as an Atari disk
drive).
I guess this would be more useful for the emulator than for a
SIO2whatever. :-)
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

386. Re: Bob Puff & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-20 20:54:13 UTC
From: dhoff@tiger.lsu.edu
Message-ID: <3fp7tl$ode@tiger1.ocs.lsu.edu>
Source record: 95471

drake thomas (phd posi) (tdrake1@umbc.edu) wrote:
: It is true, that one must be careful setting up the Black Box. Ports can
: be fried or damaged. I strongly urge using his cables and following the
: instructions very carefully and calling him directly when you are not
: sure.

What I find more or less odd about the whole thing is that more Atari 8-bit vendors and personalities aren't on the net... Heck, even in bass-ackwards Louisiana, a full-access shell account is $10/mo or $90/yr (in advance). I think that even the most strapped of those devotees hanging on for us and supporting the 8-bits could get an Inet account. I'm sure Bob Puff would like to know exactly what his customer's perceptions are so he could try to improve in those areas.

I think the Vendor FAQ shows the email addresses of those vendors with Inet accounts, but I don't recall it being that many (??)

I think, among other things, it would be a damned convenient way to receive (and even track) orders. Even little old Pine is better than a piece of paper...

Just some thoughts...

Dan Hoff
dhoff@tiger.lsu.edu

387. Complete Map Order Info

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-20 21:00:50 UTC
From: r.reaserjr1@genie.geis.com
Message-ID: <199501202059.AA039395599@relay2.geis.com>
Source record: 95472

Send your orders/inquiries to:

TWAUG
P.O. Box 8
Wallsend
Tyne & Wear NE28 6DQ
United Kingdom

or

David Ewens
48 Fouracres Road
Cowgate
Newcastle-On-Tyne NE5 3AX
United Kingdom

You can also call David at 091/2710086 if you have any other questions. (Don't forget to add the country code.)

The price for both volumes is 16 Pounds Sterling plus postage. Postage is as follows:

United Kingdom 1.50 Pounds Sterling
Europe 2.50 Pounds Sterling
US/Canada Air Mail 5.50 Pounds Sterling
US/Canada Surface 2.50 Pounds Sterling
Australia Air Mail 6.50 Pounds Sterling
Australia Surface 2.50 Pounds Sterling

Payment can be made by check made payable in Pounds, by International Money Order (IMO) or in dollars (dollars/actual currency at the current exchange rate) by registered mail. I think your best bet is the IMO. Most banks can pull that off, or sometimes there are booths at airports.

Rick Reaser
Atari 8-bit Editor
Current Notes Magazine

The complete name of the book is "The Complete and Essential Map for the XL/XE" by Andrew C. Thompson.

Watch for Mike Todd's review in the next issue of Current Notes.

388. Re: Best 8-Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-20 21:53:33 UTC
From: bodysurf@netcom.com
Message-ID: <T338liTN6BZN078yn@netcom.com>
Source record: 95473

In article <D2pv2G.1oo@freenet.carleton.ca>,
ah929@FreeNet.Carleton.CA (Ken Creppin) wrote:
> Just to drive myself crazy, I am trying to put together a collection of
> early computer systems. I would like advice as to what is the best example
> of the Atari 8-Bit genre. I am only collecting one example from each
> manufacturer, so want the most capable version.

The most technologically advanced would have to be the 130XE. However,
the best example of computer for the time would be the Atari 800.

Lates!

Tim <bodysurf@netcom.com>
"Finger" for PGP v2.6.2 Public Key

389. Help wanted: ANTIC/GTIA cycle stealing

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-20 22:11:48 UTC
From: Peter@bell.demon.co.uk
Message-ID: <790639908snz@bell.demon.co.uk>
Source record: 95474

This is probably a strange question, or one better sent to another group,
but here goes anyway:

I'm trying to write a 400/800 emulator (this is redundant effort, but it
still seems like an interesting project), so far I've got the CPU emulation
and the display system working (and a kind-of-faked-up POKEY), but the timing
is all over the place (this is _really_ noticable with code that uses WSYNC),
which is probably due to the way that I'm not actually counting machine
cycles. A quick poke with a scope at some real (rather than virtual)
Ataris suggests that just trying to lock the CPU emulation to a fixed
speed isn't going to work, since the cycle timing is not stable due
to all the DMA that occurs.

There seem to be (on a real machine) at least 4 types of DMA going on:

1) Memory refresh
2) Display list
3) Display data
4) Player/Missile data

Do any of the Atari gurus out there know where I can find a source of
info about exactly when these occur. I would like to get this sorted
out before I try to implement the audio generation stuff in POKEY.

Well, at least it runs the OS and the assembler-editor cart :)

Thanks in advance

Pete
--
Peter Bell <peter@bell.demon.co.uk>

390. Re: SIO2Unix or DOS

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-20 22:40:07 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3fpe47$3tv@nic-nac.CSU.net>
Source record: 95475

THe transparancy of CROSSDOS which you described sounds a lot like PCExchange on the Macintosh. FIrst, they came out with "Apple Filx Exchange." You had to load this first before you stuck your DOS disk into the drive, otherwise it'd say "Want me to format this or eject?". Then, you had to select which files you wanted to move from one place to the other (disk to disk/hard-drive). Now, with PCExchange running (it's a boot-up "extension"; sorta like a handler or TSR), you just pop a DOS disk in, and you can copy to and from it, run applications off of it, open documents off of it, save stuff to it, etc., just as if it were a Mac disk. VERY nice. :)
Can't do that on a PC (I think).. you have to run MacInDOS which is a bit like Apple File Exchange (or S2PC or AtarImage for the PC).

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **

391. Re: Xmahjongg like game for 8bit Ataris??

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-20 22:55:51 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3fpf1n$4jd@nic-nac.CSU.net>
Source record: 95476

Whoa whoa whoa!

Ok... somebody give me DETAILS on Shanghai by Activision
AND on Mah Jong by Childs Play

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **
ah! i hate this editor!

AND on Mah Jong by Childs Play

392. Re: Best 8-Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-20 23:00:07 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3fpf9n$4or@nic-nac.CSU.net>
Source record: 95477

The three best are probably:

800XL <- I'd say this is the best
65XE <- same as 800XL but newer (and no PBI? I forget!)
130XE <- biggest RAM (128K), had ECI (sorta like PBI)

Reason I say 800XL is best vs. the two XE's is the keyboard. I've touched
a 130XE before.. I didn't like it! :)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **
I WOULD say 1200XL is THE best (Function Keys, great keyboard (big DELETE))
but the OS is funky so w/o upgrade it's flakey. 'Course, 800XL only has 64K
and I said it was the best... it can be upgraded to 4MB (as can XE's).. hmm

393. Re: Complete Map Order Info

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-20 23:04:26 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3fpfhq$503@nic-nac.CSU.net>
Source record: 95479

Thanks, Rick! Who wants to bet they'll have a ton of orders now!? :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **
Why isn't there a damned Mapping the PC? :)

394. Re: Atari 8-bit Equipment for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-20 23:07:38 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3fpfnq$50u@nic-nac.CSU.net>
Source record: 95480

Whoaaa! $3 for Action! I bet that one's gone fast! :)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **
Does anyone USE Microsoft BASIC II? :)

395. SOUND MONITOR

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-20 23:13:28 UTC
From: Tim.Gearin@flight.org
Message-ID: <a43_9501210126@flight.org>
Source record: 95499

This program is on the Umich arcive but I cant get the thing. I tried to
but it did'nt send the file back. I forgot the exact filename of it now but
ill get it if someone thinks they can get the program for me. I tried getting
it the way they tell you too but it did'nt work and I could really use that
program. otherwise Ill have to finish my own music maker and it aint going to
be pretty!!!!
really makes a person mad when they have to do everything themselves. Ok,
ill spare you my anger this time!!
---------------------------- -//- ----------------------------
Internet: Tim.Gearin@flight.org
| FlightLine BBS 612.544.5118 <> note: the views of this |
| airline-generl.aviation-flsim <> user are strictly his own. |
---------------------------- -//- ----------------------------

396. Re: Xmahjongg like game for 8bit Ataris??

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-20 23:41:44 UTC
From: tdrake1@umbc.edu
Message-ID: <3fphno$qcl@news.umbc.edu>
Source record: 95361

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: Whoa whoa whoa!

: Ok... somebody give me DETAILS on Shanghai by Activision
: AND on Mah Jong by Childs Play

Mah Jong...

It is a single player game from

ChildsPlay SoftWare Services
6812 Hill Place
Crystal, MN 55427

The bottom of the screen has a text mode title bar entitled:

MAH JONG @1993 CHILDSPLAY SOFTWARE

There are 100 pairs of tiles placed on a pile reminiscent of the Shanghai
"Dragon" formation. The tiles are randomly placed on five progressively
tougher levels. There is a demonstration mode. The upper left has a FIND
button, the lower left corner has a NEW button, the upper right has a
HELP button, and the lower right has an END button.

Want more info?

-=-
Thomas Drake Test First! Then Code! tdrake1@umbc.edu

397. Re: Atari 2600 Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-21 00:36:52 UTC
From: krishna@primenet.com
Message-ID: <3fpkv5$86t@news.primenet.com>
Source record: 95481

Ulf Petersen (Ulf_Petersen@antic.sub.org) wrote:
: It's not going to be an emulator but simply a collection of their most
: successfull titles for the PC. I don't know whether or not Activision will
: improve graphics and sound effects. Hope this helps!

It's a proprietary emulation engine. Actual original code is run in
emulation. It's just that unless you crack the CD, you'll never be able
to test it on anything but the packin games.

Graphics are not improved, although seeing it on a VGA monitor would be
considered an improvement over blurry RF.

398. Re: Glenn Saunders an asshole!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-21 00:45:50 UTC
From: krishna@primenet.com
Message-ID: <3fplfu$86t@news.primenet.com>
Source record: 95482

Bill T McBrine (bmcbrine@hakatac.almanac.bc.ca) wrote:
: Fuck you glenn!! I can't believe what I just read!... Spending large
: amounts of time on computers may or may not preclude certain people from
: having 'lives' outside, but you don't need to sling shit like that and there
: is no excuse for it! It's basically the individuals choice as to what
: lifestyle they lead, or perhaps it isn't their choice.

I'm really amused by how deeply some posts tend to affect people
depending on the subject. I'm not immune from taking ascii too
seriously, but eventually you have to sit back and not get stressed out
about it before you start name-calling and taking advantage of the lack
of swear-censoring on the internet.

Those who've been on the newsgroup a while know me well enough to know
when my tongue is planted firmly in cheek. If you read my posts you'd
understand I was ribbing myself as well as others. All in good fun,
so lighten up.

My primary goal in this case was to try to move away from the assertion
that only a homosexual could get enough time to program because they don't
have a real family life. I didn't hear you trying to shoot down that
homophobic argument--but obviously this shot a little closer to home ;)

399. Re: Best 8-Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-21 00:48:25 UTC
From: krishna@primenet.com
Message-ID: <3fplkp$86t@news.primenet.com>
Source record: 95483

Atari 1450XLD by far.

Even though the 130XE was the only one with banked RAM out of the factory, it was also the flimsiest with the worst keyboard feel.

If you can find a 1400 or 1450 where the PBI actually WORKS, that would be pimo. The PBI and the lack of a chroma line on the monitor port are the only 2 nits on the 1400 series, and only the 800 and the XE has an honest to goodness chroma line.

400. Re: INTERNATIONAL KARATE

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-21 01:27:32 UTC
From: ckormos@delphi.com
Message-ID: <Jk+aiaM.ckormos@delphi.com>
Source record: 95484

I have a copy of that game.
Send me E-mail and I'll give you my mailing address.
Charley

401. Re: Help with Autoduel

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-21 01:36:49 UTC
From: ckormos@delphi.com
Message-ID: <JE-6yyJ.ckormos@delphi.com>
Source record: 95485

I have an extra copy of that game I could send to you.
E-mail me and we'll discuss it.
Charley

402. Re: Bob Puff & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-21 01:40:24 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <JE3ZqeI.ransom22@delphi.com>
Source record: 95486

Daniel Lawrence Hoff <dhoff@tiger.lsu.edu> writes:

>What I find more or less odd about the whole thing is that more Atari
>8-bit vendors and personalities aren't on the net... Heck, even in
>bass-ackwards Louisiana, a full-access shell account is $10/mo or $90/yr
>(in advance). I think that even the most strapped of those devotees
>hanging on for us and supporting the 8-bits could get an Inet account.
>I'm sure Bob Puff would like to know exactly what his customer's
>perceptions are so he could try to improve in those areas.

I, for one, would appreciate it if the various Atari vendors all had
internet addresses. Especially if they would read this group, as you
recommend, if only to keep in touch with their potential customers,
and their needs.

It just seems to be good business sense to me.

-Joe

403. Re: Best 8-Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-21 02:49:57 UTC
From: tdrake1@umbc.edu
Message-ID: <3fpsol$sfi@news.umbc.edu>
Source record: 95487

Glenn Saunders (krishna@primenet.com) wrote:
: Atari 1450XLD by far.

I would agree. But as for a full production run release for market over time the 800XL is probably the most prevalent. For techno-emotive reasons I would choose the classic 800 as the standard bearer. For elegance, looks, and "feel" the 1200XL does it for me! For actual functional use, I personally use the 130XE. Go figure!

: Even though the 130XE was the only one with banked RAM out of the
: factory, it was also the flimsiest with the worst keyboard feel.

I would venture to suggest that those 130XEs with the Mitsumi (56-3217), single-layer Mylar XE keyboard are not bad at all. I find the tactile feedback, though not up to 800 or 1200XL standards is really quite adequate. No where near the same mushiness as the Sugiyama (FKJ0201131) double-layer Mylar XE keyboard. At least I was pleasantly surprised!

I tried the XE Touch upgrade for the Sugiyama keyboard, but found it less than impressive. The keys felt too stiff for me.

: If you can find a 1400 or 1450 where the PBI actually WORKS, that would
: be pimo. The PBI and the lack of a chroma line on the monitor port are
: the only 2 nits on the 1400 series, and only the 800 and the XE has an
: honest to goodness chroma line.

Anybody got a 1400 or 1450 with working PBI they want to sell??!!

--
-=-
Thomas Drake Test First! Then Code! tdrake1@umbc.edu

404. Re: Atari 2600 Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-21 04:37:43 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3fq32n$joa@nic-nac.CSU.net>
Source record: 95488

I have to disagree with Glenn's comment on "seeing it in VGA is better than blury RF." Compare PC XFormer with a real Atari. When folks see stuff running on PC XF, they SEE how low resolution everything is, because the monitors allow far greater resolution, so they're much crisper. When they see it on a TV, some confuse 160x192x4 as being 320x200! (One friend even thought it was 256 colors! Hahah! :))

Also, the bluring helps in making shading looks a little nicer.

Of course, if they decided to shrink the display down to 320x200 or whatever but in a SUPER VGA mode (640x480 or more), that'd probably look nicer. :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **

405. 4 books for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-21 04:44:21 UTC
From: dmarshall@ivory.trentu.ca
Message-ID: <1995Jan21.044421.27408@blaze.trentu.ca>
Source record: 95489

4 books for sale. $25 US for the lot, shipping included.

Games for the Atari, S. Roberts, pub. by Hofacker, May 1982,
5 1/2 x 8", 115 pg.

The Atari Assembler, Don Inman & Kurt Inman, Reston Publishing
Co., 1981, 6 x 9", 270 pg.

Beyond Games: System Software for your 6502 PC, Ken Skier,
BYTE/McGraw-Hill, 1981, 7 x 9", 433 pg.

The Atari User's Encyclopedia, Gary Philips & Jerry White, The
Book Co., 1984, 8 1/2 x 11", 265 pg.

David Marshall | Physics Dept. Trent University | Life's too sh
dmarshall@trentu.ca | Peterborough Ontario Canada |

406. XFORMER 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-21 04:45:31 UTC
From: koutchin@mail1.sas.upenn.edu
Message-ID: <3fq3hb$6qo@netnews.upenn.edu>
Source record: 95490

HI !

I just got my XFORMER 3.0 atari emulator. Well, I have to say
i am completely disappointed. Most of the games don't work at all and
those wich work don't work properly. Where is the sound ? I don't
wonna play Boulder Dash w/o sound ? And don't tell me that i forgot
to insert /s switch to command line or i don't have SB (I DO HAVE SB).
Another thing about BOulder Dash is DIAMONDS. They supposed to be scrolling
up (actually i mean a shape (texture) on'em) but it scrolls up only
if you go somwhere. If you just staying diamond are not scrolling.
What i am trying to say that PC XFORMER is unfinished and i want my money
back. Look at C64S emulator of Commodore 64. It is almost perfect. 98%
of games work on'em. PC XFORMR IS A SHAME !!!!!!!

407. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-21 05:06:56 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3fq4pg$6mv@lastactionhero.rs.itd.umich.edu>
Source record: 95491
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 37335 Jan 17 10:48 ./8bit/Games/wa_robbo.arc
-rw-r--r-- lenn 282 Jan 17 10:48 ./8bit/Games/wa_robbo.txt
-rw-r--r-- lenn 24699 Jan 18 18:33 ./8bit/Editors/kedit151.arc
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

408. Re: Atari 2600 Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-21 05:11:27 UTC
From: krishna@primenet.com
Message-ID: <3fq521$9m9@news.primenet.com>
Source record: 95492

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: I have to disagree with Glenn's comment on "seeing it in VGA is better than
: blury RF." Compare PC XFormer with a real Atari. When folks see stuff
: running on PC XF, they SEE how low resolution everything is, because the
: monitors allow far greater resolution, so they're much crisper. When
: they see it on a TV, some confuse 160x192x4 as being 320x200! (One friend
: even thought it was 256 colors! Hahah! :))

RF, dude. You know how bad RF can be, especially when you have a lot of
electronic gear producing interference nearby like me. I can't even play
my 2600 these days because the interference caused by my rig just wipes
out the signal. I agree that some blurriness helps with dithered colors
and antialiasing edges, although enhancing artifacts in Gr.8 which is bad.

409. Re: Help wanted: ANTIC/GTIA cycle stealing

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-21 05:16:18 UTC
From: krishna@primenet.com
Message-ID: <3fq5b2$9m9@news.primenet.com>
Source record: 95493

Peter Bell (Peter@bell.demon.co.uk) wrote:
: I'm trying to write a 400/800 emulator (this is redundant effort, but it
: still seems like an interesting project)

That depends upon which platform you are attempting it on.

410. AT-to-DOS--how to read Side 2?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-21 05:23:10 UTC
From: dcljr@stat.tamu.edu
Message-ID: <3fq5nv$e9i@news.tamu.edu>
Source record: 95494

Okay. I'm trying to get my Atari stuff to my IBM PC. I've read the FAQ & I've gotten MyUtil & ATARIO. They work fine for reading the A-side, but I can't read the B-side of any of my disks. Help!

Also, I don't think these programs read single-density (90K) disks. (I can't remember--it's been _several_ months since I last tried.) If not, is there any way of doing this?

Info: Disks were written in single- (90K) or double-density (180K) by an Indus GT drive. I had to manually punch holes on the left side of the floppies to be able to write to the B-side. Can't use my Indus drive at all anymore, BTW.

Thanks in advance.

- dcljr

411. Re: AT-to-DOS--how to read Side 2?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-21 05:48:46 UTC
From: dcljr@stat.tamu.edu
Message-ID: <3fq77u$fnr@news.tamu.edu>
Source record: 95495

In article <3fq5nv$e9i@news.tamu.edu>, I wrote:
>Okay. I'm trying to get my Atari stuff to my IBM PC. I've read the
>FAQ & I've gotten MyUtil & ATARIO. They work fine for reading the
>A-side, but I can't read the B-side of any of my disks. Help!
>
>Also, I don't think these programs read single-density (90K) disks.
>(I can't remember--it's been _several_ months since I last tried.)
>If not, is there any way of doing this?
>
>Info: Disks were written in single- (90K) or double-density (180K)
>by an Indus GT drive. I had to manually punch holes on the left
>side of the floppies to be able to write to the B-side. Can't use
>my Indus drive at all anymore, BTW.
>
>Thanks in advance.
>
> - dcljr

Oh, shit! _Now_ I read this... this basically answers (& re-asks) my questions!

[pardon the reposting--this was originally posted by crow@coos.dartmouth.edu (Preston F. Crow)]

The program "Anadisk" claims to read almost any disk format, and will dump the contents into a raw disk file. For enhanced density disks, it correctly figures out the format, but generally fails to read entire sectors correctly. It usually gets the first "half" of each sector or so correct, but that's all. For single density disks, it either fails entirely, or succeeds perfectly, depending on the hardware that you're using. (I've never seen it work for me, so I'm not sure what hardware is required.)

From a technical standpoint, this is what we know:

Atari formatted disks encode the data with all the bits inverted, so a raw dump of the disk will require a bit flipping program to make it usable.

Enhanced density disks are technically double density in that they use MFM encoding, whereas single density uses FM encoding. Most(?) PC's aren't capable of reading FM formatted disks, due to hardware constraints (is it the controller card or the drive???).

If you use both sides of your disks by flipping them over to use the back side on the Atari, you won't be able to read the back side unless

you punch another timing hole in the jacket, as PC drives use the
timing hole.

So the main questions that remain are:
* What do you need to get your PC to read FM disks?
* How do we overcome the problems reading enhanced density disks?

--PC

P.S. Anadisk is available from:
ftp://ftp.cs.dartmouth.edu/pub/crow/anad207.zip

412. Re: 128 kB RAM board for 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-21 06:41:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <21JAN199501410414@pavo.concordia.ca>
Source record: 95496

In article <belitz.137.000DE3FC@genesis.informatik.rwth-aachen.de>,
belitz@genesis.informatik.rwth-aachen.de (Matthias Belitz) writes...
>Hello !
>
>In the German "ATARI PROFIBUCH" they wrote that there does exist a 128kB RAM-
>board for the 800. Anybody here who have seen this yet ?
>
>Matt
>
>By the way : What is the connector on the end of 800 motherboard for ?
> It seems a little bit as an early PBI !
There are supposed to be 1 meg boards available for the Atari 800; they were
from a company named Magna and were reviewed by Analong in their last
year or so.

Dave

413. Re: Need "trak" disk drive help

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-21 06:49:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <21JAN199501491884@pavo.concordia.ca>
Source record: 95497

In article <1995Jan19.062524.2654@sfov1.verifone.com>, bob_s2@sfov1.verifone.com writes...
>All:
>
>I found a "trak" disk drive at a thrift store. It seems to work fine in
>both single and double density but... It came with no docs or software,
>so I hope somebody here can help me with it.
>
>On the back are the two SIO ports, four configuration switches and ports
>for "Slave Drive" and "Printer". I have no connectors, drivers, instructions
>etc. Anybody have one of these? Anybody know where I can get docs for
>this? How do I use the printer port and slave drive port? Help!
>
>Thanks,
>
>Bob
I believe the Trak slave port was for Trak drives only. They had a number of
different models; the letters at the end of the model name indicated density
and sides. The printer port is an honest to goodness parallel port, with
intelligence to monitor the SIO line and send all P: stuff there. I'll look
at some old Analongs and Antics, and see what I can find for you.

Dave

414. New Atari Classics Second Issue

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-21 06:57:35 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2F1D56A3@POST0.LAAFB.AF.MIL>
Source record: 95498

Surprisingly, there hasn't been much talk about the much delayed second issue of New Atari Classics.

On Sunday (15 Jan), Mike Hohman called me and said that Jim Hood (the publisher) had heart problems and went in for surgery, came home for a day and then went right back to the hospital. That's the principle reason why the issue is delayed.

I called Bob Woolley last night (17 Jan) and chatted with his wife and she pretty much confirmed the story. She said they hadn't spoken to the Hood family for five days or so and had no further information. Bob was at a friend's house. I will call Bob Woolley tonight and see what he knows. I'd call Jim, but am a little "gun-shy" since he's been so ill.

Anybody know anything else?

Rick Reaser

415. Re: XFORMER 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-21 07:18:11 UTC
From: krishna@primenet.com
Message-ID: <3fqcfj$ia5@news.primenet.com>
Source record: 95500

Artem Aleksandrovich Koutchine (koutchin@mail1.sas.upenn.edu) wrote:
: back. Look at C64S emulator of Commodore 64. It is almost perfect. 98%
: of games work on'em. PC XFORMR IS A SHAME !!!!!!!

Most C=64 games don't do things like display list tricks either.

When it comes to 8bit machines, the Atari8 is #1 on the hard to emulate
scale. C=64 and TI, because they both have hardware sprites and are
still rather complex, would come next. Things like the CoCo and Apple
II are easier, and simple stuff like CP/M is the easiest.

416. Re: Programming CC65

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-21 09:19:11 UTC
From: cp576@cleveland.Freenet.Edu
Message-ID: <3fqjif$7rp@usenet.INS.CWRU.Edu>
Source record: 95504

>From: per-erik_peterson@asb2.ct.se
>
>I have started to try to programming in CC65.
>
>C is something complitly new for me as I only have program basic untill now.
>I have not followed the 6502 discusions here as I dont have undertstand so
>mutch in those letters in this subject.
>
>What I really want is to try programing some progra,s to my BBS. It is an BBS
>Express Pro and the extensions of the runable programs from the BBS is *.CMD.
>So I wonder if anyone here knows anything about how to make CMD files to BBS
>Express pro.
>
>I have compiled the example file there was whith CC65 called Hello.c
>I have put in one line in it befor the Main loop...
>
>#include <stdio.h>
>
>and the program just work fine whith Hyps, TDline and RD in Spartados if you
>run those files in this in that order. If I run RD before any of this files and
>run Hello after that the XE crash.

Perhaps Hello loads to high in memory with those loaded.

>There is another problem here also. When I have run Hello my BBS stop to look
>at D1: after Waitcall.cmd when the board is running. Its look thrue D8: in
>about 2 minuties before it looks in D1: there the BBS will look after a Command
>file if it doesnt find the right CMD file directly. In other words HELLO.COM
>does something whith the memory when it runs.

You can change the load address generated for HELLO.COM by a command line
option, I believe -Ohexadr. The programs generated will generate a stack from memtop
working down in memory. If something is loaded in high memory it may be overwritten.

>There is also somethin about memory in LINK65.DOC and I try the default one
>ther when run the final compiling of the OBJ and OLB files. and nothing
>worked.!! CB-)

I don't remember the default, but I believe it is $2000 (8192). After booting up and
loading
the files, check memlo to see what it is (I believe the command is MEMLO but I don't
usually use Spartados. I also have had files linked by link65 that would not work and
reordering the files made it work. Try my LINK65 compatable linker that should be on the
archive (KLINK). I also have an assembler that can assemble files compatable with RA65
called KASM.

>I hope there is someone here who knows anuthing about this how to make *.CMD to
>Express Pro.
I don't know anything about Express Pro to help any further.

> -=> Mvh.!! Per-Erik "Pekka" Peterson.!! <=-
>
> Gothenburg SWEDEN

cp576@cleveland.freenet.edu

417. RE:Romfiles & PC XFormer 2.5

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-21 09:20:05 UTC
From: cp576@cleveland.Freenet.Edu
Message-ID: <3fqjk5$7sb@usenet.INS.CWRU.Edu>
Source record: 95355

>From: bwbwn@rice.edu
>Subject: ROM files & PC Xformer 2.5
>
>I can usually get a clean image of a cartridge. That's not the
>hardest part. Loading the cart is the hard part. :) But, if I
>transfer the 8K ROM image to the PC via SIO2PC, I'd believe
>that Xformer takes care of setting the image to virtual ROM. :)
>I thought a little about how these cartridges would protect
>themselves: Simplest way is to simply zero the addresses
>where the ROM cartridge would go. If it's RAM then the image
>self-destructs. :) But, if it is ROM, it can't do it, and continiues
>loading.
Of course this could be done with indirect addressing making very hard to find
unless you were able to trace it.

>Now, if I have a good image, and load it into Xformer,
>I'd believe that Xformer changes that address to ROM, cracking
>the copy protection. This is how I've seen some esoteric hardware
>cracking done.

Will Xformer 3.0 support a 16K rom image. 2.5 loads a BASIC rom image but
substituting a 16384 byte file for BASIC.ROM won't work. How about a way to
specify ROMs on the command line, and switch them from within the program.
I am loosing access to the IBM compatable so I won't be able to play with XFormer
for a while or order 3.0.

>My question is: I transfer the ROM image to my SIO2PC disk,
>and load the disk containing it in the emulator. How do I transfer
>the ROM image OUT of my Atari disk image into the DOS filesystem?
>That's the only way PC Xformer would do it.
Tranfer the ROM image as a file to a file on the PC if you have a way to connect the
two other than SIO2PC. If SIO2PC is the only way to transfer files, then a program
would be needed on the PC end to extract it, if one exists.

>Also: What seems to be the problem with copying bank switched
>cartridges? I've talked to my father, and he thinks that if you get
>an image of the bankswitched cart, before it loads, Xformer would
>handle it. Something to think on. Will this work? :)
You could write a program to copy bank switched cartridges to a disk file. write all
the banks in a specific order, but PC XFormer would have to be made to support it.
OSS Super Carts (and others) uses addresses in the $D5xx range to enable and
disable the cartridge as well as selecting a 4K bank for the $A000 to $AFFF range with
$B000 to BFFF remaining constant.
Atari XE gamesystem super cartridges bank the $8000 to $9FFF range by writing to
a specific memory cartridge with the $A000 to $CFFF remaining static (if I remember

correctly.) I don't remember the location off hand.

> Thanks,
> Wes Brown

Rather than jamming a cartridge into the slot perhaps adding a switch in the S4 and S5 lines. You could put the cartridge in with the switch off. Lower ramtop, reopen E: then flick the switch. Would this work? S4 and S5 are lines that enable the ROMS within the cartridge. You may not even have to lower ramtop since the computer should think a cartridge is present

Labels S4 and S5 are from Mapping the Atari, Revised Edition page 234. Remember the diagram is looking into the back of an XE so turn it upside down when looking at an XL.

cp576@cleveland.freenet.edu

418. RVerter Type Interface (Instructions)

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-21 09:21:28 UTC
From: cp576@cleveland.Freenet.Edu
Message-ID: <3fqjmo$7sr@usenet.INS.CWRU.Edu>
Source record: 95356

How to build a serial interface (up to 19200 baud).

The following is the description of how to build an RVerter compat
interface. I have never actually seen one so I derived most
of this from tracing the connections inside an SX212 modem to
determine what pins on the SIO interface corresponds to which
on the RS232 connection(except the data lines which are obvious).
This interface should work with any RVERTER(or BOBVERTER)handler.
It may work with SX212 handlers or software but may not support
all of the baud rates. Handlers are available alone and with
some terminal programs like Bobterm.
I am not sure if all handlers support 19200 baud, but I have
used my interface connected via a null modem cable to an IBM to
transfer files at 19200 baud and have had no problems. I tried
38400 baud (by patching the handler) and too many errors were
generated. I also connected by SX212 to the interface instead
of the SIO connection and had no problems. I actually built this
by lightly super gluing the two ICS into a large DB9 hood and
soldered the connections. I don't recommend this approach unless
you are totally nuts. I would NEVER try that again even though
it did work (after fixing a couple mistakes). I planned on
eventually filling it with EPOXY but I didn't and pray nothing
ever comes loose. The cable I build has an SIO cable (from my
fried XM301 modem, and the interface build in the other end with
a DB9 male connector. I was able to use a ready made IBM cable
to connect to the modem. I also build a null modem cable and
gender changer. This interface is unable to communicate at the
same time as other I/O is occurring. This is typical unless
you have an interface that connects to the XL/XE parallel bus.
Note: CTS is not supported so you cannot use RTS/CTS handshaking.
Only XON/XOFF could be used. When transfering files between
computers, if you use a protocol this will not cause a problem.
No reponsibility is assumed for any damages resulting from
the building or using of this interface.

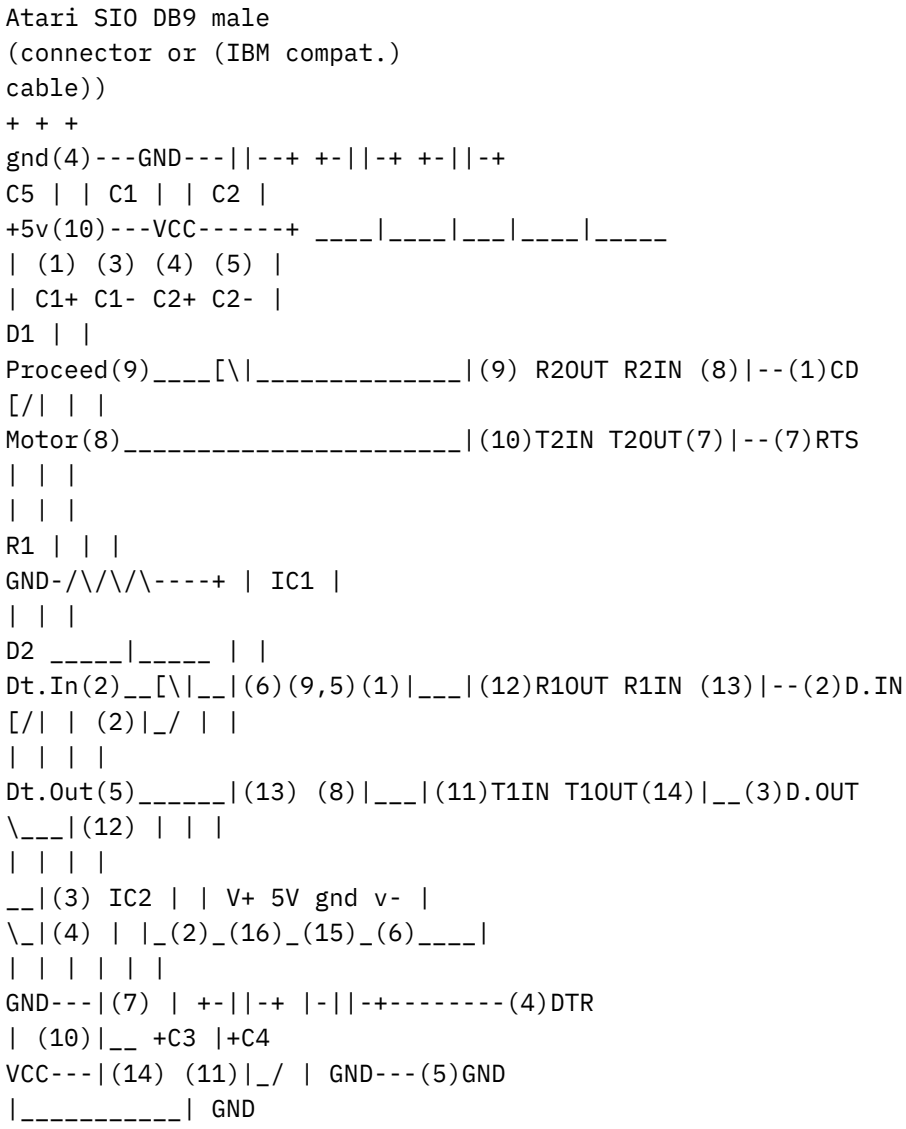
Parts:

IC1 MAX232/ICL232 RS232 Level Converter with onboard
+10V/-10V voltage generator.
IC2 74LS00 Quad NAND Gate. Used to disconnect Data Lines
when DTR is not asserted.
R1 1K resistor 1/4W
R2 4K resistor 1/4W (3K to 7K should be OK)
C1,C2 4.7uF capacitor
C3,C4,C5 10uF capacitor

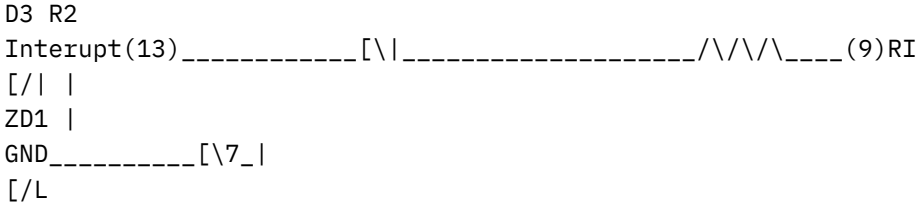
D1,D2,D3 IN4148 or IN914A or similiar diodes
ZD1 IN4733 5.1V Zener Diode or IN4734 5.6V Zener Diode

I don't have a data sheet for MAX232 and are giving the values for the capacitors from another circuit. I used 33uF caps for all of them (I have a lot of them I got cheap) and have had no problems. Place them as close to IC1 as possible. They should probably be 12 to 16 volt types or better especially C3 and C4 which see around 10 volts, where the other three only see 5V.

ASCII Circuit Diagram



Optional (Only needed to be able to detect ring signal from Modem): This is not tested, Hopefully it does not need to be inverted. You could probably use a 1489 if you know how.



Be sure to note polarity of capacitors. Note: The positive lead of C4 does go to ground since the other leg will be a negative voltage. + and / \ are use to show connections and bring connections together on the diagram. Sorry not to break the ICs down into parts but that would have made the diagram worse.

Pins for RS232 are for a 9 pin connector. With this connector you can connect a standard 9 to 25 pin cable to this connector to use a modem, or a null modem cable to transfer files. You can substitute a 25 pin connector using table below. If you plan on only using it for file transfers you can wire in the null modem cable before the jack. Note: The 9 pin connections are not the same as the 850 interface but are the same as used sometimes on IBM type computers. Change the gender of the plug as desired.

9 Pin	25 Pin
1	8
2	3
3	2
4	20
5	7
6	6
7	4
8	5
9	22

RS232 Definitions:

CD=Carrier Detect (inp) DTR=Data Terminal Ready (out)
D.IN=Data In(inp) D.OUT=Data Out (out)
DSR=Data Set Ready (inp) CTS=Clear to Send(inp)
RI=Ring Indicator (inp)

Null Modem connections

This is for 9 pin connectors, if a 25 pin connector is used use chart earlier to convert.
Connect pin 5 straight through.
cross in one end of the cable 2 with 3 and 7 with 8.
connect 1,4, and 6 in each end of the cable.

If you are only using the interface for computer to computer transfers, you can build this into the interface if you are careful. Connect what would go to pin 3 to pin 2. Connect what would go to pin 3 to pin 2. Connect what would go to pin 8 to pin 7. Connect 1,4,6 together on the connector. Connect what would go to pins 1 and 4 together. Connect pin 5 normally.

Parts Sources

Resistors, capacitors, diodes should be available from Radio Shack (not sure about the zener diode if you need it). The DB9/DB25 connectors and hoods should also be available there. Atari SIO cables are available from one of the Atari Dealers - just remove one end. You may also want to pick up a prototyping board at Radio shack to build it on.
I got the MAX232 for $1.65 and 74LS00 for 22 cents at BG Micro. (US$ only,$10 minimum order on credit cards) $3.25 minimum shipping ($7.50 Canada, $15 others, no shipping to Mexico or Puerto Rico). You could also get IN4148 diodes at 100/2.50. Other items that you could get to pad an order if you need them:
14 pin socket 13/1.00 (only need 1),16 pin sockes 13/1.00 (only need 1), 6821 PIA $2.00 (same as 6520?), 6810 (used in 1050) $1.25, 2793 (Controller used in 1050) $7.50, 4164-150ns RAMS at $0.49 or 9/3.50, 41256-150ns RAMs at $1.25 or 9/9.95 (256Kx1), 62256 32x8 SRAM $5.00 (can this upgrade the Black Box as described in the last issue of the original A.C.?) Orders 1-800-276-2206, Tech suport 214-271-9834, Fax 214-271-2462. P.O. Box 280298 Dallas, TX 75228. This along with a couple other places was listed in one of the original A.C. issues.

Last Update 1/95

Send corrections and typos to cp576@cleveland.freenet.edu

###

419. Re: XFORMER 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-21 09:34:24 UTC
From: cp576@cleveland.Freenet.Edu
Message-ID: <3fqkf1$86g@usenet.INS.CWRU.Edu>
Source record: 95357

PC XFormer 2.0 and 2.5 always had problems with DLI's executing
too soon except Gr.8 and 15 type Bitmap modes which are only one
scan line tall.

Character set information is not updated unless CHBASE address is
updated, a player or missile appears on the line, you update
something on the line. Programs that redefine characters for
animation don't update the entire screen unless it has too.
You can press page-up or page-down to forcibly update the screen

XFormer 2.5 has a problem with BASIC, It seems to treat it as
a cartridge if you boot with BASIC. Pressing SHIFT-F10 will
reboot without a cartridge. If you then press RESET BASIC gets
reenabled since TRIG3 isn't updated to the status of the cartridge
(How an XL/XE determines if the cartridge is present). I think
BASIC can also be enabled with 54017 location where it is not
treated as a cartridge.

If you have Neptune's Daughter, load it up on XFormer 2.5 and it
will completely bomb the system. Running under windows gives a
bad instructions or system integretety violation error, and suggests
you shut down and reboot. Under DOS, it just locks up. This is the
only program that caused such a violent error. It doesn't do this
on 2.0.

What kind of joysticks does 3.0 support. Atari Type interfaced some
how (I hope) or PC joysticks?

cp576@cleveland.freenet.edu

The DLI problem could cause a lot of other problems. Simple programs
like Analog's Elevator Repairman don't work. Others like unprotected
copies of Donkey Kong (except for minor problem of no collision detection),
Joust, Pengo work without a hitch (all bitmap games, HMM). Even some
sophisticated software works OK. I have seen some some games where
players don't quite line up, or color problems but this could be to
the DLI bug

cp576@cleveland.freenet.edu

I am loosing access to the IBM compatable so I'll have to put off
ordering 3.0 anyways :(.

420. Pictures from upcoming Atari 8-bit game posted to .pictures.misc.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-21 09:51:26 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3fqleu$1hp@nic-nac.CSU.net>
Source record: 95358

Well, I had fun yesterday. I played with "Infini-D" on my brother's PowerMac 7100/66. I designed a simple (I may scrap it and go for a more complex design) space station for the introduction (and probably other parts) of my new, LARGE game "Geneocide" for the Atari.

This game will hopefully include:
Lots of digitized pictures and animation
Lots of rendered and drawn pictures and animation
At least some digitized sound
Maybe some digitized music (doubt it, actually)
IRGAAPMTFC graphics (IRG, Almost Any Point More Than Four Colors)
PFP graphics (Page Flipped Players)
Support for Hard Drive and RAM disk users
Support for MyDOS or SpartaDOS
Scaled-down support for folks who don't want all of the animation/sound or don't have room for it or don't have fast enough drives for it

More medium-to-high quality GIFs or JPGs (probably GIFs.. if not, maybe TIFFs because I'm not a lover of JPG's lossiness) may be posted, depending on how much art or rendering is done on a better platform.

Folks to thank for making this project happen in the first place include:
Jeff Potter for JViewXL
Nick Kennedy for SIO2PC
Rick Cortese for my SIO2PC cable
Bob Woolley for my 800XL'd 256K 1200XL motherboard
Bob Woolley again for Action!
& Russ Gilbert for saving my life with the CHAIN.ACT routine (now at UMich,BTW)

Hopefully I'll suck other folks into this project (other than my friend Mike for his video camera, my brother for his PowerMac, and whatever friends I round up for some of the animated acting that'll be included).

Any really good game or demo coders out there!? Although much better than anything else I've done before, my current introduction is a little "blah" (and musicless...).

For those of you interested in the PLOT of the game.. well... you'll have to wait and see. (Maybe not until I release the game, but I'll probably spill at least a few beans about it in the middle.)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **
PS - the more INTEREST IN THIS GAME (space action/adventure not unlike Aliens) the better the possibilities of it not becoming VAPORWARE! :)

421. Pictures posted! Opps! Forgot to mention WHERE!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-21 10:22:31 UTC
From: KENDRICK@sonoma.edu
Message-ID: <950121022308.208098fb@sonoma.edu>
Source record: 95360

```
The pictures I raytraced for Geneocide are:

saturn1.gif
saturn1a.gif
saturn1b.gif

They're of a space station. The GIFs are 5k, 8k, and 5.5k and are on
the Usenet newsgroup: "alt.binaries.pictures.misc."

Tell me what ya think!

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **
```

422. Re: AT-to-DOS--how to read Side 2?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-21 14:20:33 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D2rEIA.3nK@nntpa.cb.att.com>
Source record: 95362

In article <3fq77u$fnr@news.tamu.edu>,
Donald Lancon <dcljr@stat.tamu.edu> wrote:

<deletions>
>
>Enhanced density disks are technically double density in that they use
>MFM encoding, whereas single density uses FM encoding. Most(?) PC's
>aren't capable of reading FM formatted disks, due to hardware
>constraints (is it the controller card or the drive???).
>

It would be the controller ... the original floppy controller chip
seemd to leave out FM mode altogether, although later versions of
the controller added it, and I certainly have seen specific
references in AT&T motherboard documentation about being able to
read FM mode disks.

The problem boils down to standards ... the IBM PC took over so
quickly, and it did not use anything but MFM. The only effective
reason people would have had for adding FM capability would have
been to be able to read 8 inch FM disks on a PC (or single density
CP/M 5 inch disks). The PC compatibles never had it available
from the start.

<more deletions>
>
>So the main questions that remain are:
> * What do you need to get your PC to read FM disks?
> * How do we overcome the problems reading enhanced density disks?
>

I am coming to the conclusion that the solution to both problems
is the same, from reading between the lines of what has been
posted here. I think the controller chips which can handle FM (ie
-- a new capability) also have the capability of handling 128 byte
sectors more cleanly (another new capability).

>ftp://ftp.cs.dartmouth.edu/pub/crow/anad207.zip

If no one else gets around to it, and presuming I start clearing
my backlog of hardware projects, I will get this and play games
with it ... I have a wide variety of PC compatible hardware
around, including two controllers which are not just capable of
handling 8 inch drives, but also have an 8 inch size (50 pin)
cable connection. First though, I must get my extra project table
cleared off ... after my wife finally kicked me out of the dining

room, everything got stacked on the new _spreading out_ table in
the back room ... stacked about 4 deep with projects. Things
would probably get moving if I stopped buying new used hardware.

--
Richard Dell

423. FTP test

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-21 14:26:21 UTC
From: James King <jeking7@delphi.com>
Message-ID: <Z0xbKcF.jeking7@delphi.com>
Source record: 95363

For today only, you can FTP into slc20.xmission.com (my PC) and download
a good amount of 8bit Atari items. My final goal is to have the
Atari Connection BBS ported over to my PC and available via dial-in (
through my 8bit) or via FTP (through my PC).

Give it a shot and let me know what you think!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

424. Sega mouse

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-21 15:10:53 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9501220909.AA18398@emh.kunsan.af.mil>
Source record: 95364

Anyone know if the new Sega Genesis mouse is compatible with Atari's mouse setup? I know Sega controllers work on the Atari, so... anybody?

ps-- ST: Generations bites.

--
Clay Halliwell | ATARI XL/XE DO + THE
ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
Lonersoft ... Solutions you don't want, for problems you don't have!

425. Re: Games? ; Connecting 2 Ataris!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-21 15:14:14 UTC
From: bmcbrine@hakatac.almanac.bc.ca
Message-ID: <1995Jan21.151414.7889@hakatac.almanac.bc.ca>
Source record: 95365

In article <3fkra1$p0l@nic-nac.CSU.net> kendrick@zippy.sonoma.edu (William Kendrick) writes:
>This makes me wonder if anyone's tried it with a CSS Quintopus (sp?)
>(the SIO-port multiplier and signal strengthener (I think)).
>
>-bill!
>kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
>William (Bill) Kendrick / | \ ** New Breed Software **
>

How about this....

Link two to four (or more) Atari's, via whatever method one deems usable, and write a multi-player game for it. It might take a bit of extra hardware for the link, but keep it simple [silly], and release the game along with plans for any necessary hardware. Now anyone can make their Atari-Gamer's System.....(sorry, can't think of a better name right now :)

This is something that's been tossing around in my noggin for a while. My own specific thoughts on this idea are this...

Link two Atari's constantly talking to one another. Call these two systems a 'station' or 'node'. Then link up more 'nodes'. Now what do you have? Each node computer handles something different. One handles raw display generation/sound w/gfx cell's and anything else, and the other computer in the node drives I guess just about everything else. Controllers could be hooked up to both Atari's if they were needed. Joystick pins could be configured for 'writing', and alter outside displays or other "feedback" systems that are part of the game. Oh and the GTIA can be turned off on the other atari, giving another 30-50% more cpu cycles.

Take this gaming system, and plug SIO2PC on each node, and you have great potential for a massive game. What type of game? Anything you can dream up. Action; it's got more processing power across both computers. Adventure; it could store and retrieve a LARGE world map, all with lots of hi detail. Computer 'players' could have cpu cycles to think.

Hey, I know it's all kinda whacky... the point is it's done on the Atari isn't it? It doesn't mean it won't be as much fun as a PC game... hmmmm.... disturbing thought.... DOOM on the Atari... ;-)

The thing is, it's possible to write a game (or whatever pgm one writes) for this system, and it will run * exactly the same on all Atari's! * PC land has anything from say, 5 'horsepower', to 500 'horsepower', not to mention hardware compatibility with the software.

Anyone ELSE like this gaming system concept? Let's make a space action-
adventure style game for it. Not wing commander, not outpost, not
ms space-sim... something FUN, something INTERACTIVE, something COOL...

Yes, I *do* realise I'm in the Atari 8-bit conference.... <BG>

l8r... call me a dreamer....
--
--beautiful bc.--west canada---# 86~HACKER AND RACING FAN. M.SCHUMACHER '94!!
l8r... !{] Bill McBrine | "My views are not necessarily that of any
bmcbrine@hakatac.almanac.bc.ca_|_organisation or any person living or dead."
-"What is genius? It is the power to be a boy again at will." J.M.Barrie-1897

426. Re: Best 8-Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-21 18:29:06 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <hA+6KwK.ransom22@delphi.com>
Source record: 95366

drake thomas (phd posi) <tdrake1@umbc.edu> writes:

>I would agree. But as for a full production run release for market over
>time the 800XL is probably the most prevalent. For techno-emotive reasons
>I would choose the classic 800 as the standard bearer. For elegance,
>looks, and "feel" the 1200XL does it for me! For actual functional use, I
>personally use the 130XE. Go figure!

I have the same taste in computers a you do, it appears. :) While
I use my 130XE daily, it is only because of the extra ram that I do so.
If I had the space on my desk to put an 800 on it, I'd use that with
an AXLON RAM upgrade instead (the 130XE fits nicely in the "keyboard
drawer"). If I could upgrade the 1200XL to 128K, and if it would be
compatible with the 130XE's memory expansion, AND if I wasn't lazy and
did the video upgrade on it, ANd if SDX fit into it without modification,
I'd use that as my preferred computer. :) All other things being
equal, I prefer the 1200XL to any Atari computer. Next in line is the
800, followed by the 130XE. The rest have no reason for being these
days, with the possible exception of the XEGM with its detachable
keyboard, IMO.

Not that I wouldn't like to own a complete set of Atari computers..
just need to find a 1400XL and 1450XLD somewhere...grin.

-Joe

427. Re: SOUND MONITOR

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-21 19:44:49 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3fro7h$m06@nic-nac.CSU.net>
Source record: 95367

I take it you want "Sound Monitor Professional 1.2"? It should be "smon12.arc" in the "Sound" directory. I take it you don't have FTP but have to use BART. I'll just FTP it and e-mail it to you so in case I'm wrong about the name or directory, you won't waste more time and get pissed at me. :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **

428. Re: Bob Puff & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-21 21:40:11 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <131428@cup.portal.com>
Source record: 95368

It's amazing how this thread has grown. All that happened was one guy
said "shady', flames, I said he had a point & used a valid term,
more flames & agreements.
Like I said, I don't feel up for trashing Puff in public, I anybody really
wants my side or gripes, take it to email as it is fairly detailed & quite
volumous.
It's also quite old so I'm not even sure if people would consider it relevant
to the current situation.
A few points: Look up shady in the dictionary. It just means "of questionable
merit" doesn't mean he's dishonest or a liar. Joe has a point when he says
you guys are taking this to personal. You're starting to sound like John
Hinkle talking about Jody Foster. Point #2, Do you think Puff himself may
not give a sh*t? Perhaps If you ask him yourself, something like, "Do you
think commercial software producers may think you're a shady character
because of your product line?" I'm sure he'd probably say something in
the affirmative! Point #3 If you don't agree it's an valid term I'm willing
to make an offer so you can double your money. Here's the bet: You mail out
100 letters to commercial software produces with a copy of the CSS ads. One
question in the letter: Do you think these products are of 'questionable
merit' to the computer industry. It'll cost you about $35 for the mailing
& I well give you $1 for each response you get that says they are of value
to the industry. If all 100 respond in your favor I'll even through in an
extra $5 so you can double your money!
Look, it's very nice to defend someone weither they want it or even
deserve it. But if you aren't willing to take the bet then you should back
off a little bit. Don't suspend your intellectual integrity because of
an emotional response to a valid statement. The one thing Glen said that
'had merit' was indicating the view is subjective. If you're a pirate or
need a hard drive or high density floppy attached to your computer, Puff's
the greatest thing since sliced bread. If your a commercial software
producer, Puff & guys like him are just ripoff artist. If you understand
how subjective the issue is, they don't get so bent when you realize
there are other who do not share your perspective.

429. Re: Best 8-Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-21 22:14:40 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FAWKEFUWUp@stingray.manawatu.gen.nz>
Source record: 95369

```
>The three best are probably:
>
> 800XL <- I'd say this is the best
> 65XE <- same as 800XL but newer (and no PBI? I forget!)
> 130XE <- biggest RAM (128K), had ECI (sorta like PBI)
>
>Reason I say 800XL is best vs. the two XE's is the keyboard. I've touched
>a 130XE before.. I didn't like it! :)
>

Oh, so that's why? I did wonder why someone earlier wanted to swap a 130XE
with an 800XL.

I thought it might have been because the PBI looks a little easier to use
than the ECI thing that would need tracks cut...

Richard =8-]

PS. I agree about the keyboard though - I have to hit the keys quite hard,
else I end up deleting the wrong lines... !

--
_ _
/(. .)\ )
(*)____/|
/ |
/ |--\ |
(_)(_) (_)
Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first
```

430. Re: Bill Wilkinson dead?!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-21 22:39:03 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950121143812.20806G-100000@CSOS.ORST.EDU>
Source record: 95370

On 20 Jan 1995, Glenn Saunders wrote:

> Rick_Michael_Cortese@cup.portal.com wrote:
> : to believe since he's around 50 & built like the Stay Puff Marshmellow Man.
>
> Then I'd subscribe to the geek idea.
>

Does anybody know what the above references are talking about? There is
hardly enough context here to constitute an understandable message.

JW

431. Re: XFORMER 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-21 23:09:30 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950121150006.20806H-100000@CSOS.ORST.EDU>
Source record: 95371

On 21 Jan 1995, Artem Aleksandrovich Koutchine wrote:

> HI !
>
> I just got my XFORMER 3.0 atari emulator. Well, I have to say
> i am completely disappointed. Most of the games don't work at all and
> those wich work don't work properly. Where is the sound ? I don't
> wonna play Boulder Dash w/o sound ? And don't tell me that i forgot
> to insert /s switch to command line or i don't have SB (I DO HAVE SB).
> Another thing about BOulder Dash is DIAMONDS. They supposed to be scrolling
> up (actually i mean a shape (texture) on'em) but it scrolls up only
> if you go somwhere. If you just staying diamond are not scrolling.
> What i am trying to say that PC XFORMER is unfinished and i want my money
> back. Look at C64S emulator of Commodore 64. It is almost perfect. 98%
> of games work on'em. PC XFORMR IS A SHAME !!!!!!!

I used to keep my SOUNDBLASTER on IRQ 5, to keep IRQ7 open for printer, or whatever. However, in many cases, IRQ7 is fine for Soundblaster, and many applications use it as the "default" setting for the soundblaster. However, every application that uses the Soundblaster allows you the option of selecting which IRQ, DMA channel, and base address your sound blaster is on, or they will "auto sense" the information. The first exception I've found to this rule has been the PC Xformer 3.0. I had to change my SB back to IRQ7, and then go through all the applications on my hard drive and change their settings to IRQ7 too....since PCXF wouldn't work on anything other than 7, and there doesn't appear to be any way to change it. I'll have to say that the sound is quite imperfect. The sounds are ***VERY*** shrill and piercing to the eardrum.

I'll have to agree with Artem Aleksandrovich Koutchine, who wrote in his message that many games don't work, and most that do work incorrectly. That does seem to be a major problem with PCXF 3.0. The only one of my favorite old games which I have tried which works properly is Donkey Kong. I've been having fun playing that one. Most do NOT work. I wish that they did, and I am hopeful of a future update of PCXF which will be more compatible and address all of the above problems. I have not seen the Commodore 64 emulator, but I would hope that if it is indeed as successful as Koutchine stated, that an equally successful PCXF is possible.

As far as for my own use, I am not disappointed enough with PCXF to send it back. I've been having loads of fun playing with Atari BASIC again, and being able to run at least SOME of my old programs on my PC makes me happy. I'M HOPING FOR IMPROVEMENTS, HOWEVER!!!

James Wood

432. Re: Atari 2600 Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-21 23:30:06 UTC
From: jlodoen@shell.portal.com
Message-ID: <3fs5dv$agn@news1.shell>
Source record: 95372

Glenn Saunders (krishna@primenet.com) wrote:
: Ulf Petersen (Ulf_Petersen@antic.sub.org) wrote:
: : It's not going to be an emulator but simply a collection of their most
: : successfull titles for the PC. I don't know whether or not Activision will
: : improve graphics and sound effects. Hope this helps!

: It's a proprietary emulation engine. Actual original code is run in
: emulation. It's just that unless you crack the CD, you'll never be able
: to test it on anything but the packin games.

What is this "crack the CD" stuff? This particular game will be
released on floppy and CD, but even if it was only CD I've never
seen any sort of protection... I've heard this before, that CDs
will make software harder to pirate; I don't get it. It's just
a matter of size, and most games use VERY LITTLE of the CD.

I'd bet anything it's just used for installation to hard disk. There
may be some videos taking up space (like the King's Quest anthology
CD-ROM), but there's nothing really special about the CD format.

I predict much hacking.

jlodoen@shell.portal.com

433. Wanted: Bob Wooley's email address

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-22 00:39:27 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950121163734.20806I-100000@CSOS.ORST.EDU>
Source record: 95373

I'd like to get in contact with Bob Woolley.

Does anybody know if he has an email address?

I seem to recall that he has a Compu$erve address. Can't compuserve
receive email from the INternet with some strange address (that
incorportates the xxxxx,xxx Compu$serve userid??

James Wood

434. Re: Bob Puff & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-22 01:55:16 UTC
From: krishna@primenet.com
Message-ID: <3fsdu4$lvq@news.primenet.com>
Source record: 95374

Rick_Michael_Cortese@cup.portal.com wrote:
: the greatest thing since sliced bread. If your a commercial software
: producer, Puff & guys like him are just ripoff artist. If you understand
: how subjective the issue is, they don't get so bent when you realize
: there are other who do not share your perspective.

NESFLASH: There are no COMMERCIAL software outfits left for the atari8 that I know of except maybe a flybynight or two in Europe, and Puff would be one of the last with things like his backup software, which I'm sure the SuperArchiver could crack (it IS protected by the way). In fact, that was one reason I was considering the Super Archiver, because I really need backups of the backup software, it isn't HD installable... So it could hurt him as well as anyone else.

435. Re: RVerter Type Interface (Instructions)

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-22 02:01:17 UTC
From: krishna@primenet.com
Message-ID: <3fse9d$lvq@news.primenet.com>
Source record: 95375

If Bob doesn't release the R:P: he should at least give up the plans so maybe someone else can make them. If you strip away the P: then it might not be too complex to build by hand.

It uses a 16550 Uart inside to provide the buffering. An R:Verter without CTS/RTS is of dubious merit these days.

436. Re: Bill Wilkinson dead?!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-22 03:00:18 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <131442@cup.portal.com>
Source record: 95376

Joe, in ref to the Stay Puff Marshmellow Man & geeks. About 1/10th the stuff I see in the comp.sys.atari.8bit digest I *NEVER* see on Portal. I assume about 1/10th of the stuff I respond to never gets out.
I just wanted to point out what I figured were reasonable causes of death based on Bill Wilkinson's general state of conditioning.
Now that someone has posted the CI$ numbers of two other BW's, neither of which is in Washington state, I'm inclined to beleive the name is a little more common then I first thought. In other words, accurate about a Bill Wilkinson dieing, it's just probably not the same one we know.
Rick

437. The Complete and Essential Map

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-22 03:44:27 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2F1D4DD4@POST0.LAAFB.AF.MIL>
Source record: 95377

The prices that Michael Current posted are for the TWAUG newsletter, not the book(s). The books ran me about 21.50 pounds sterling to include the postage. I discussed my travails regarding how to send foreign currency in the mail for the book in one of my recent columns in Current Notes. I indeed sent the money to TWAUG (the address he posted). Just wanted to make sure that people didn't get confused about the price.

Rick Reaser

438. The Complete and Essential Map

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-22 03:44:27 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2F1D4D53@POST0.LAAFB.AF.MIL>
Source record: 95378

Bill Kendrick recently wrote:

>Where can I get a copy of this and how much will it cost me?

>Also, I heard "print out of OS" and "43 appendicies".. can anyone summarize
it, tell me when it was printed and by whom, etc??

>Follow this posting (ie, don't e-mail) cuz others seem pretty interested
in it too..

Mike Todd wrote a review of this book for Current Notes that will appear in
the Mar/Apr '95 issue. The book was published this past fall. This past
summer, Current Notes ran an extract from the actual book with permission
from the author and TWAUG. We have been publishing the ordering information
regularly in Current Notes and will be included with Mike's review. (Late
tack on by me, Mike. You did figure that out from my second upload to you
on Sunday, didn't you, Joe?)

If I remember, I will try to post the ordering info from my home. (I don't
have it here.) Or someone else can copy it out of a recent Current Notes
issue and post it.

Rick Reaser

439. On flaming the remaining 8-bit sources

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-22 04:10:39 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950121175006.20806M-100000@CSOS.ORST.EDU>
Source record: 95379

After reading messages from others concerning dealing with CSS - I just wanted to recapitulate a little bit:

The only reason that I posted my message about my unfortunate experience with CSS is **NOT** out of some personal distaste for Mr. Puff that existed for some other reason. WHY DID I POST THAT, THEN? I said the things that I did because THE SITUATION OCCURED!

I am now in a less-preferable situation - as I have an expensive serial port on my Atari! How expensive?

Black Box+Floppy Board $309.95
SCSI cable $ 15.00
P:R: Cable set $ 15.00
shipping/hand. $ 10.00
Black Box case $ 39.95
shipping/hand. $ 5.00

----
total investment: $394.90

What can I use this thing for? I can set up a serial connection between my PC and my Atari-8. The BB is such a neat hack that although I', upset, I still think it's cool...and the 6502 monitor is great! I wish Bob Puff and CSS the best....I just wish things worked out better for me.

James

440. An auction

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-22 04:28:29 UTC
From: ksewell@athena.cs.uga.edu
Message-ID: <3fsmtd$g4n@hobbes.cc.uga.edu>
Source record: 95380

```
>>> Auction of Ataris, Tandy CoCos and misc. stuff <<<
>>> of that nature. ** KSEWELL@ATHENA.CS.UGA.EDU ** <<<

Hi! This is my first auction... here are a couple things first:

1. Minimum bid increment on every item is $1.
2. Winner pays shipping. I prefer USPS COD 1st class but if you have some
other preference, we'll do it that way.
3. Auction ends late January 31, 1995 at midnight.
4. I will email all bidders updates as needed.
5. Trades have priority over sales.
6. No foreign/overseas orders.
7. If I have more than one of an item, please specify *which* # you want.
8. I can't guarantee anything, but all is okay as far as I know unless noted.

** LOT 1 **** BID #1: $15 (minimum) **
**** BID #2: $15 (minimum) **
Sears Telegames Video Arcade (Atari 2600): woodgrain front # 6 switches # no
power supply # 1 set of paddles
CARTS: Combat # Defender

** LOT 2 **** BID: $50 (minimum) **
Atari 2600: black plastic front with "ATARI 2600" on it # power supply # TV
switchbox and 300/75 OHM adapter # 1 Video Touch Pad (for Star Raiders) # 1 set
of paddles in original box # 1 1982 Atari game catalog # 1 Atari joystick (no
stick cover) # wooden cartridge case with plastic shelves - holds 16 carts #
original box (ends kinda mangled)
CARTS (16): Combat (with Sears TANK PLUS instruction booklet) # Frogs and Flies
# Dark Cavern # Defender # Circus Atari # Cosmic Ark # Star Raiders (with
overlay) # Frogger # Carnival # Casino # Air Sea Battle # River Raid #
Adventures of Tron # Pac-Man # Missile Command # Pitfall!

** LOT 3 **** BID: $15 (minimum) **
Atari 2600: woodgrain front # ON/OFF is a little flaky; just don't hit it while
you're playing # 1 set of paddles # no power supply. TV switchbox
CARTS: Combat # Defender

** LOT 4 **** BID: $30 (minimum) **
Atari 2600: woodgrain front # TV wire frayed (does not affect play) # 1 set of
paddles # power supply # TV switchbox
CARTS: Frogs and Flies # Air Sea Battle # Missile Command # Combat # Defender #
Star Raiders

** LOT 5 **** BID: $15 (minimum) **
Atari 2600: woodgrain front # no power supply # 1 set of paddles # orange toll
free service number on bottom (*I* think it's cool)
```

CART: Combat

** LOT 6 **** BID: $15 (minimum) **
Atari 2600: woodgrain front # no power supply # 1 set of paddles
CART: Combat

** LOT 7 **** BID: $40 (minimum) **
TRS-80 Color Computer 1: works great # black leather carrying case (small seam tear) # TV wire and switchbox # everything in GREAT condition! # very nice - a rare find! :)

** LOT 8 **** BID: $23 (minimum) **
TRS-80 Color Computer 2: 2 Tandy joysticks # works great

** LOT 9 **** BID: $20 (minimum) **
Colorsport VIII pong system: Handball # Hockey # Tennis # Skeet # each game has 2 variations # 4 controllers # original power supply # works great

** LOT 10 **** BID: $15 (minimum) **
Racal-Vadic VA212LC modem: 300/1200 baud # original box and power supply # no manual

** LOT 11 **** BID: $15 (minimum) **
Atari 600XL computer: power supply # TV cable # video is a bit messed up - viewable but annoying; probably fixable? # works fine otherwise

** LOT 12 **** BID #1: $8 (minimum) **
**** BID #2: $8 (minimum) **
"The Pac-Man Album": "Limited Edition Collector Series" # 1980 Picture LP of Pac-Man, Ms. Pac-Man and Baby Pac-Man fleeing a ghost # 8 songs # (this is not Buckner and Garcia's "Pac-Man Fever" LP)

** LOT 13 **** BID: $5 (minimum) **
Alphacom 42 Atari-compatible printer: uses 4 inch thermal paper (includes a half roll) # when plugged in, it hyperactively advances the paper until you unplug it # don't ask me why # maybe fixable or for parts

CARTRIDGES
~~~~~~~~~~
*** Atari 2600 carts ***
Missile Command - unopened box # faded and a little crushed BID: $7
Breakout - with original box # no instructions BID: $5
Space Invaders - with original box *and* instructions BID: $7
Chopper Command - with original box # no instructions BID: $6

*** Atari 5200 carts ***
THESE ARE UNCHECKED BECAUSE I DON'T HAVE AN ATARI 5200 BUT ALL ARE IN
VERY GOOD CONDITION - - - - - - - - - - - - - - - - - NO OVERLAYS
Super Breakout BID #1: $4 Missile Command BID #1: $3
BID #2: $4 BID #2: $3
Defender BID: $5 Galaxian BID: $5
Pac-Man BID: $3
~~~~~~~~~~

*** VIC= 20 *** Blue Meanies From Outer Space - cassette (untested) BID: $2
*** Sega *** Hang On/Astro Warrior (untested) BID: $4

CONTROLLERS
~~~~~~~~~~~
C1 BID: $15 (minimum) - Sunco Tac-3 Atari joystick - stick button, 2 base buttons, all work simultaneously. Nice. White
C2 BID: $3 (minimum) - Generic Atari joystick - hand grip stick; stick button, have to press it hard sometimes. Cheapo black plastic
C3 BID: $15 (minimum) - Wico Command Control - Atari compatible, red round stick, black and red base. One stick button and one base button. Very sturdy
C4 Atari joysticks - work except for one direction - fixable? or parts
BID #1 (no up direction): $1
BID #2 (no left direction): $1
BID #3 (no button; stick cover missing): $1
C5 Commodore Atari-compatible joysticks - b&w base, black stick, one center base button.
BID #1 (set of 2): $10
BID #2 (some directions work, some flaky, some not; single unit): $2
C6 BID: $5 (minimum) - Wico Command Control - doesn't work at all , which is a shame, because this is really nice. Switchable between base button or base/stick button. Red grip stick. The whole thing feels really comfortable, I hope it's not really dead.

FREE STUFF
~~~~~~~~~~
If you win any of the above items, you can take what you want
out of this section. Just ask. FIRST COME, FIRST SERVED!
o Super Mario Bros. 3 (Nintendo) manual
o Dick Tracy (Nintendo) manual
o "Installing the TV/Game Switch Box" booklet from Atari
o miniature folded poster advertising 35 Nintendo games
o Atari 5200 system booklet - pictures of hardware and 20 games
o Atari Football manual - for the 5200, I think. One page is unreadable because someone stuck an entire sheet of decals for something to it.
o Speak & Spell Vowel Power cart manual
o Speak & Spell Super Stumpers cart manual
o Speak & Spell Super Stumpers cart Parents' Guide

MY WANTS
~~~~~~~~
I will consider trading for these items. Just mail me an offer and we'll see if we can work it out.

o Pooyan cart for Intellivision, ColecoVision, Atari 2600 or Atari 8-bit (any format)
o Atari 5200 system
o Crush, Crumble and Chomp for Atari 8-bit (any format, preferably with docs or copies of them)
o Keyboard controllers for Atari 2600 BASIC cart

Jeremy Larsen
ksewell@athena.cs.uga.edu
~~~~~~~~

441. Atari Stuff Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-22 05:25:29 UTC
From: blumen@ionet.net
Message-ID: <3fsq89$occ@ionews.ionet.net>
Source record: 95381

Hello,

I am looking for any atari hardware for the atari
400/800 and 130xe line. Disk Drives, Cartridges, Modems, Printers
monitors. If you have it and want to sell it, I want to consider it.

e-mail to blumen@ionet.net

442. Re: 128 kB RAM board for 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-22 06:10:40 UTC
From: bjcorr@delphi.com
Message-ID: <9501220112591.DLITE.bjcorr@delphi.com>
Source record: 95382

>Hello !
>
>In the German "ATARI PROFIBUCH" they wrote that there does exist a 128kB
RAM-
>board for the 800. Anybody here who have seen this yet ?
>
>Matt
>
>By the way : What is the connector on the end of 800 motherboard for ?
> It seems a little bit as an early PBI !
>
I have a 128k memory board in my 800, they are rather common, i's made by
Axlon. The memory is 8 banks of 16k each, switched in and out of ram by
software. Very handy as a ramdisk or extending the buffer of some
wordprocessors.
The connector on the motherboard was the subject of discussion here some
time back, seems that it was used for testing the motherboard at the
factory. I for one would like to see it's potential for further
exploitation researched. Any knowledgable people out there with some time
to kill?
bjcorr

443. Re: Bill Wilkinson dead?!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-22 06:35:02 UTC
From: krishna@primenet.com
Message-ID: <3fsuam$7oh@news.primenet.com>
Source record: 95383

Bill Wilkinson is a pretty common name.

Now Bob Puff on the other hand....

444. Re: Atari 2600 Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-22 06:36:08 UTC
From: krishna@primenet.com
Message-ID: <3fsuco$7oh@news.primenet.com>
Source record: 95384

Jeff M Lodoen (jlodoen@shell.portal.com) wrote:
: I predict much hacking.

Let us know when the time comes ;)

445. Re: Games? ; Connecting 2 Ataris!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-22 06:40:08 UTC
From: krishna@primenet.com
Message-ID: <3fsuk8$7oh@news.primenet.com>
Source record: 95385

The reason gamelink has pretty much failed as a concept is simple.

THERE JUST AREN'T ENOUGH 8-BITTERS LIVING IN PROXIMITY TO EACHOTHER!

That isn't going to change.

Now, if there were a way to link 8-bit games via the INTERNET, there are certainly enough 8-bitters on the internet to make that workable.

446. Re: Games? ; Connecting 2 Ataris!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-22 06:42:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <22JAN199501420184@pavo.concordia.ca>
Source record: 95386

In article <1995Jan21.151414.7889@hakatac.almanac.bc.ca>, bmcbrine@hakatac.almanac.bc.ca (Bill T McBrine) writes...
>In article <3fkra1$p0l@nic-nac.CSU.net> kendrick@zippy.sonoma.edu (William Kendrick) writes:
>>This makes me wonder if anyone's tried it with a CSS Quintopus (sp?)
>>(the SIO-port multiplier and signal strengthener (I think)).
>>
>>-bill!
>>kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
>>William (Bill) Kendrick / | \ ** New Breed Software **
>>
>
>How about this....
>
>Link two to four (or more) Atari's, via whatever method one deems usable,
>and write a multi-player game for it. It might take a bit of extra
>hardware for the link, but keep it simple [silly], and release the game
>along with plans for any necessary hardware. Now anyone can make their
>Atari-Gamer's System.....(sorry, can't think of a better name right now :)
>
Actually, it's been done. There's a game out called Maze of Agdagon that supports up to 8 8-bits networked via a "Gamelink II" SIO cable. Only one machine needs the software; the others, once connected, can boot off the host machine.

The game is like MIDI Maze on the ST; it should be at Umich. DataQue has it in a cart, and sell three-way cables. To go eight ways requires a bit of additional hardware in the interface.

The docs included are well done, and even include plans to use paperclips and two SIO cables to hook together two systems.

Dave

447. Trak drives

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-22 06:48:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <22JAN199501483435@pavo.concordia.ca>
Source record: 95387

I found some info on the Trak drive in Analog #17 (the disk drive issue). A Trak ad is right in the front. There are apparently three models: ATD1 (Single density), ATD2 (Double density) and AT-1 (DD Slave). With optional extra software (on Eprom) it can run 18 times faster than any other drive.

In Analog's review, I can find the following information on the AT-D2:

Single or Double density. Does not support Atari's Enhanced density. Built in Diagnostics. Track indicator. Write protect switch. Medium noise level. Power switch in front. Fastest formatiing time (about half that of the 1050). Fastest worst-case access time (40% of the 1050 time). Built in parallel printer interface. 2k printer buffer (expandable). Utilities and game software. Optional Turbo software on Eprom ($60 extra).
Size: 3 1/2" x 8 x 11 3/4. 90 day warranty. $499.

Contact info (from March of 1984, so don't hold your breath):

Trak Microcomputer
1511 Ogden Ave
Downers Grove, Illinois 60515

Hope this is some help!

Dave

448. Re: On flaming the remaining 8-bit sources

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-22 06:55:56 UTC
From: krishna@primenet.com
Message-ID: <3fsvhs$7oh@news.primenet.com>
Source record: 95388

James Wood (jamesw@CSOS.ORST.EDU) wrote:

: After reading messages from others concerning dealing with CSS - I just
: wanted to recapitulate a little bit:
: Black Box+Floppy Board $309.95
: SCSI cable $ 15.00
: P:R: Cable set $ 15.00
: shipping/hand. $ 10.00
: Black Box case $ 39.95
: shipping/hand. $ 5.00
: ________
: total investment: $394.90

: What can I use this thing for? I can set up a serial connection between
: my PC and my Atari-8. The BB is such a neat hack that although I',
: upset, I still think it's cool...and the 6502 monitor is great! I wish
: Bob Puff and CSS the best....I just wish things worked out better for me.

If you already had a PC, the BB/FB is an extravagant solution compared to SIO2PC. However, not everyone has or want PCs. Not everyone would be happy spending money on a cheap PC just to use as a SLOW means of accessing mass storage and appreciate the BB/FB and are willing to make the onetime investment. The savings is in the $/meg of hard drives, not the interface. Same with the MIO II. You're only getting what you pay for. Now the CASE, that IS a ripoff. People should make their own cases. The BB case doesn't fit well nor is it particularly effective as a case IMO. I bought one out of laziness myself.

It was unfortunate for you to not be aware of SIO2PC, however, even though the BB/FB is expensive, it is only a fair price for what hardware costs to make these days in SMALL quantities and has clear advantages over SIO2PC.

You should also know that Bob Puff knows that not everyone wants to pay a lot of money when they are just looking for the ONLY R: port for the Atari that supports CTS/RTS. Bob himself created a tough situation for 8-bitters by releasing the MUX and then making it so that the only way each slave could have highspeed modems would have been to buy a BB for every slave. A multiline PRO! version exists which has been STRAPPED by the lack of a CHEAP singleunit highspeed modem interface. OF course, multiline PRO! itself may seem like a dubious thing when 8-bit sysops struggle to get callers as it is (just ask Jim King) but it's still a problem even for single line sysops who use the MUX as a way to have both the BBS and PERSONAL node access a common HD. The BB gets stuck servicing the master so its great R: port winds up being unused.

So Bob DOES in fact want to give 8-bitters something they can afford. Hopefully he WILL release the R:P: eventually, and $60 seems well worth it.

The FB was a promise he had to keep. He made the promise when the BB was desinged with the floppy port on it which was not being utilized. The FB was also quite late, but it arrived. I'm hoping for another miracle (and it will be a miracle) for Bob to get the R:P: out to us.

You should also realize that there is a good market out there for used BB/FBs since they rarely turn up used. If yours doesn't work right, send it to Puff for the onceover, then try to sell it. If it DOES work, then sell it and get some of your money back. You could probably get over $200 for it.

Used BB/FBs are probably the only things you can easily sell these days when most 8-bitters have everything. They're better than MIOs and there are fewer of them around, and few 8-bitters unfortunately are willing to pay full retail for them, so you'd probably have little problem selling it and taking a partial loss. I certainly wouldn't sell it for less than $200. That would be an insult. Now MUXes on the other hand, those are of a more specialized use and therefore have a harder time getting sold (just as Jim King).

449. An auction

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-22 07:12:16 UTC
From: ksewell@athena.cs.uga.edu
Message-ID: <3ft0gg$or2@hobbes.cc.uga.edu>
Source record: 95389

This is a repost of my auction of about 7 or 8 posts ago, minus all the non-Atari 8bit stuff (and considerably shorter! :)...

>>> Auction of Atari 8 bit stuff ** KSEWELL@ATHENA.CS.UGA.EDU ** <<<

Hi! This is my first auction... here are a couple things first:

1. Minimum bid increment on every item is $1.
2. Winner pays shipping. I prefer USPS COD 1st class but if you have some other preference, we'll do it that way.
3. Auction ends late January 31, 1995 at midnight.
4. I will email all bidders updates as needed.
5. Trades have priority over sales.
6. No foreign/overseas orders.
7. If I have more than one of an item, please specify *which* # you want.
8. I can't guarantee anything, but all is okay as far as I know unless noted.

** LOT 10 **** BID: $15 (minimum) **
Racal-Vadic VA212LC modem: 300/1200 baud # original box and power supply # no manual

** LOT 11 **** BID: $15 (minimum) **
Atari 600XL computer: power supply # TV cable # video is a bit messed up - viewable but annoying; probably fixable? # works fine otherwise

** LOT 13 **** BID: $5 (minimum) **
Alphacom 42 Atari-compatible printer: uses 4 inch thermal paper (includes a half roll) # when plugged in, it hyperactively advances the paper until you unplug it # don't ask me why # maybe fixable or for parts

CONTROLLERS
~~~~~~~~~~~
C1 BID: $15 (minimum) - Sunco Tac-3 Atari joystick - stick button, 2 base buttons, all work simultaneously. Nice. White
C2 BID: $3 (minimum) - Generic Atari joystick - hand grip stick; stick button, have to press it hard sometimes. Cheapo black plastic
C3 BID: $15 (minimum) - Wico Command Control - Atari compatible, red round stick, black and red base. One stick button and one base button. Very sturdy
C4 Atari joysticks - work except for one direction - fixable? or parts
BID #1 (no up direction): $1
BID #2 (no left direction): $1
BID #3 (no button; stick cover missing): $1
C5 Commodore Atari-compatible joysticks - b&w base, black stick, one center base button.
BID #1 (set of 2): $10
BID #2 (some directions work, some flaky, some not; single unit): $2
~~~~~~~~~~~

C6 BID: $5 (minimum) - Wico Command Control - doesn't work at all , which is a shame, because this is really nice. Switchable between base button or base/stick button. Red grip stick. The whole thing feels really comfortable, I hope it's not really dead.

FREE STUFF
~~~~~~~~~~
If you win any of the above items, you can take what you want
out of this section. Just ask. FIRST COME, FIRST SERVED!
o Super Mario Bros. 3 (Nintendo) manual
o Dick Tracy (Nintendo) manual
o "Installing the TV/Game Switch Box" booklet from Atari
o miniature folded poster advertising 35 Nintendo games
o Atari 5200 system booklet - pictures of hardware and 20 games
o Atari Football manual - for the 5200, I think. One page is unreadable because someone stuck an entire sheet of decals for something to it.
o Speak & Spell Vowel Power cart manual
o Speak & Spell Super Stumpers cart manual
o Speak & Spell Super Stumpers cart Parents' Guide

MY WANTS
~~~~~~~~
I will consider trading for these items. Just mail me an offer and we'll see if we can work it out.

o Pooyan cart for Intellivision, ColecoVision, Atari 2600 or Atari 8-bit (any format)
o Atari 5200 system
o Crush, Crumble and Chomp for Atari 8-bit (any format, preferably with docs or copies of them)
o Keyboard controllers for Atari 2600 BASIC cart

Jeremy Larsen
ksewell@athena.cs.uga.edu

450. Re: Bill Wilkinson dead?!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-22 07:38:08 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ft210$mba@nic-nac.CSU.net>
Source record: 95390

Re: Glenn's remart: "Then I'd subscribe to the geek idea."

He was saying that he'd believe Bill was a geek vs. gay (which someone else mentioned; someone said they heard he died, of AIDS, he did live around SF, so people though "maybe he was gay." He's not, as he has a wife and kid(s)).

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **

451. Re: Help wanted: ANTIC/GTIA cycle stealing

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-22 08:21:48 UTC
From: klaatu@haven.cybernetics.net
Message-ID: <klaatu.413.2F22159B@haven.cybernetics.net>
Source record: 95391

>Do any of the Atari gurus out there know where I can find a source of
>info about exactly when these occur. I would like to get this sorted
>out before I try to implement the audio generation stuff in POKEY.

Just thinking about my old MAC65 Assembler brings a tear to my eye.
But seriously, I think there are timing charts in the back of the old
Atari Tech Ref Notes. Atari also used to sell a printout of the OS in
ASM code format. I'm talking old 400/800 days here, but any timing
changes that were later made are basically compatible.

452. Re: Games? ; Connecting 2 Ataris!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-22 09:45:56 UTC
From: krishna@primenet.com
Message-ID: <3ft9gk$2up@news.primenet.com>
Source record: 95392

The weak and petty mortal, PATERSON, DAVID ANDREW, provoked my appearance by writing:
: Actually, it's been done. There's a game out called Maze of Agdagon that
: supports up to 8 8-bits networked via a "Gamelink II" SIO cable. Only one
: machine needs the software; the others, once connected, can boot off the
: host machine.

When I was still on GEnie (which seems like ages ago) a new game with a
3D spacewar theme was being developed and they had a contest to submit
ship images. To the best of my knowledge this game has gone nowhere,
hence my statement about how Gamelink, like most DataQue projects, has
failed.

Glenn Saunders __ __ ____ ___ ___ ____
krishna@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

ftp://ftp.primenet.com:/users/k/krishna/ < nothing there now
---

453. Re: Triad / Adventure Int'l

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-22 14:26:27 UTC
From: richard@rtubb.demon.co.uk
Message-ID: <790784787snz@rtubb.demon.co.uk>
Source record: 95393

In article <3ff4ov$meg@news1.shell>
jlodoen@shell.portal.com "Jeff M Lodoen" writes:

> Here's a somewhat complete rundown of Adventure International's
> releases for the Atari 8-bit. Any new info (titles, authors)
> appreciated.

> Scott Adam's Adventures, etc. {deleted}

Does anybody remember the Text Adventure "Ten Little Indians". I'm pretty sure it was an Adventure International game. In fact, this was my very first "real" computer game ever! Oh, the joys of text adventures, spending hours trying to tell the computer to "open the door!".

Cheers, Ric.

==========
Richard Tubb - InterNet: richard@rtubb.demon.co.uk
richard@gwa.demon.co.uk
or - FidoNet : 2:2500/177.6

454. Atari 8-bit/2600/7800 & Commodore software FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-22 15:49:24 UTC
From: Lawrence Estep <71450.1050@CompuServe.COM>
Message-ID: <3ftuq4bmv2@mhadf.production.compuserve.com>
Source record: 95394
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers.other,rec.games.video.classic,alt.atari.2600,alt.games.video.classic

FOR SALE - ATARI 8-BIT SOFTWARE

Get Rich! Insurance Planning (Arrays Software), Megafont II/II+/Font Simulator Package (XLent Software), Winter Challenge, Indus DOS XL Master Disk/GT Estate Word Processor Package $4 each or all 4 for $12.50

F-15 Strike Eagle (Microprose) $5.00

FOR SALE - ATARI 2600 CARTS

Realsports Football (2 available) $2 each

FOR SALE - ATARI 7800 CARTS

Ballblazer (3 available), One-On-One Basketball, Pole Position II (2 available) $2.75 each

FOR SALE - COMMODORE 64/128 SOFTWARE

Magic Johnson MVP (Virgin Mastertronic) $7.50
Dave Winfield's Batter Up! (Avant-Garde) $5.00
F-15 Strike Eagle (Microprose) $5.00
Candy Land (Gametek), Firehouse Rescue, Little People Bowling Alley, My Grand Piano, School Bus Driver (Fisher Price) $5 each or all 5 for $22.50
The Filer (Spinnaker) $3.00
Bop 'N Rumble (Mindscape) $5.00

USED: Professional Gambler (Load & Go) $2.50

All items are brand new in original boxes unless noted.

Shipping charges based on size of order.
If interested, please contact Lawrence Estep at 71450,1050 on CompuServe or 71450.1050@COMPUSERVE.COM on Internet.

--

Lawrence Estep / 71450.1050@COMPUSERVE.COM
Remember...Friends Don't Let Friends Drive Drunk!!!

455. Re: Triad / Adventure Int'l

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-22 16:10:18 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <Js+7CsS.ransom22@delphi.com>
Source record: 95395

Richard Tubb <richard@rtubb.demon.co.uk> writes:

>Does anybody remember the Text Adventure "Ten Little Indians". I'm pretty
>sure it was an Adventure International game. In fact, this was my very
>first "real" computer game ever! Oh, the joys of text adventures, spending
>hours trying to tell the computer to "open the door!".

Ah, text adventures. :)

While my first computer games (other than Lunar Lander on a
Heathkit at school) were graphical, the ones I played the most in the
early years were the Infocom text/puzzle games. Remember the Invisiclues
books? :)
I remember bringing this up, years later, to a fellow-Atarian.
His response was, "So you had this great machine that had the best
graphics capability of its time, and you used it for TEXT GAMES?!?!"
:)

-Joe

456. Re: XFORMER 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-22 16:59:00 UTC
From: Ulf_Petersen@antic.sub.org
Message-ID: <5eLA7D902hB@antic.sub.org>
Source record: 95325

On 21 Jan 95, krishna@primenet.com wrote ...

> Artem Aleksandrovich Koutchine (koutchin@mail1.sas.upenn.edu) wrote:
> : back. Look at C64S emulator of Commodore 64. It is almost perfect. 98%
> : of games work on'em. PC XFORMR IS A SHAME !!!!!!!
>
> Most C=64 games don't do things like display list tricks either.
>
> When it comes to 8bit machines, the Atari8 is #1 on the hard to emulate
> scale. C=64 and TI, because they both have hardware sprites and are
> still rather complex, would come next.

I have to disagree about that! Sorry, but from what I heard from someone who wrote a C64 emulator I know that it's extremely hard to emulate things like C64 sound and music effects etc. It's a fact that PC XFORMER 3.0 is still unfinished! IMHO it is currently better to use Xf 2.5 and wait for (free???) updates. And Artem Aleksandrovich is ABSOLUTELY right when he says that most C64 emulators are MUCH better.

Ulf

CrossPoint v3.02

457. Re: Help wanted: ANTIC/GTIA cycle stealing

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-22 17:40:35 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <131496@cup.portal.com>
Source record: 95396
Body handling: HTML body converted to readable text

Well this well probably sound confused, but only because I am. I don't
think you may have much luck without counting cycles during the display
because of the correlation between clock cyles & display, but here's
what I think goes on. If you scope an Atari !HALT line, it activates
in a perfect square wave with the !HALT being low 1/3 of the time during
the display. I've never noticed any of the other events like refresh occuring
to the !HALT so I think it's safe to assume they occur as an interrupt & have
no effect during the screen display. Once the screen is started, it's a done
deal & that's all you have to worry about.
The GTIA gets the feed from the 3.59 crystal & uses that as the
dot clock. If you've ever taken a look at the 6545 display chip where they
run the 74ls165 dot clock at 7.18 mHz or so you'll see what I'm
talking about. The GTIA sends out a 3.59/2 or 1.79 mHz system clock.
There is no such thing as a dot clock in an Atari, I'm guessing at this
function is in the GTIA's silicon as I don't have X-ray vision.
Anyway all screens no matter what mode are are exactly the 228 color
clocks wide. You can change from wide to narrow playfields, graphic 0
to graphic 8, 40 column display, 20 column display, doesn't matter. All
that happens in the case of narrow & wide playfields is the portion of
the 228 color clock display period is changed, not the actual number of
cycles. For things like the 20 vs 40 column displays, the 'dot clock'
we don't really know about inside the GTIA just clocks at 1/2 the 40
column rate so the characters are twice as wide in 20 column mode. It's
still active for exactly 228 color clocks.
Hmmm, you wanted to know about things like refresh interrupts, & how
about DLI's, & I seem to be digressing. But then I'm not exactly clear
on what you need to know since I've never written an emulator.
A DLI just allows the 6502 to restart processing during the horizontal
retrace period. What happens when you write to WSYNC is the !HALT line
is brought low 7 machine cycles before an attemp to draw the next
horizontal line is drawn. Without this "extra" safety margin (No excuse
here, I could just scope my Atari to find out for sure) the speed at
which the 6502 responds to the !HALT line depends on what instruction
it was doing & how many ticks of the clock had already occured during
that instruction. In other words, slightly different response to
freeing the buss everytime a horizontal display line gets drawn.
This causes unsightly flicker or color changes 3/4 of the way accros the
screen. Now that I haven't answered any of your questions. What an emulator
has to do is process these DLI's fast enough to perform the needed work
& get back to letting the Antic/GTIA in plenty of time for them to do the
display work. When you think about it, a XT could probably emulate every
thing but this brand of display functions, it just wouldn't be fast enough
to do the DLI stuffs. I think someone even complained about their version

of Derek's emulator not being able to do DLI's properly on a slower machine.

458. Re: Bill Wilkinson dead?!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-22 18:06:08 UTC
From: seanm@calon.com
Message-ID: <seanm.17.000A1A76@calon.com>
Source record: 95397

In article <3fnc27$kam@newsbf02.news.aol.com> pmmills@aol.com (P M Mills) writes:
>From: pmmills@aol.com (P M Mills)
>Subject: Re: Bill Wilkinson dead?!
>Date: 19 Jan 1995 22:52:39 -0500

>>Well, even though my friend alluded to Bill Wilkinson being a homosexual,

(clip)

Since when does dying of aids mean you are a homosexual.... hat is one
possibility, but there are others ya know.

---Sean---
seanm@calon.com

459. Atari 400/800 Binaries

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-22 18:23:57 UTC
From: "Patrick J. Maloney" <73407.3676@CompuServe.COM>
Message-ID: <3fu7rt$l4e$1@mhade.production.compuserve.com>
Source record: 95398

Is there a newsgroup which has binaries for 8-bit Ataris (400/800)?
This was my very first computer...oh about 12 years ago and I have a soft
spot in my heart for it!
--
Patrick J. Maloney - Schenectady, NY, USA, Planet Earth, The
Milky Way, Sector 0,0,1

460. on reading Atari8 disks on a PC

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-22 20:12:16 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950122121005.3843D-100000@CSOS.ORST.EDU>
Source record: 95399

I was thrilled at the possibility of doing this. I was a message which pointed out this program at this FTP site:

>ftp://ftp.cs.dartmouth.edu/pub/crow/anad207.zip

I downloaded that program 3 times with Zmodem, and there are bad bytes/failed CRC checks all through the ZIP. More than one file is affected, and, unfortunately, the main program is one of them. Can someoone suggest an alternate site, or an alternate program and site?

Thanks.

James

461. Atari 800 question...

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-22 20:42:24 UTC
From: ken@genesis.mc.maricopa.edu
Message-ID: <3fufvh$ol0@names.maricopa.edu>
Source record: 95400

My girlfriend picked up an Atari 800 for me really cheap at a thrift store. It is the older kind with the 4 joystick ports and the 2 cart slots. I noticed that on the right hand side of the unit (the side with the power switch, etc) there are 2 ribbon cables hanging out. They have been cut short . . . so short that the ends are almost flush with the unit. Each of this ribbon cables is composed of 9 wires. I don't have a power supply for it, so I can't test it to see if it works. So do these ribbon cables mean that the computer won't work, or does it look like it belonged to one of you 'tinkerers' who tried to add something to it?

Also, what are the specs on the power supply I'd need to use this computer?

Thanks!

--
+---+
| Ken Kuhns ken@genesis.mc.maricopa.edu |
| Computer Maintenance Assistant kuhns@mc.maricopa.edu |
| Mesa Community College, Mesa AZ kkuhns@next.mc.maricopa.edu |
+---+
| The opinions expressed here are not those of the Maricopa County |
| Community College District |
+---+

462. Re: AT-to-DOS--how to read Side 2?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-22 20:47:38 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <3fug9a$18fa@blue.weeg.uiowa.edu>
Source record: 95401

dcljr@stat.tamu.edu (Donald Lancon) writes:

>[pardon the reposting--this was originally posted by
>crow@coos.dartmouth.edu (Preston F. Crow)]

>P.S. Anadisk is available from:
>ftp://ftp.cs.dartmouth.edu/pub/crow/anad207.zip

Has this been put on Merit/UMich? I was looking for it yesterday and
couldn't find it.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

463. Re: Trak drives

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-22 21:01:05 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <3fuh2h$4epd@blue.weeg.uiowa.edu>
Source record: 95402

da_pate@pavo.concordia.ca (PATERSON, DAVID ANDREW) writes:

>Contact info (from March of 1984, so don't hold your breath):

>Trak Microcomputer
>1511 Ogden Ave
>Downers Grove, Illinois 60515

They're long gone.

I actually visited that address once, years ago. Those guys were
completely startled that we were there. They seemed to think we were
going to steal their secrets or something. I never did feel like buying
a Trak drive after that.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

464. Re: XFORMER 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-22 21:39:56 UTC
From: koutchin@mail2.sas.upenn.edu
Message-ID: <3fujbc$jeg@netnews.upenn.edu>
Source record: 95403

James Wood (jamesw@CSOS.ORST.EDU) wrote:

: or whatever. However, in many cases, IRQ7 is fine for Soundblaster, and
: many applications use it as the "default" setting for the soundblaster.
: However, every application that uses the Soundblaster allows you the
: option of selecting which IRQ, DMA channel, and base address your sound
: blaster is on, or they will "auto sense" the information. The first
: exception I've found to this rule has been the PC Xformer 3.0. I had to
: change my SB back to IRQ7, and then go through all the applications on my
: hard drive and change their settings to IRQ7 too....since PCXF wouldn't
: work on anything other than 7, and there doesn't appear to be any way to
: change it. I'll have to say that the sound is quite imperfect. The
: sounds are ***VERY*** shrill and piercing to the eardrum.

Well, i have my SB on irq7 and tried all other combinations od irq and
dma but still no sound in BOULDER DASH and ZYBEX. Whatta hell. We all have
to admit that PC XFORMER need a lot of work and i am very very sorry
that i bought it. Do you know how i can get my money back ?
About C64S (Emulator of Commodore 64). I have the last version. This
us beautiful. Sound, video, all tricks work except FAST LOADERS but
they promised to do fast loaders in the next version. About fun, well,
i have enough fun writting my own BBS software in ASM and C. That's
a lot of fun.

So, what about money ? Can i get it back and how ?

Artem Koutchine
EMAIL:
koutchin@sas.upenn.edu
koutcha1@lasalle.edu
primeart@aol.com
BBS:
Cyber Lynx
(215)-464-7917 (USA)
SYSOP: PRIME
Priorities: Programming and Emuators (+soft for emus)

465. Short apology!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-22 21:51:38 UTC
From: ksewell@athena.cs.uga.edu
Message-ID: <3fuk1a$fgu@hobbes.cc.uga.edu>
Source record: 95404

About all these "An auction" posts of mine... sorry!! My newsreader was screwed up and I accidentally posted the same 82-line auction list 3 times in a row. I've deleted two of them. *sigh* Back when Ataris were king (in the sense that they aren't *now*, despite what we in this group think! :) there *was* no Internet and I smiled a lot more....

Jeremy

466. Re: Atari 400/800 Binaries

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-22 22:10:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <22JAN199517105954@pavo.concordia.ca>
Source record: 95305

In article <3fu7rt$l4e$1@mhade.production.compuserve.com>, Patrick J. Maloney
<73407.3676@CompuServe.COM> writes...
>Is there a newsgroup which has binaries for 8-bit Ataris (400/800)?
>This was my very first computer...oh about 12 years ago and I have a soft
>spot in my heart for it!
>--
>Patrick J. Maloney - Schenectady, NY, USA, Planet Earth, The
>Milky Way, Sector 0,0,1
There's no binaries group for the Atari 8-bit, but when CIS gets FTP you can
look at the Atari archive at the University of Michigan. Either
FTP archive.umich.edu or gopher gopher.archive.umich.edu, then
go to Atari/8bit; plenty of files there!

Dave

467. Re: Best 8-Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-22 22:15:11 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3fuldf$ami@charm.magnus.acs.ohio-state.edu>
Source record: 95306

In article <hA+6KwK.ransom22@delphi.com>,
Joe Walsh <ransom22@delphi.com> wrote:
>drake thomas (phd posi) <tdrake1@umbc.edu> writes:
> If I could upgrade the 1200XL to 128K, and if it would be
>compatible with the 130XE's memory expansion, AND if I wasn't lazy and
>did the video upgrade on it, ANd if SDX fit into it without modification,
>I'd use that as my preferred computer. :)

My 1200xl meets all those requirements except the video: I have the
RAMbo 256K upgrade (XE-compatible except for the little-used
independent ANTIC banking of the 130XE). I have modified the video so
it's better than it was, but I haven't done the better upgrade that
was published in AC. And my SDX cartridge fits in the slot with just
a little extra force and wiggling.

> All other things being
>equal, I prefer the 1200XL to any Atari computer. Next in line is the
>800, followed by the 130XE. The rest have no reason for being these
>days, with the possible exception of the XEGM with its detachable
>keyboard, IMO.

What about the 800XL? I'd take that over an 800 most of the time. So
many useful things need at least an XL to work.

I use the 1200XL as my primary Atari, and when I encouter that rare
program that doesn't like it I switch to the 64K 800XL. I wouldn't
mind getting an 800 (and adding memory to the 800XL), but after that
I'd have no use for any others.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

468. Re: Bob Puff & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-22 22:35:35 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3fumjn$app@charm.magnus.acs.ohio-state.edu>
Source record: 95307

In article <131428@cup.portal.com>,
<Rick_Michael_Cortese@cup.portal.com> wrote:
[...]
> Point #3 If you don't agree it's an valid term I'm willing
>to make an offer so you can double your money. Here's the bet: You mail out
>100 letters to commercial software produces with a copy of the CSS ads. One
>question in the letter: Do you think these products are of 'questionable
>merit' to the computer industry. It'll cost you about $35 for the mailing
>& I well give you $1 for each response you get that says they are of value
>to the industry. If all 100 respond in your favor I'll even through in an
>extra $5 so you can double your money!
>Look, it's very nice to defend someone weither they want it or even
>deserve it. But if you aren't willing to take the bet then you should back
>off a little bit.

Let me see, I spend $35 right away to send what the recipients would
undoubtedly consider junk mail, and you _promise_ to give me $1
for each positive response. Sounds like you'd have the advantage even
if he's a saint. If I'm not willing to take the bet it's for three
reasons:
1 - I don't take bets.
2 - The recipients are more likely to trash it than to respond either
way.
3 - I have to trust you to pay for the positive responses.

Also, we don't care as much about whether his products are good for
"the industry" as about whether they're good for the users.
--
------------ R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

469. Big Ugly Auction

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-22 22:52:15 UTC
From: jasonbar@bolt.ucsb.edu
Message-ID: <3funiv$9n8@bolt.ucsb.edu>
Source record: 95308

Howdy.
I'm doing an auction of all sorts of video game and computer equipment,
including the console(s)/computer(s) discussed here.
Below are only the items of interest to this group.
To see the entire auction list, please go to rec.games.video.marketplace
and see the post titled Big Ugly Auction. Or, e-mail me and I will send
you a current auction list.

Thanks
-Jason

SOFTWARE/CARTRIDGES---

---Atari 8-bit computer software:---
Atariwriter (Atari, cartridge, box + manual, works)
Juno First (DataSoft, tape, cannot test)
More! Graphics for the Print Shop (Pierstorff)
Polycalc (APX, tape, cannot test)

---Atari 8-bit books:---
Atari 400/800 Disk Guide

HARDWARE---

---8-bit Atari computer:---
Atari 850 interface (power supply, works, hook up modems and printers)
C. Itoh Prowriter dot-matrix printer (works, power cable, 3 black
ribbons, 1 red ribbon, interface cable for Atari 850 interface)

---Atari-compatible controllers (working fine unless noted):---
Atari joystick
Atari joystick
Gemstik joystick (looks much like Atari stick, but looser)
Gemstik joystick (looks much like Atari stick, but looser)
Epyx 500XJ (funky-looking, contoured to fit hand, microswitches)
Mystery Stick (slightly resemble TI stick, righty or lefty--fire button goes
all the way across the top of the stick, cord has an extra female pass-through
type jack into which you can plug another stick...weird)
Mystery Stick (slightly resemble TI stick, righty or lefty--fire button goes
all the way across the top of the stick, cord has an extra female pass-through
type jack into which you can plug another stick...weird)
Pointmaster joystick (pistol grip w/ thumb fire button)

TAC-2 (Totally Accurate Controller by Suncom, 2 fire buttons--lefty or righty)

Atari joystick (bad shape--good for parts, though)
Atari driving controller (pretty much works--sometimes twitchy if moved fast)
Pointmaster joystick (pistol grip w/ thumb fire button, cannot do diagonals)
Pointmaster joystick (pistol grip w/ thumb fire button, cannot do diagonals)
Pointmaster joystick (pistol grip w/ thumb fire button, cannot do diagonals)
Wico Bat-Handle Command Control (base and stick buttons, doesn't go left or up)

---TV Connectors/RF Modulators/Switchboxes:---
Several TV connectors and adapters--ask me.
--
Jason Dante Bardis(jasonbar@engineering.ucsb.edu) is a Simpsons-watchin', 3DO-playin',cyclin',anime-viewin',Absolutely Fabulous-tapin',aXcess-readin', hair--dyin',Mac-usin',PWEI-listenin',LEGO-creatin','brow-piercin',autocrossin',cart-collectin',Tempest-adorin',electronics-tinkerin',ballroom-dancin' hoopy frood...

470. Atari 8-bit emulator for the PC

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-22 23:00:38 UTC
From: David@holodeck.demon.co.uk
Message-ID: <484754723wnr@holodeck.demon.co.uk>
Source record: 95309

Does anyone know of a software based Atari 8-bit emulator for the PC?

Over the last 11 years I`ve had more than my fair share of Atari machines. After first buying a Sinclair ZX Spectrum I visited a mate who had just bought himself an Atari 400. We all told him he must have been mad. "Go and buy a Spectrum!". Then we saw the graphics and heard the sound. My wife wasn't too impressed but I ended up having a 400 within a couple of weeks. Infact I've still go access to it.

From there it went on and on......Atari 400 - Atari 800 - Atari 1030 XE with a 1050 disc drive. What a brillient piece of kit! We even ended up designing a circuit board for the 1050 allowing it to double the disc capacity. I think we made about 20. Very time consuming but what an experience! I`ve had about 3 Atari ST's.

That was all in the passed. I now just have my trusty PC. Each time I wanted a new machine I had to sell the other to boost my money.

I see that there are software emulators of the ZX Spectrum and Commodore 64 but are there any 8-bit Atari ones - no good without software of course.

Over to you........

Dave....

David@holodeck.demon.co.uk
Birmingham England U.K.
Happy as a pig in muck!
---

471. Re: XFORMER 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-22 23:20:31 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <131520@cup.portal.com>
Source record: 95310

Could you say what your hardware is besides the Sound Blaster? My son just ask me to go in on the purchase of the Xformer & if it doesn't cut it on an ISA buss 25 mHz 486 I'll have to tell him to postpone it. That's all we have, or I should say the fastest we have available to run it.
Thanks
Rick

472. Re: Atari 400/800 Binaries

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-23 00:02:14 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3furm6$sb0@nic-nac.CSU.net>
Source record: 95311

No, there's no .binaries group for the Atari 8bit, but there is the
Atari Archives and other FTP sites. AA is atari.archive.umich.edu,
atari/8bit. You can also fetch files through e-mail by sending e-mail
to the "BART" server there. Check the FAQs posted here monthly for
information on using BART and also for a list of other FTP sites and
WWW sites.

-bill!
-William (Bill) Kendrick / | \ ** New Breed Software **
damb!

kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **
I cannot type today.

473. Re: XFORMER 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-23 00:05:04 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3furrg$sfi@nic-nac.CSU.net>
Source record: 95312

Sorry to hear you're unhappy with PC XFormer. For upgrade and returning
information, contact BRASOFT@AOL.COM in case he's not reading c.s.a.8
as often.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **

474. Re: Atari 8-bit emulator for the PC

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-23 00:34:32 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3futio$cc@nic-nac.CSU.net>
Source record: 95313

Newsgroups: comp.sys.atari.8bit
Subject: Re: Atari 8-bit emulator for the PC
Summary:
Expires:
References: <484754723wnr@holodeck.demon.co.uk>
Sender:
Followup-To:
Distribution: world
Organization: Sonoma State University, Rohnert Park, Ca (Unorganized!).
Keywords:
Cc:

It's not perfect (yet), but there's the PC Xformer from Branch Always Software.
The free test versions (2.0 and 2.5) are available by FTP and online services.
The first commercial release (3.0) costs $29.95 and can be purchased from many
Atari 8-bit and ST dealers as well as directly from the author, Branch Always
Software (e-mail: BRASOFT@AOL.COM; p-mail: 14150 N.E. 20th St. Ste. 302
Bellevue WA 98007 USA; info: 206-369-5513; fax: 206-885-5893). They
require about 640K and run on 386/486/Pentium PCs with VGA or MCGA (320x200
resolution, 256 colors). It's probably best to run them on a 486 or better.

You can use ST Xformer (XFD) and SIO2PC (ATR) disk image files, as well as
installing files directly off of your PC. 2.5 supports (as best it can)
NMI & IRQ interrupts, GTIA/ANTIC graphics, Display Lists, DLInterrupts,
Player/Missile Graphics, 256 colors. 3.0 supports that plus sound,
joystick, modem, printer support (through your PC's SoundBlaster, PC joy-
stick, PC modem and PC printer) as well as Player/Missile Graphics
collision detection (used in a lot of games).

As I said, it's not perfect, but Branch Always Software has promised to
release upgrades to registered users for a hopefully minimal charge.

PC Xformer 3.0 comes with a ~40 page printed manual and Atari reference
which covers Intro/Requirements/Features/Setup, Getting Around (loading,
using MyDOS and Atari DOS, using BASIC, using the Config. menu (this
is explained in more detail in the disk-based ammendum to the manual at
the moment)), Transferring files and useful file utilities, Support.
It also contains 12 appendicies: Paths and Directories, Keyboard Ref.,
ATASCII characters (all 128 are printed), Atari Devices and I/O,
Atari Editor Controls, Contacting other Atari Users, Error Codes
(for the OS, BASIC, MyDOS, Atari DOS, SpartaDOS and TurboBASIC XL),
Color Palette, Graphics modes, Sound Scales, and a 13 page glossary!!!

I highly recommend PC Xformer, especially to those who can't get a hold
of a real Atari or don't have room for one or something. I cannot
emphasize enough that it isn't complete, but remember, you CAN get

upgrades when they arrive! (Also, it's the only working 8-bit Atari
emulator out for ANY platform for the moment, so unless you can live
without it, this is the one to get!!!)

Anyway.. happy emulating! Also read up on the comp.sys.atari.8bit FAQ
and the Unofficial Atari Newbie, Emulator FAQ for help with Atari's
in general, specific Atari related information, and emulated Atari details.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **

475. Re: Bill Wilkinson dead?!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-23 01:01:47 UTC
From: krishna@primenet.com
Message-ID: <3fuv5r$c13@news.primenet.com>
Source record: 95314

Mere mortal Sean B. McCaskey provoked me by writing:
: Since when does dying of aids mean you are a homosexual.... hat is one
: possibility, but there are others ya know.

It's a macho tradition to jump to conclusions about other men's sexuality
at the drop of a hat, unfortunately.

476. Re: Atari 8-bit emulator for the PC

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-23 01:24:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <22JAN199520244737@pavo.concordia.ca>
Source record: 95315

In article <484754723wnr@holodeck.demon.co.uk>, David@holodeck.demon.co.uk writes...
>Does anyone know of a software based Atari 8-bit emulator for the PC?
>
Go to the atari archive at umich (archive.umich.edu) or one of its mirrors.
In the dir Atari/8bit/pcxformer you'll find PC Xformer 2.5? a freeware
version of an emulator. The full version is a retail product, $30 US. You
can get more info from the FAQ (posted at the beginning of the month).

Dave

477. Re: Atari 400/800 Binaries

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-23 01:34:50 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <D2u4E4.Fwr@iglou.com>
Source record: 95316

Once in a while, people post binaries on this newsgroup, but that usually causes complaints from people who subscribe to the digest. You can find lots of binaries at the ftp site atari.archive.umich.edu. Does Compuserve still have its Atari 8-bit forum?

--
Bill Marcum bmarcum@iglou.com
filling the bathtub with brightly colored power tools

478. Wanted: 130xe custom dust cover

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-23 04:17:28 UTC
From: James King <jeking7@delphi.com>
Message-ID: <Z477iEQ.jeking7@delphi.com>
Source record: 95317

I'm looking to obtain one of those lovely Atari 130xe custom dust
covers (have an XL, 800, 1050, 410 so far).

Anybody have such for sale/trade, please contact me.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

479. Re: 8-bit in a PC box dream

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-23 04:22:24 UTC
From: James King <jeking7@delphi.com>
Message-ID: <ZY8aq6Q.jeking7@delphi.com>
Source record: 95318

My current 8bit Atari setup is "almost" like the mentioned dream setup. I have virtually everything tucked inside a huge d/i/gi/t/a/l Rainbow 100 case (it has TONS of space and one hell of a strong power supply) - with the XL remaining external.

Included in the HD case are:

Adaptec 4000a connected to two 40meg MFM hard drives
256k MIO
720k 3.5inch disk drive
1.2m 5.25inch disk drive
ATR8000 mainboard

Anybody wanting photos for digitizing, etc.. feel free to contact me! [grin]

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

480. Re: Bob Puff & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-23 04:40:09 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <131536@cup.portal.com>
Source record: 95319

```
Sounds to me like you've proved my point.
Rick
```

481. 130XE and 1040 For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-23 05:06:48 UTC
From: Todd McLaughlin <toddm@rahul.net>
Message-ID: <3fvdh8$325@hustle.rahul.net>
Source record: 95320

I have an Atari 130XE and 1050 disk drive for sale. Includes cables, joystick, 10 or so programming books, and a couple cartridges. Best offer takes it.

--
Todd McLaughlin <toddm@rahul.net>

482. Re: Trak drives

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-23 05:51:34 UTC
From: diskdet2@aol.com
Message-ID: <3fvg56$t7j@newsbf02.news.aol.com>
Source record: 95321

Trak went out of business about 9 months after they started sell in the Atari drives. The Traks have some very nice things about them. As a repair person, they have many problems. The power supplies were the worst. The turbo was just a track buffers. The fact that is ran so fast, is the amount of SRAM installed in the drive. 2k standard. It did have the printer port in it, but they did not key the plug. If pluged in backwards, it would damage the mother board. The slave drive works the same as the Percoms. I still have 3 or 4 Trak for my computer museum.
The Disk Detective

483. 8bit Hardware *For Sale*

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-23 06:03:46 UTC
From: lenn@expert.cc.purdue.edu
Message-ID: <3fvgs2$pvq@expert.cc.purdue.edu>
Source record: 95322

For Sale:

Samsung 13" Color Composite Monitor + Atari 8bit monitor cable - $50

Indus GT Disk Drive + Cable + Power Supply + Docs - $45
Support Double Density, Enhanced Density, Single Density

MPP 1150 Parallel Printer Interface for Atari 8bits with pass-thru - $20

You pay shipping.

Jody Lenn

--
Jody M. Lenn Umich Atari Posse:
lenn@expert.cc.purdue.edu lenn@atari.archive.umich.edu
lenn@terminator.rs.itd.umich.edu
Elevation 14,400 BPS GEnie: j.lenn1@genie.geis.com

484. Re: Connecting 2 Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-23 06:54:33 UTC
From: madaras@kosice.upjs.sk
Message-ID: <3fvjr9$4pq@ccnews.ke.sanet.sk>
Source record: 95323

What about to connect two Ataris thru one joystick plug? For example,
with two lines like simple RS 232? (just an idea)

485. Re: AT-to-DOS--how to read Side 2?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-23 07:53:31 UTC
From: crow@coos.dartmouth.edu
Message-ID: <3fvn9r$h0m@dartvax.dartmouth.edu>
Source record: 95324

mcurrent@blue.weeg.uiowa.edu (Michael Current) writes:

>dcljr@stat.tamu.edu (Donald Lancon) writes:

>>[pardon the reposting--this was originally posted by
>>crow@coos.dartmouth.edu (Preston F. Crow)]

>>P.S. Anadisk is available from:
>>ftp://ftp.cs.dartmouth.edu/pub/crow/anad207.zip

>Has this been put on Merit/UMich? I was looking for it yesterday and
>couldn't find it.

I put it in /New a few days ago, along with anadisk.txt, deana.com,
and deana.txt. The .txt files are copies of posts describing the
associated files. I have not looked to see if they've been moved
to another directory.

They're still at ftp://ftp.cs.dartmouth.edu/pub/crow/*.

I'm confused by the person who posted about problems with the
anad207.zip file being corrupted. I suspect that he is using an
obsolete version of .zip, or his communications software is faulty.
I'll double-check, though, and make sure it's good.

--PC
--
"First things first, but not necessarily in that order" --The Doctor

486. Re: CSS's Fix 2 into 1 for free deal?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-23 09:46:53 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <hu6Yq8d.ftooned@delphi.com>
Source record: 95326

Hi All,

I need to put my 2 cents worth in on this one...

What Bob Puff has done for this community is nothing short of AMAZING!!

I know that he has been doing a lot of work with audio amplifiers,
and believe me, all it takes is one HUGE and expensive project to
throw you completely out of sync. It just so happened that the first
project I started on was exactly just that. (MARS8)

While FTe is not FTe's track record for "new" products shipping on-time is
pretty
dismal to say the least. But, The Sweet 16 is finished and now shipping
with the MIO II running close behind. If I knew what I do now,
I would have been scared-to-death about taking over the ICD/OSS
products simply due to lack of sufficient capital and resources
to "pull it off".

I've probably pissed more people off in the first year of operations
here, than Bob has in the last 5. The important thing to remember
here is that neither Bob or I is out to rip anybody off.

Whereas CSS may be moving in and alternate direction now, I feel
that Bob Puff has single-handedly kept these machines alive for
the past 3-5 years. FTe has some pretty neat products soon
to be released, not to mention that a phone call to B&C will
give you access to virtually all of the ICD/OSS/Newell stuff.

But... In all seriousness, I can't hold a candle to Puff as far
as programming, electronics, or customer support. I have a much
greater vision for the Atari's than he does, and have acted on it the
best way that I know how. FTe is still here and hanging on, but
if this is what I have to look forward to when operations do shut
down at some point in the future, I'm a little dissapointed.

Mike

P.S. Oh yea... Bill Wilkinson Gay?? (Get-REAL!!!!!!!!)

487. Re: 128 kB RAM board for 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-23 14:15:35 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.140.000E42E9@genesis.informatik.rwth-aachen.de>
Source record: 95327

In article <9501220112591.DLITE.bjcorr@delphi.com> bjcorr@delphi.com (ben corr) writes:
>I have a 128k memory board in my 800, they are rather common, i's made by
>Axlon. The memory is 8 banks of 16k each, switched in and out of ram by
>software.
Does this mean, that you will still need three boards to have full
48k RAM capacity ?
Could you use this board in any RAM-Slot or does it still work in one ?
Have you any idea how do they switch the banks ? D6xx ?

Thank you !
Matt

By the way - anybody out there (especially in Germany) having the scematics
of the ATARI 800 - I only have the ABBUC - copies (with very bad quality)
and so I'm interested in better ones !

488. Re: Price of games in 95 Was: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-23 14:22:42 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D2v3xv.MEz@itex.jct.ac.il>
Source record: 95336

Glenn Saunders (krishna@primenet.com) wrote:

: Certainly this is the case with the Power Rangers, a show created out
: of spit and twine which baffles the intellect to try to understand why kids
: like it.

: And it's spawned a whole new level of shit in the kid's programming
: market. Power Ranger clone shows, and also cloning the STYLE of using
: readymade footage and dubbing over it and reediting it and inserting hip
: teens (the new Thunderbirds is setting a new standard for atrociousness).

And guess where the makers of this shit come from!

"Haim Saban"....? "Shuki Levy"....?

(Hint 1: Not American.

Hint 2: Very embarrassing personally)

-itay

Itay Chamiel Jerusalem
bruck @ brachot . jct . ac . il
P H i S H <><

489. Re: Help wanted: ANTIC/GTIA cycle stealing

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-23 14:33:05 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.141.000E8D96@genesis.informatik.rwth-aachen.de>
Source record: 95328

Hello !!!

If I remember correctly in a magazine called "HEXENKUECHE" by Peter Finzel
he fixed out the exact cycles the Antic needs for DMA-refresh and
generating the picture in different graphic modes.
I cant remember it, but I know that after DMA and VBI you will only have
1.160.000 cycles per second.

But if noone could help you, I 'll try to find the figures.
(It's a little bit difficult, because my internet-computer is in the
University .)

Matt

490. Good disk drive?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-23 14:59:10 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D2v5Mn.5o9@itex.jct.ac.il>
Source record: 95337

I'm looking for a disk drive, but I don't know where to look. These are
the features I want, and if anyone's selling something like this used -
or knows of a place to get one - get in touch.

-3.5" disks
-double sided, 720K (or 1.44MB if possible)
-connects to SIO (no need for a black-box)
-Ultraspeed, compatible with the US+ OS.

That's about it... does such a drive exist???

-itay

Itay Chamiel Jerusalem bruck@brachot.jct.ac.il PHiSH

491. UK: For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-23 15:35:14 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3g0ibi$e5j@dux.dundee.ac.uk>
Source record: 95329

List of items for sale. Please email me if interested.

Books:

800XL Field Service Manual
De Re Atari
Various pages magazines.

Disks:

Mini Office II
Spy Hunter
Spy Vs Spy (Trilogy)
Questron
Hacker
Smash Hits 1- Jet Boot Jack, Firefleet, Dan Strikes Back,
Captain Sticky's Gold, Hyperblast

Smash Hits 7 - Alley Cat, Electra-Glide, Colosus Chess 3
Blue Max

Turbo Basic XL & Ace C
Blue Max
Druid
Pole Position
Decision in the Desert

Tapes:

F15 Strike Eagle
Green Beret
Henry's House
Boulderdash IV & Construction Kit
Spy Vs Spy
Gauntlet
World Soccer
Encounter
Yogi's Great Escape
Gauntlet Deeper Dungeons
Mirax Force
Speed Run
Sidewinder II
Mercenary
Chuckie Egg
Ghostbusters
Hardball
Kenny Dalgleish Soccer Manager

Spell Bound

ROM:
Rescue On Fractalus.

Any offers?

--

==
| Roderick McCall : 3nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ Atari Falcon 030 4/65 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "I'll be back, sometime, someplace, somewhere ..." |
|==

"Oh and good luck against those elephants!"

492. Re: Triad / Adventure Int'l

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-23 15:49:47 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <1995Jan23.154947.29361@ericsson.se>
Source record: 95330

richard@rtubb.demon.co.uk (Richard Tubb) writes:

>> ...
>>
>Does anybody remember the Text Adventure "Ten Little Indians". I'm pretty
>sure it was an Adventure International game. In fact, this was my very
>first "real" computer game ever! Oh, the joys of text adventures, spending
>hours trying to tell the computer to "open the door!".

I'm not sure, but I believe that 'Ten Little Indians' was part of the
'Mysterious Adventures' series. I remember I had another one game of
those games, 'The Golden Baton'. That game, and probably the whole
series, was published by a company called Channel 8. Tape only, no
graphics for the Atari 8-bit. Typically a blue screen with white
characters. I believe Brian Howarth (sp?) was the author of 'The Golden
Baton'.

The tape version for the Atari had a two-stage loading sequence. The first
part displayed simple, animated birds. The birds joined and formed the
'8' in the company's name, 'Channel 8'.

Anders Skelander

493. atari 1020 printer NEW 15 bucks

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-23 16:14:49 UTC
From: chaos@oo.com
Message-ID: <3g0klp$1ql2@tequesta.gate.net>
Source record: 95331

Hey folks, i saw this ad in the newest issue of NUTS and VOLTS,
and i thought i would share it with ya.

atari 1020 color printer. package includes : printer
power supply software, pens, paper, and interface cable. theese are NEW
units in factory sealed boxes. col, eh? the 1020 WAS for the 8 bit,
wasent it? anyyways that product number is 94c036.

the copmpany is ALLTRONICS. 2300 zanker road- san jose, CA 95131-1114

their phoine number is 408-934-97773/ FAX 408-943-9776

and their bbs number is 408-943-0622

Im not a salesperson for this company, i just happend to see it
in this issue of nuts and volts. enjoy!

494. Re: CSS's Fix 2 into 1 for free deal?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-23 17:10:23 UTC
From: krishna@primenet.com
Message-ID: <3g0ntv$hjc@news.primenet.com>
Source record: 95341

Mere mortal F Tooned provoked me by writing:
:
: Hi All,
:
: I need to put my 2 cents worth in on this one...

Do you happen to have an inside track on whether the R:P: will indeed get
released or not?

495. Re: CSS's Fix 2 into 1 for free deal?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-23 17:20:20 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <131550@cup.portal.com>
Source record: 95332

Glenn, if you really want to know some of the stuff Bob has said/done, take it to E-mail. I'm of the opinion that no matter what I say, the only thing you care about is being able to buy the product line CSS sells. It's a valid judgement on your part to say things => his hardware & dealings with me outweigh any toes he may have stepped on. Most of my complaints are about 7-8 years old & only relate indirectly to anything currently going on. We were both members of CI$ for several years & much of what I have to say relates to that time period. There were still quite a few people that made a living off Atari at that time that were on CI$ & in business at that time. I can be as specific as you like with quotes, but I can only guess at Puff's motives for making these statements. I'm sure it's a real boring read to anybody but maybe you or I so why waste band width.

496. Re: 128 kB RAM board for 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-23 17:22:53 UTC
From: diskdet2@aol.com
Message-ID: <3g0old$3v7@newsbf02.news.aol.com>
Source record: 95333

The axlon ram disk was installed in the center slot of the 800. This was the only slot it could be installed. The Axlon had it's own 16 k., so you had one 16k in the slot after to OS the Axlon and then one more 16K.. In my modified 800i have: Ramrod OS with Omnimon 32K bank switchable, Next one 32k ram board the axlon upgraded to 512K with 256K chips. and last and Autin Franklin 80 col. Color video board (very rare). I also have installed the switchs for the banks select and on, off, and ram disk on, off right above the system reset. Also with Omnimon install I have the cold start reset. I also install two switched to turn the cartridge ports (right and left) on and off. This way I can leave Both Basic and Monkey wrench installed all the time.
The Disk Detective

497. Atari 8-bit Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-23 17:29:21 UTC
From: pp001969@interramp.com
Message-ID: <3g0oue$rnm@www.interramp.com>
Source record: 95334

Greetings all. I have been off the net for a while now (between leaving school and getting a new account) and when I left, there were several people working on 8-bit emulators for IBM-PCs and/or X-Windows. I was wondering what the status of these projects were, and if there were any working emulators out there that will run on MS-DOS/Windows or Linux/X-Windows.

Also, I would appreciate any pointers I can get to ways of upgrading my old Atari (130XE) with more memory, HD space, et. al.

Thanks in advance for any help,

Matthew E. Bernold
pp001969@interramp.com

498. Schematic for Lynx Catridge?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-23 18:05:15 UTC
From: klaatu@newswire.gun.de
Message-ID: <2017CCFBH000DBBA1H@p-klaatu.newswire.gun.de>
Source record: 95335
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

Hi there,

i herad that there are schematics for ar do-it-youself catridge for the Atari lynx. This catridge can be connected to a PC and load and save games. Does anyone have such plans or know where to find them?

Joachim

KLAATU@NEWSWIRE.GUN.DE -- Joachim E. Deussen -- Amiga A1000 and A3000
--- ...and it does what it does best, it survives... - Alien

499. Re: AT-to-DOS--how to read Side 2?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-23 18:23:18 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <3g0s6m$1j7o@blue.weeg.uiowa.edu>
Source record: 95338

crow@coos.dartmouth.edu (Preston F. Crow) writes:

>>Has this been put on Merit/UMich? I was looking for it yesterday and
>>couldn't find it.

>I put it in /New a few days ago, along with anadisk.txt, deana.com,
>and deana.txt. The .txt files are copies of posts describing the
>associated files. I have not looked to see if they've been moved
>to another directory.

>They're still at ftp://ftp.cs.dartmouth.edu/pub/crow/*.

Jody put the four files in 8bit/Xf2 on Merit/UMich just today. Just for
fun, I unzipped anad207.zip without any problems.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

500. Re: Looking for book:The Creative Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-23 18:28:51 UTC
From: kkimes@NapervilleIL.NCR.COM
Message-ID: <D2vFC3.H6D@NapervilleIL.NCR.COM>
Source record: 95339

In article <3fevu9$cmj@insosf1.infonet.net> payton@ins.infonet.net writes:
>
>It was a very well written article. When I finally got my first 810
>a couple of months later, I didn't even need to read the DOS manual.
>Thanks to that column, I already knew how to use most of the basic
>DOS commands. David and Sandy Small also wrote a number of software
>reviews for Creative Computing. Their reviews were always right on
>target, and usually entertaining as well.

Dave also wrote semi-regularly for Current Notes back several
years ago. I always enjoyed his articles not only for the
reviews/general information it contained, but for the background
and historical information that they contained. I don't regret
giving away the magazines, but I wish I had kept a copy of his
articles. It would be nice if they could be uploaded for all
to read, but CN is copyrighted and I don't have them any more
anyway.

>I read recently on the 'net that his company, "Gadgets by Small,"
>had recently filed for bankruptcy. Maybe someone else in this
>group has the details.

This is sad but not unexpected news. Dave pretty much tied
his wagon to the ST computer and when the market dried up,
I can imagine what happened to his business.

--
Kit Kimes
AT&T Resource Link (under contract to AT&T-GIS)
Naperville, IL
Kit.Kimes@NapervilleIL.NCR.COM

501. Re: SIO2Unix or DOS

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-23 21:01:43 UTC
From: yeb.havinga@cs.utwente.nl
Message-ID: <D2vMEw.9rs@inter.NL.net>
Source record: 95340

Andrew K. Heller wrote:

> What would be so hard to have the 8bit connected to a Unix box (or
>dos since we all don't have box's of our own) and directly access the
>file system on that machine instead of all this virtual crap.

Wait for the 'parrallel XL to Linux' interface. I am sorry I don't have much time to work on it, but I've planned to finish it in a few months. Still must do the Linux side, and my C is very lousy..

But the specifications are great, so if there is anyone interested in aiding in this project?? I would be very pleased!

Yeb Havinga

502. Shanghai

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-23 21:29:00 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <A6C255A76A5@east-01.novell.leeds.ac.uk>
Source record: 95342

Shanghai is an excellent clone of Mai Jong, it was released by
Activision in the late 1980s. In Europe it was released in Germany
but not the UK, however several years after its release some units
filtered into the UK through one or two dealers.
The graphics are monochrome and highly detailed, but the author has
used (I think) PMGs to colourise (colorize!) the upper layers so you
can tell the difference. Everything is controlled with a pointer
on screen and accessed from drop-down menus, and yes there is a mouse
option.

This is the best version of Mai Jong I have ever seen for the 8-bit,
I have certainly played it for many hours.

RICHARD GORE

503. Antic magazines for trade

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 00:51:04 UTC
From: 6500dtpt@ucsbuxa.ucsb.edu
Message-ID: <3g1ito$65i@ucsbuxa.ucsb.edu>
Source record: 95343

I've got the following Antics I'd like to trade for
other Atari stuff:

July 1983
September 1983
October 1983
April 1986
June 1987

6500dtpt@ucsbuxa.ucsb.edu
David Tipton

--

_____
6500dtpt@ucsbuxa.ucsb.edu David Tipton

504. Re: CSS's Fix 2 into 1 for free deal?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 02:15:05 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <BE2YSuh.ransom22@delphi.com>
Source record: 95344

F Tooned <ftooned@delphi.com> writes:

>best way that I know how. FTe is still here and hanging on, but
>if this is what I have to look forward to when operations do shut
>down at some point in the future, I'm a little dissapointed.

Really, you shouldn't be disappointed at all. Any business
is going to encounter some of these sorts of comments, as no business
is perfect (they're run by humans, remember? [G]).
As the saying goes, when you have a shiny new baloon, needles
abound. :)
So, don't take it too personally when folks critisize you or
your business. Most who do so don't mean any harm, they're just voicing
their opinions for a variety of reasons. Those that do mean harm don't
really matter in my experience. :)
When I released my "door game" for the MS-DOs platform, I
experienced all sorts of negative comments. I also got a lot of supportive
ones. I expect more of both types as time goes on. It's all part of
the business game. :)

What you are doing is good, and you obviously believe in it. So
long as there are still people out here willing and able to buy your
products, that's all the justification you need for what you do.

-Joe

505. Re: Good disk drive?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 02:42:13 UTC
From: krishna@primenet.com
Message-ID: <3g1pe5$bi0@news.primenet.com>
Source record: 95257

Mere mortal ((poster is dead)) provoked me by writing:
: I'm looking for a disk drive, but I don't know where to look. These are
: the features I want, and if anyone's selling something like this used -
: or knows of a place to get one - get in touch.

: -3.5" disks
: -double sided, 720K (or 1.44MB if possible)
: -connects to SIO (no need for a black-box)
: -Ultraspeed, compatible with the US+ OS.

: That's about it... does such a drive exist???

It would have, from the factory, if Atari hadn't chickened out. So we
got the XF551 instead. The 720K mod for the XF is what you want.

There is a european solution too that supports 1.44s, called HDI.

Slower 720K access is a lot simpler. Any slave-capable drive like a
Percom can handle that.

506. Re: Connecting 2 Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 02:45:32 UTC
From: krishna@primenet.com
Message-ID: <3g1pkc$bi0@news.primenet.com>
Source record: 95258

Mere mortal Tommy provoked me by writing:
: What about to connect two Ataris thru one joystick plug? For example,
: with two lines like simple RS 232? (just an idea)

The data rate would suck. Fine for simple pipe communication like a comlynx cable, but not as a networking solution. 2 joystick ports on the other hand, that would work pretty well. They used to run hard drives through 2 joystick ports after all. It becomes a parallel connection rather than serial that way.

507. ATR8000 floppy drive questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 03:02:51 UTC
From: James King <jeking7@delphi.com>
Message-ID: <BqzbiEr.jeking7@delphi.com>
Source record: 95345

Decided to fiddle around with my ATR8000 once again, and removed the new 1.44mb drive in favor of a 720k 3.5in drive. Seemed as though the ATR isnt capable of handling anything higher than 720k. My question is this.. If using a 720k 3.5in drive, do I use HIGH or DOUBLE density disks? To the same point, on my 5.25inch 1.2m drive, which do I use??

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

508. Bill Wilkinson responds

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 03:04:15 UTC
From: ken@cup.hp.com
Message-ID: <D2w373.89K@cup.hp.com>
Source record: 95346

Following is a message Bill Wilkinson asked me to post to the net after I sent him e-mail regarding his reputed death here on the net. I was pretty sure the old telephone game from first grade (where a statement is whispered from person to person around the room, and the last person tells what he heard, which is never the original statement) had transformed Jay Miner's death (of kidney problems if I'm not mistaken) into Bill's death of AIDS.

Anyway, here is Bill's message.

```
| Ken Sumrall | Internet: ken@cup.hp.com |
| HP California Language Labs | UUCP: ...!hplabs!hpda!ken |
| "I'd stomp desert dope heads for some gas in my moped!" - Bill the Cat |
| "What a stupid world" -Calvin (speaking to Hobbes) |
```

==========

Yes, Bill Wilkinson is still alive and (except for grayer hair [impossible!] and poorer eyesight [improbable?]) he is still pretty much well.

I have, alas, deserted the Atari world (well, it's pretty tough to make a living doing Atari-related software today, isn't it?). Oh, we still have three ST machines at home (and I wouldn't mind finding a copy of MidiMaze one of these days--don't ask me why I never got it before--though I am very reluctant to spend anything further on the ST), and my son still uses the ST for word processing and a bit of BBS surfing, but for all intents and purposes I am now a PC user. Yes, I mean as in 486 and IDE and SVGA and all that stuff.

It's hard to resist the allure of CD-ROM encyclopedias, 3-volume CD games with full-motion video, Borland C++ 4.0, and a _REAL_ WYSIWYG word processor (Microslop Word).

I now live in the Seattle area [yes, Microslush territory], and the good part about that is living on an acre plus in the semi-country (imagine me with chickens--and moles). I don't even mind the liquid sunshine, though I could do without ice during the winter.

I work for a company called "Asymetrix Corporation." We are owned, effectively, by Paul Allen, the co-founder of Microsoft (you know, the poor guy who is only worth 4 or 5 billion bucks, about half Bill Gates' assets). Asymetrix's claim to fame is a hyper-card-like product ("ToolBook" and "Multimedia ToolBook") and a supporting cast, all exclusively for the PC. Asymetrix's "mission statement" says it is devoted to Windows and Multimedia.

What am I doing now? I can't tell you in detail, but I will say that I am developing under Microsquish Windows NT [which, despite my misgivings, isn't too bad to work with!] and am helping to create a product that, all in all, isn't TOO surprising a reach from the kind of stuff OSS used to work on.

I've given up the glamorous (and incredibly unprofitable) life of a small business owner/manager and in fact am not even a manager any more. I'm back to developing, and I think I like it a lot. Still, every so often I stare over at my (still retained) stack of OSS manuals, etc., and wish we could do it over again. But life goes on, even if Atari doesn't.

Friends are invited to write. Enemies should beware of email bombs (I hope I'm kidding). If you get a copy of a note a lot like this one, it's because you didn't ask a specific enough question.

Bill Wilkinson
BillW@Asymetrix.com

509. ATR8000 for trade

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 03:20:38 UTC
From: mstatz@cei.net
Message-ID: <3g1rm6$2f4@ren.cei.net>
Source record: 95347

Okay - I've given up trying to fix this up the way I want, so here goes...

I have here in my grubby little hands (they *are*, too - I just stoked the fireplace) a (reasonably) complete ATR8000 unit (plus a box of cables); serial #3289; software rev. 3.02+; board marked (99100 rev c) in it's case - no software. As far as I know, it works. I have installed new DRAMs, checked the filter caps, talked with it, petted it, etc..

I just have no software and have been unable to get any.

I need a replacement 800XL (easy, you say? there is more!).

I am willing to trade the ATR + cables, manual and my blessing for a fresh 800XL *and* a nice Commodore-style Color monitor.

...or...

I'll swap an 850 for an 800XL and usable ATR config disks, CP/M (and a hard drive controller adapter for the ATR, If I can get one...)

...or...

Or I'll dump the whole pile for an 800XL and a Black Box (boy, yer dreamin' now!).

Any and all combinations of the above will be considered (I'm okay for software and 1050's - but my XL is dead and my reg 800 won't boot Sparta and read my collection of USD Doubled disks...)

Please help a former Atari salesman back on his feet....

Mark "Give 'till it *hurts*" Statzer
mstatz@cei.net

510. Space Ace CD (IBM), trade for 5200

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 03:21:58 UTC
From: SA073@getty.onu.edu
Message-ID: <SA073.246.2F247256@getty.onu.edu>
Source record: 95354

I have Don Bluth's Space Ace CD for DOS. It is by the same guy who made Dragon's Lair CD, except it is set in the future, not in the past. I would like to trade it for a working Atari 800 XL or XE. I would also consider trading it for 2 Atari Lynx games, or some Atari 7800 cartridges. E-mail me if interested.

511. other IBM CD games for trade!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 03:26:18 UTC
From: SA073@getty.onu.edu
Message-ID: <SA073.247.2F24735A@getty.onu.edu>
Source record: 95255

I have some more CD's I would trade too. (for 800XL or XE, or 7800 games
or Lynx games)

Return to Ringworld CD (based on Larry Niven's Sci-Fi book, adventure)
Space Quest 4 CD (Sierra's Roger Wilco on yet another multimedia adventure)
King's Quest 6 CD (save princess Cassima! set in a magical kingdom)
Leisure Suit Larry 6 CD (adult oriented high-res adventure game)
MegaRace CD (3-D virtual shoot-em-up)
Dungeon Hack 3.5" (D&D game that is different every time you play!)
Merchant Prince 3.5" (best trading empire game I've seen, good engine)

e-mail me if interested!

512. Re: Atari 8-bit Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 04:59:26 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3g21fe$brh@nic-nac.CSU.net>
Source record: 95348

See a post I made in reply to a question on emulating the Atari on a PC. It was posted yesterday, so you should still have it around on your news reader, even if it holds only, say, 50 old messages before it starts deleting.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **
Keeper of the Atari 8-bit Newbie/Emulator FAQ file!

PS- Welcome back to c.s.a.8!

513. Re: Bill Wilkinson responds

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 05:04:04 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3g21o4$c88@nic-nac.CSU.net>
Source record: 95349

Ken! Thanks a lot for that forwarded message! I'll be e-mailing him tonight!

:)

(He's seriously one of my IDOLS.. I was so amazed to "meet" him on BAAUG
BBS a few years after falling in love with his "Insight: Atari" articles!)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **
Where ARE those old magazines, anyway!?

514. Re: ATR8000 floppy drive questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 05:06:24 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3g21sg$cai@nic-nac.CSU.net>
Source record: 95350

James! :) Read the disks' boxes! They should say something like:

Unformatted: 1mb
MS DOS: 720k
Macintosh: 800k

Those are DOUBLE-density. HIGH-density are:

1) More expensive
2) Have a hole on the left top (opposite side of the Write-Protection one)

Good luck! (Be sure to find a good deal. Best I can find lately (other
than buying in bulk) is about 65c per disk.)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **

515. Re: atari 1020 printer NEW 15 bucks

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 05:10:34 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3g224a$cem@nic-nac.CSU.net>
Source record: 95351

How much software supports 1020's though? Most support EPSON, quite a few support, like, the XMM801, and some supports "Whatever it can, you supply the codes for it though."

The 1020 is the plotter, isn't it? (Opps.. yeah, "pens" was in the list of items it came with).

Well, for $15 it'd be not-to-much-to-waste just to play with it, but seeing as I don't have a printer at ALL (for PC OR Atari (OR my brother's Mac)), do you happen to know if ALLTRONICS happens to have any dot-matrix printers in there?

Ehhh.. maybe I should wait for R:P:Connection and get a Bubble Jet. :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **

516. Re: 128 kB RAM board for 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 05:13:10 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3g2296$cj4@nic-nac.CSU.net>
Source record: 95352

Hey, could you give some specs on the 80 Column Color Video Card you mentioned!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **

517. Re: Connecting 2 Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 05:18:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <24JAN199500184757@pavo.concordia.ca>
Source record: 95353

In article <3fvjr9$4pq@ccnews.ke.sanet.sk>, madaras@kosice.upjs.sk (Tommy) writes...
>What about to connect two Ataris thru one joystick plug? For example,
>with two lines like simple RS 232? (just an idea)
>
I have, somewhere, buried among the remains of various hardware projects, full
plans and software and even a working joystick to joystick cable.
It has a control line in each direction, plus three data lines. If I can find
all the docs and software, I'll sned it to the archive.

Dave

518. Mapping The Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 09:04:12 UTC
From: ediaz03@solix.fiu.edu
Message-ID: <3g2fqc$8hc@newshost.fiu.edu>
Source record: 95259

Hi, I am looking for a particular book.

" Mapping The Atari 800 "

If anyone knows where I can get a copy , I would greatly appreciate it.

L8tr

Eddy

Edward Diaz
59230492X@servax.fiu.edu

519. The Omnibus

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 09:15:52 UTC
From: d.paterson2@genie.geis.com
Message-ID: <199501240915.AA090328936@relay2.geis.com>
Source record: 95256

The Atari 8-bit Omnibus is still available, now with a money back guarantee. This ad-stravaganza filled with products for the Classic Atari costs only a fin (two for a sawbuck). [Translation: $5 a copy] That includes worldwide shipping.

The Guarantee:
==========
If you don't like it/find it boring/think it's not worth $5/etc., just send me a letter with your name and address, saying what you don't like. KEEP the magazine! I'll write back, apologizing and including a cheque for your $5. Good enough?

So c'mon and try it!

The Atari 8-bit Omnibus
PO Box 342
Cote-St-Luc, QU H4V 2Y5
Canada

[Canadians can pay in Canadian funds. All others please pay in US $]
[If paying by cheque or money order, make it payable to David A. Paterson]

520. Re: Help wanted: ANTIC/GTIA cycle stealing

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 10:09:53 UTC
From: ipoorten@cs.vu.nl
Message-ID: <D2wMwI.5D@cs.vu.nl>
Source record: 95260

belitz@genesis.informatik.rwth-aachen.de (Matthias Belitz) writes:

>Hello !!!

>If I remember correctly in a magazine called "HEXENKUECHE" by Peter Finzel
>he fixed out the exact cycles the Antic needs for DMA-refresh and
>generating the picture in different graphic modes.
>I cant remember it, but I know that after DMA and VBI you will only have
>1.160.000 cycles per second.

Th average time consumed by ANTIC is 35% of the processor time. Lines with
LMS take some more... blank lines take less.

>Matt

Ivo

521. CSS again (last post)

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 10:36:19 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950124023151.21558C-100000@CSOS.ORST.EDU>
Source record: 95261

On Mon, 23 Jan 1995, F Tooned wrote:

>
> What Bob Puff has done for this community is nothing short of AMAZING!!
>
I totally agree that he's a technical wizard. He is highly
skilled, and has been devoted to the 8-bit for years!

> I know that he has been doing a lot of work with audio amplifiers,
> and believe me, all it takes is one HUGE and expensive project to
> throw you completely out of sync. It just so happened that the first
> project I started on was exactly just that. (MARS8)

Is he moving out of the 8-bit completely, or just diversifying?
I hope he hangs on a little longer. There are several products of his
that I have yet to buy. All my 8-bit hardware that needs modification is
back home in Alaska and I'm in school in Oregon. I plan on being a CSS
customer in the future, despite the fact that I feel a little "wronged"
by him.

>
> While FTe is not FTe's track record for "new" products shipping on-time is
> pretty

I didn't slight Puff on this account, and I will ***NEVER***
slight a small outfit for that. The reasons for delayed shipment on
something as sophisticated as electronics (particularly modifications) is
completely understandable. Now Atari, on the other hand....

> dismal to say the least. But, The Sweet 16 is finished and now shipping
> with the MIO II running close behind. If I knew what I do now,
> I would have been scared-to-death about taking over the ICD/OSS
> products simply due to lack of sufficient capital and resources
> to "pull it off".

I don't know anything about EITHER of these projects, but judging
from the anxious feelings I get when I think about what they could be, I
can say that I want both!!!! WHAT ARE THESE??? 65816 and IDE
interface?? YES! YES!!

Did you ever get the MARS8 finished? I've been wanting one of
those for a looooooooong time. I've been wanting a SpartaDos X cartridge
for YEARS!!! I'm the guy who wrote from Alaska a couple of
times...(Heh..as if you're going to remember individuals....) There
hasn't been an Atari dealer around me since Sparta was in
beta-test....(well...maybe there was until Sparta 3.2 was new).

> Whereas CSS may be moving in and alternate direction now, I feel
> that Bob Puff has single-handedly kept these machines alive for
> the past 3-5 years. FTe has some pretty neat products soon
> to be released, not to mention that a phone call to B&C will
> give you access to virtually all of the ICD/OSS/Newell stuff.

"Moving in an alternate direction???" Uh-oh! I'd better order fast, huh? I agree completely that he has kept the fire burning....but why couldn't he just contact me? I'd made so many attempts!

As for FTe....you're obviously in contact with people. I don't even have to come looking for you...you're on the Internet...you have a BBS that (I believe) is networked with the other Atari boards. Of course I'm going to buy your stuff. I'm sure that if I have a question after I buy it, you'd answer it. Having said that, I fathom I'd never be pissed at you. Puff isn't on the Internet, BBS isn't networked, and didn't answer US MAIL, at least not from me.

>
> But... In all seriousness, I can't hold a candle to Puff as far
> as programming, electronics, or customer support. I have a much
> greater vision for the Atari's than he does, and have acted on it the
> best way that I know how. FTe is still here and hanging on, but
> if this is what I have to look forward to when operations do shut
> down at some point in the future, I'm a little dissapointed.
>

Once again, you lead me to believe that he has shut down. I hope not. If FTe IS offering the MARS8 and Sweet 16 (whch, I assume, is a 65816), and the MIO II becomes a reality, I'd say you've been more than acting on a vision...'been kickin' ass.

I don't think you need to be disappointed, however. Do you know why I am miffed at Bob Puff? You probably are a buddy of his, and you don't know me from dirt so you probably won't believe me (there are, after all, numerous assholes out in the world of customers, and you never know who to believe), but I'll tell you exactly:

I was out of the 8-bit scene for YEARS (Alaska). All of a sudden, I get on the Atari boards and hear of all this great stuff....the BLACK BOX!!! What more could you **POSSIBLY** want? Hard drives were so expensive when I last had my 8-bit that it was OUT of the question. Here it was, January 1994 and I could afford a whole PC...much less a hard drive for the Atari8. All that stuff in the BB - and the Floppy Board...that sounds so incredible...and all I have to do is get a SCSI hard drive and turn off parity check.

It wasn't but a matter of days until I called and ordered. Altogether, I spent just short of $400 on the BB. That doesn't include the high-density floppy drives, the SCSI hard drive, the PC case and power supplies, SCSI cables. I am telling you that I spend HUNDREDS on the old 8-bit - and I didn't mind a bit, IF I COULD GET IT TO WORK.

I got the serial port working, but the printer would not. I'd hook up the 850 (have a whole stack of them) and it would work. Obviously, not the printer. I am not new to this game. I know how to hook up a printer. The BB cable is so nonstandard that I got one from Puff when I ordered it. So the printer doesn't work.

I got the floppy board working...partly. I was so impressed I couldn't believe it. 360K and 1.2MB drives were a true marvel. Also, the ROM on the BB loaded in my OS and made my Happy drive do Warp speed....even on the SIO!! Then I tried 1.44. Didn't work!! So I heard that some brands of 1.44's don't agree with the BB. So I called a PC friend and traded my BRAND NEW drive for his USED brand (but I knew it worked). Got home; tried it. Didn't work. So the 1.44 didn't work.

Then, I kept losing files on the HD disks. It just kept happening. So someone told me there was a problem with Sparta 3.2d...and offered me a Sparta 3.2c - I don't know if there was such a thing...could have been someone's bootleg hack...I don't know. I just wanted to try it. It was supposed to fix the problem that some people say Sparta 3.2c had which caused lost files.... No, it didn't work. I kept losing files. No, I didn't have a CRT demagnetizer there. My monitor was a long way away. I used new OR old disks. So the floppys that were on the Floppy Board were unreliable.

Then, I decided to hook up the hard drive. I consulted with Puff about getting the right kind, and was told that any drive that I could DISABLE parity on, would work. Avoid certain Quantum drives, etc. I can't even remember which one I had, but it just WOULDN'T RECOGNIZE it. I got the cables and software from Puff. So the hard drive doesn't work.

With this many problems, there is NO WAY that I can just call up Bob while he has a soldering iron in his hand and explain. He'd think I was loco. My situation was complex, and my problems were manifold. In order to explain what was happening, I would have to WRITE it down in a clear, understandable mannor. By the time I addressed the last problem, the first one would be forgotten.

I wrote Bob, and explained. I was **NEVER*** and I mean **NEVER** an asshole. I tried to be polite, and I tried to be pleading. While I could see someone sending it back and demanding a refund, I had **NO** intentions of that. I just wanted to get things working. That's all. I wrote him. I told him that I would be happy to send everything in and have him check it out...and **I** would be happy to pay ALL COSTS involved. I figured I had several hundred invested now, and what would a little more be to get things going?

I ****NEVER**** got a reply. I sent the letter more than once. I think the least time, I even included a self-addressed, stamped envelope. What more could I have done? What possibly? I sent it to two addresses; once to "Bob Puff" at such-and-such PO BOX and again at CSS. What more was there? I just don't know. How could that be? From someone whom I thought of as being so "great?"

Actually, I never did anything about it, either. I figured if Puff wanted to help me, he would have gotten ahold of me. I didn't want to send any nasty letters because (1) I don't enjoy that sort of thing, and (2) something bad could have happened to the man (could be dead, for all I know). I figured I'd just sit on it for a while. In the meantime, I sold the hard drive (at a loss, of course, since it was new and HD prices are falling all the time) to an Amiga owner who fired it up first go. I bought second-hand parts and made PC out of the case and floppy drives, and sold it. I never did anything more.

I'd say that *IF* in fact there is any legitimacy to my claim of having difficulty (that is, unless I am a total liar), I have gone pretty easy on Puff. There is nobody else to go to for ROMS, for XF551 upgrades, etc, and I want those things. However, I do find it well within my rights to at least state what actually happened. If I have projected any opinions towards Bob Puff, then I apologize and I rebuke myself for doing so. I do feel it necessary to at least relate my story, and let others form their own opionions. If things didn't turn out this way, I wouldn't be typing up this situation, because I have **NOTHING** to gain from it, and quite a lot to lose....to the tune of a few hundred bucks, at the least. I'd say I handled the blow with a rather mild reaction, compared to others I know :)

Mike: If you just answer your customers (even with a "no") you'll never have any problems, and you'll certainly not have "to look foreword to <this> when operations shut down in the future."

James Wood

522. Re: ATR8000 floppy drive questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 11:21:15 UTC
From: James King <jeking7@delphi.com>
Message-ID: <Rm+YSuj.jeking7@delphi.com>
Source record: 95262

William Kendrick <kendrick@zippy.sonoma.edu> writes:

>Good luck! (Be sure to find a good deal. Best I can find lately (other

Thanks for the tips on purchasing disks - but I'm aware of the different formats and costs.

My question was a bit different, though. . .

High Density disks seemed to flake out very fast when used in an ATR8000, but I'm not sure if I'm going to have the same problem with double density disks.

To me, you HAVE to use high density in a 1.2m or 1.4m drive(s) -- but I have been using double density without any problems, other than once not being able to access ANY (out of 30) 3.5in disks..

Does the ATR only handle double density disks??

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

523. Re: Bob Puff & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 11:30:29 UTC
From: James King <jeking7@delphi.com>
Message-ID: <ZG3Yqgl.jeking7@delphi.com>
Source record: 95263

Glenn Saunders <krishna@primenet.com> writes:

>NESFLASH: There are no COMMERCIAL software outfits left for the atari8

Wrong! There are actually several commercial vendors of software. Just
read AC or most club magazines, there are still little outfits
out there marketing NEW and improved 8bit software.

Just recently I bought a package called "Small Business Systems" from
Moonsoft, a one man software house. Needless to say, this was the BEST
peice of commerical software I had EVER purchased, including titles
for my PC Compat.

There are also folks out there still commercially marketing AtariWriter
Plus printer codes, upgrades and other such stuff..

If you look around, you'll find there are still commercial
entities hawking their wares.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

524. Re: CSS's Fix 2 into 1 for free deal?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 11:36:14 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <Rm3ZyOm.ftooned@delphi.com>
Source record: 95264

Glenn,

As far as I know the R:P: Interface is on hold until further notice,

as when I initially announced the MIO II I had left the option open

for Bob to supply the additional serial/parallel hardware. (and there

wasn't much of a response...)

Mike (mere mortal, and damn proud of it!!) <grin>

525. Re: Connecting 2 Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 13:22:23 UTC
From: ipoorten@cs.vu.nl
Message-ID: <D2wvtC.2vC@cs.vu.nl>
Source record: 95266

krishna@primenet.com (Glenn Saunders) writes:

>Mere mortal Tommy provoked me by writing:
>: What about to connect two Ataris thru one joystick plug? For example,
>: with two lines like simple RS 232? (just an idea)

>The data rate would suck. Fine for simple pipe communication like a
>comlynx cable, but not as a networking solution. 2 joystick ports on the
>other hand, that would work pretty well. They used to run hard drives
>through 2 joystick ports after all. It becomes a parallel connection
>rather than serial that way.

Some years ago, somebody from Holland designed such a cable, which is in
fact very simple, and wrote a small driver for it. The data rate was almost
the same as reading from a standard 1050, but it had no seek delays so the
throughput was constant. The nice thing of the driver was that you could
save a program to the joystick port (with basic for example: SAVE"J:BLABLA")
and do a load on the other side!

IvO(+>

526. Re: Help wanted: ANTIC/GTIA cycle stealing

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 14:06:28 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.145.000E1C06@genesis.informatik.rwth-aachen.de>
Source record: 95265

```
Hello !!!

I hope, here is what you're looking for :

For the dynamic rams you need refresh, you know.
In the ATARI machines the refresh-controller is the Antic-Chip.
One refresh cycle means that the 6502 loses one machine cycle.
In most graphic modes the Antic does 9 refresh cycles per raster line.
This are (for PAL machines)
9x 312 (lines)x 50 (Hz) = 140400 per second.
Really there are a little bit more, because Antic generates some refresh
cycles during Vertical Blank too, but in comparison with the figure of
140400 you can forget them.

Now, the graphik time:
While Antic generates the picture, it must get the information from ram.
So it uses also cycle stealing.
The princip is, that per byte the Antic reads one cycle is lost.
But what you have to mention is the following.
In graphic 0 the Antic had to read first the 40 characters and then the
bitmap for the characters !
So, in GR.0 (and I believe also in GR.12 and GR.13) the Antic generates only
one refresh cycle per first Character raster line.

So here is an example (for PAL machines) :

cycles per

-Displaylist 1
-read character numbers 40
-read characterset 8x40
------------------------------------
361
24 lines per picture x 24
------------------------------------
8664
rest of Displaylist + 8
------------------------------------
50 (Hz) pictures per sec 50x8672
------------------------------------
cycles per second 433.400

refresh
24 character lines 24x1
288 other lines 288x9
------------------------------------
```

50 pictures 50x2616

130.800
So you will lose approximately 564.200 cycles per second with DMA (in Gr.0)
Player-Missle DMA needs approximately 64.000 cycles per second.
VBI needs something around 50.000 .

Hope I could help you

Matt

P.S. Figures are from P.Finzel "Die Hexenkueche" for Atari 400/800

527. Re: CSS again (last post)

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 14:37:13 UTC
From: krishna@primenet.com
Message-ID: <3g33ap$mc0@news.primenet.com>
Source record: 95290

James, he should have written you back. But the solution to your problem was to pay the $5 in long distance to call him up and tell him you have an emergency setting things up and that you are going to send the whole shebang to him. There is no way he would say no under the circumstances.

When it comes to Bob deciding who to help and what to charge, the first person he'll cut a lot of slack for is someone who has ordered stuff directly from him, like you. He was always courteous to me even before I ordered the Floppy Board from him, but certainly after ordering that and the backup software, and also after cashing my shareware donation I was put on his A list for service. You are definitely on his A list for free (or nearly free) service despite the false signals you got from unreplied snailmail.

To date, the only things I've paid for in service for his hardware has been a replacement power supply. All other replacement parts and labor has been FREE. There is nothing that makes me feel better than to send something off that was acting flaky and have him go over it and fix it knowing that I'm not going to pay a cent and that he knows his SHIT. He's very good at instantly diagnosing what's wrong with a piece of hardware and remedying it. As bad as it may seem to give up the hardware for a while and pay the shipping to send it back and forth, you can sleep well knowing that he's going to solve all your problems. I can't speak for others--maybe they tried getting things fixed and still had problems...

You assumed he wouldn't have helped since he didn't send back mail. Well, some people are just hard to reach by certain means. He runs a BBS but does he bother to answer feedback? Maybe once every 2 months if that. You just have to know how to reach him.

Ignorance is not bliss in the Atari8 domain. It's suicide. You have to learn those little things about the status of the 8-bit domain to prevent this kind of emotional trauma.

Having trouble setting up such complicated rigs is not uncommon. I spent hours cutting my teeth with the hard drive I bought. First off, I own one of the early BBs. These have a REVERSED SCSI port pinout. That slowed me down a bit until I recognized it. Then I didn't have the drive info for it and I had to call back the company I bought it from and get the specs for it. Luckily there weren't any jumpers to have to change. Once the info was plugged in and I waited out the long lowlevel formatting process I was all set. Then when I tried to plug in a modem I burnt out the UART because I plugged it in reversed. Sent it back to Puff and got that fixed, and while it was there, that is when he replaced the supply which was falling apart. I also made sure I ordered a printer cable so when it finally came back it worked perfectly. It didn't help that the previous

owner was a smoker by the way, and didn't own a 'case' for the BB.... The builtup grime on the BB is probably a big reason why it caused perpetual lockups after long usage. Vibration is also a big cause. But the parallel port and the cart ports are extremely sensitive on the Atari8. One spike can lock up the computer, unlike the relatively stable SIO ports. Hopefully if I replace a couple chips with higher speed equivalents as someone suggested on PRO!-net that might help reliability.

I got cheap floppy drives at a computer show. Like 17-20 for 360K drives and $50 or so for 1.44s. The cable was the problem with the floppies. Making sure stuff wasn't reversed, and physically STUFFING those drives into my narrow XT bays was a challenge. Luckily I didn't have to worry much about termination...

It's like this in any platform, especially with Clones. You almost have to learn how to be a hacker to get along. And with clones, their support involves a lot more expense and red tape than Puff's service policy.

You don't want to hear the travails of me trying to get an external IDE drive hooked up to my Amiga. If everyone got disillusioned about the platform from having to set up hardware, noone would be using computers anymore. That's why people actually PAY others to install hardware these days, because it can be such a pain in the ass.

528. Complete and Essential Map

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 14:44:34 UTC
From: MBITDC9306@titan.newi.ac.uk
Message-ID: <9501241446.AA09163@dylan.newi.ac.uk>
Source record: 95267

> Thanks, Rick! Who wants to bet they'll have a ton of orders now!? :)
>
> -bill!
> kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
> William (Bill) Kendrick / | \ ** New Breed Software **

Hell. Those who order theirs now will probably get a slightly better product. They've almost run out of copies but are about to produce a second edition. This is because the first edition had a LOT of typographical errors. This in part due to the author's printer not printing the '<>' in listings (they came out as '[ ]'), a few incorrect page number references caused by the extensive editing they had to do in order to get it to fit into 400 pages, and the author's abismal spelling which had to be severely edited.

Still a damned fine product, though. Best 16 pounds I spent last year :-)
.
> Why isn't there a damned Mapping the PC? :)

Are you willing to write one, Bill? :-) Anyway, PC programmers aren't REAL programmers at all. Very few of them bother writing in Assembly language ... have you ever seen 80386 assembly? AAAAARGH!

David Wyn Davies
The Atari Classic Programmer's Club
mbitdc9306@newi.ac.uk

529. Re: Bill Wilkinson responds

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 15:01:13 UTC
From: krishna@primenet.com
Message-ID: <3g34np$mc0@news.primenet.com>
Source record: 95291

Bill's msg pretty much defined why I am not one of his admirers. He is one of the Atarians who immediately jumped ship to the ST when it came out--and of course now the Clone world. I doubt he has touched an 8-bit since 1985.

To this date I have not been able to reconcile the reports that Jay Miner may actually have held a place for the 8-bit in his life after leaving Atari when I read a transcript from a Delphi conference in which he said he didn't know what MAC/65 or Action! was. Despite me owning an Amiga, that little ditty pissed me off.

I question the taste of anyone who made a clean jump from 8-bit to ST. I know I won't win any friends that way, because a lot of 8-bitters are in fact mostly ST-advocates with 8-bit nostalgia (like some of the guys I used to hang out with on Delphi) but that's just how I feel about it.

Bill always seemed to have hardware lust.

For instance, read page xxx of Bill's Introduction in Mapping the XL/XE:

"Do you wonder why we didn't try to move both bytes of H at one time, as we did in Basic Z+, above? Simpe: the 6502 microprocessor has _no way_ to move two bytes in a single instruction! Honest! (And this is probably its biggest failing as a CPU.)"

Note the exclamation points. The guy can't wait for something to come along that better suits his standards.

If you want another example quote from a guy who wrote at a time when he was involved in the 8-bit, but was having wet dreams of greener pastures, read the text file that accompanies the 'Hollywood Medieval' sound demo where he talks about the toil of working with Pokey and how he's so looking forward to the 'next big thing' in sound archetecture.

You know, either you like the platform, or you don't, and if you don't get out. I don't want to have the wining and the moaning about the 6502 and Pokey and what not.

530. 8" drives

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 15:11:18 UTC
From: krishna@primenet.com
Message-ID: <3g35am$mc0@news.primenet.com>
Source record: 95292

Is there such a thing as a low profile 8" floppy drive?

Glenn Saunders __ __ ____ ___ ___ ____
krishna@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

ftp://ftp.primenet.com:/users/k/krishna/
---

531. Re: atari 1020 printer NEW 15 bucks

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 15:13:57 UTC
From: krishna@primenet.com
Message-ID: <3g35fl$mc0@news.primenet.com>
Source record: 95293

Mere mortal William Kendrick provoked me by writing:
: How much software supports 1020's though? Most support EPSON, quite a few
: support, like, the XMM801, and some supports "Whatever it can, you supply
: the codes for it though."

Depends on what you want to use it for. The 1020 does have text modes,
it just has to WRITE them like someone writing with a pen so it isn't
fast. But it's a fun little thing to have around.

It has scaled fonts like a laser printer ;)

532. Innovative Concepts

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 15:19:06 UTC
From: krishna@primenet.com
Message-ID: <3g35pa$mc0@news.primenet.com>
Source record: 95294

Speaking of shady deals, I don't know what Bob Woolley's involvement with I.C. was 3 years ago, but I tried getting in touch with them and failed. They were still advertizing I think, but the company was like alive and dead at the same time. I wanted to get the modification that hardwires your numeric keypad into your XL/XE (I still want that) so you wouldn't have to use any software handlers (which don't work with everything) and later I learned on GEnie that they were dead.

They had an area allocated on GEnie for them and everything.

I hate when companies fizzle without even making the proper arrangements. Whoever was in charge at that time was a real shithead for not handling the shutdown gracefully.

533. Games Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 15:31:20 UTC
From: ivan@rcp.co.uk
Message-ID: <6HQJvADCBh107h@rcp.co.uk>
Source record: 95269

Hi,

I am looking for the following XL games

Black Lamp,
Tube Baddies

Does anyone have the originals of these or know where I can
get hold of them?

-ive

ivan@rcp.co.uk

--

534. Re: Bill Wilkinson responds

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 16:11:00 UTC
From: James Finnegan <finneganj@delphi.com>
Message-ID: <3g38qk$o4h@svna0001.clipper.ssb.com>
Source record: 95271

Ken,
Thanks for the help. It solves this somewhat bizarre mystery.
I'll now go and rip my friend a new one.

--
Regards,
James Finnegan
Contributing Editor
Microsoft Systems Journal

535. ST Xformer cable

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 16:15:56 UTC
From: James Finnegan <finneganj@delphi.com>
Message-ID: <3g393s$o4h@svna0001.clipper.ssb.com>
Source record: 95272

Does anyone have the pinouts for the ol' ST Xformer parallel to SIO
cable? I've been working on a utility to do something similar on the PC,
since I figured it would be easier for most to make this type of cable
rather than the SIO2PC TTL garbligoop (a simple swap of the pins). Of
course, when I'm done with the utility, I'll post it...

--
Regards,
James Finnegan
Contributing Editor
Microsoft Systems Journal

536. Re: ATR8000 floppy drive questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 16:25:12 UTC
From: mstatz@cei.net
Message-ID: <3g39l8$7qo@ren.cei.net>
Source record: 95270

In article <BqzbiEr.jeking7@delphi.com>, James King <jeking7@delphi.com> says:
>
>Decided to fiddle around with my ATR8000 once again, and removed the
>new 1.44mb drive in favor of a 720k 3.5in drive. Seemed as though the
>ATR isnt capable of handling anything higher than 720k. My question
>is this.. If using a 720k 3.5in drive, do I use HIGH or DOUBLE density
>disks? To the same point, on my 5.25inch 1.2m drive, which do I use??
>
>--
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - jeking7@delphi.com @ @ @
> @ @ @ ------------------------------------ @ @ @

If at all possible, could I get a copy of your ATR disks? I have one
that seems to work fine - although that's only a guess since I DON"T HAVE
THE DISKS!......sorry - i get a little testy sometimes...

Whew.

Anyway, If you have the setup & CP/M disks for the ATR I would most appricate
help - give me a snail mail address & I'll send you $ for shipping, or
a UPS #, and/or cash/diskettes...

Bless you....

Mark Statzer
mstatz@cei.net

Mark Statzer mstatz@cei.net | What will we do in the future, Brain?
|
Little Rock, Arkansas | I don't know, Pinky, but whatever it
| is, it *has* to be better than what
| we're doing now....
---

537. Re: ATR8000 floppy drive questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 16:34:40 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D2x4ps.Bny@nntpa.cb.att.com>
Source record: 95278

In article <3g21sg$cai@nic-nac.CSU.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>James! :) Read the disks' boxes! They should say something like:
>
> Unformatted: 1mb
> MS DOS: 720k
> Macintosh: 800k
>
>Those are DOUBLE-density. HIGH-density are:
>
> 1) More expensive
> 2) Have a hole on the left top (opposite side of the Write-Protection one)

Which brings up an idea/possible solution for James.

I just got an ATR8000, and as yet have done nothing with it, but
if you can use a 5 1/4 inch high density drive (1.2 meg) in it,
you _should_ be able to get a 3.5 inch 1.44 meg drive to work as
well. I have not even cracked open the manuals ... but presuming
the 1.2 meg drives and floppies work, here is my suggestion:

Some (or all??) 3.5 inch drives use the hole in the floppy casing
to sense the density, and change internal electroncis ... perhaps the speed??
You could experimentally try putting a piece of dark tape to block
the light thru that hole, and try again. I have had experience
with some mechanisms that (in combination with the specific
computer, perhaps) would not write a real 720K floppy without the
hole covered. Other older mechansisms ignore the hole altogether.

As mentioned above, for 720 K get the Double Density floppies,
without the hole. For 1.44 get the High Density floppies with the
hole, or (if you are brave) punch or drill a hole in a 720 K
floppy. These days that is hardly worth doing, though I bought a
punch to do it last year a Trenton. For five inch drives, Double
Density disks are good for 360 K in a 40 track drive, and 720 K in
a 1.2meg drive, while high density disks are good for the 1.2 meg
format only (I think there would be compatibility problems trying
to use them at 720K .. not enough write current for the magnetic
media) The difference (in modern times) is that the double
density disks have the hub reinforcing ring, while the high
density disks do not have a hub reiniforcing ring. As many here
probably know, older double density disks also did not have a
reiniforcing ring, either. Double density disks are also a bit
browner, high density ones a bit blacker (the media itself).

--
Richard Dell

>
>Good luck! (Be sure to find a good deal. Best I can find lately (other
>than buying in bulk) is about 65c per disk.)
>

538. Re: ATR8000 floppy drive questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 16:57:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <24JAN199511572548@pavo.concordia.ca>
Source record: 95284

In article <BqzbiEr.jeking7@delphi.com>, James King <jeking7@delphi.com> writes...
>Decided to fiddle around with my ATR8000 once again, and removed the
>new 1.44mb drive in favor of a 720k 3.5in drive. Seemed as though the
>ATR isnt capable of handling anything higher than 720k. My question
>is this.. If using a 720k 3.5in drive, do I use HIGH or DOUBLE density
>disks? To the same point, on my 5.25inch 1.2m drive, which do I use??
>
A 720k 3 1/2" mech is what DD disks were made for. HD are for 1.44 and 1.2
drives.

Dave

539. Re: Mapping The Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 17:01:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <24JAN199512010626@pavo.concordia.ca>
Source record: 95285

In article <3g2fqc$8hc@newshost.fiu.edu>, ediaz03@solix.fiu.edu (edward a diaz) writes...
> Hi, I am looking for a particular book.
>
>
>" Mapping The Atari 800 "
>
>If anyone knows where I can get a copy , I would greatly appreciate it.
>
> L8tr
>
> Eddy
>
American Technavision is selling it for $5-10 new; they've also got the XL/XE version which includes errata for the original version plus info on the XL/XE line.

There's also "The Complete and Essential Map" from the TWAUG group in the UK.

Check out the "Vendors and Developers List", posted around the 15th of the month to this group for more information.

Dave

540. Re: Bob Puff & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 17:02:18 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3g3bqq$88k@nic-nac.CSU.net>
Source record: 95273

Ok, I can't believe I missed that post of Glenn's ("no commercial dealers").
Damnit, Glenn... get five bucks and get a copy of the Omnibus! Why, right
in the back for just $50 is ChromaCAD (3-D Model Builder, Surface Shader,
Printer and Mover Utilities)!

Sheesh!!

-bill
kendrick@zippy.sonoma.edu

541. Re: Triad / Adventure Int'l

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 17:16:28 UTC
From: richard@rtubb.demon.co.uk
Message-ID: <790967788snz@rtubb.demon.co.uk>
Source record: 95279

In article <3fov6j$ege@romulus.ucs.uoknor.edu>
nlin@alliant.backbone.uoknor.edu "Norman Lin" writes:

> : : What about the 'Questprobe' game, featuring 'the Hulk'? I believe it
> : : was released by Adventure International. I know I've seen a disk
> : : version (with graphics) for the Atari somewhere.
>
> : I wasn't sure which Questprobe games made it to the 8-bit. I've heard
> : of games for "The Incredible Hulk" and "The Fantastic Four". I had
> : the comic-book for the Hulk game. An "X-Men" story was written and
> : published (in "Marvel Fanfare), but no game. Was there a "Spider-Man"
> : game in the series?

There was a Spider-Man game, and amazingly, I completed it! Other games in the series were The Incredible Hulk and the Fantastic Four (which as far as I know, was never released for the Atari, but I played it on the Spectrum). Spider-Man had graphics in certain locations, as did the Hulk.

The entire "Questprobe" Series was centred around somebody called "The Chief Examiner" whose home world was in danger from the "Black Squadron", and alien attack force heading to the planet to destroy it. Unable to defend themselves, the Examiner warped (?) to Earth to try and find some "Heroes" from which he could suck energy to enable him to build a robot to defend his planet. Marvel brought out a few comics to go alongside the series, but funnily enough, things never came to a conclusion until just last year in the QUASAR comic. But that's another story completely! :-)

Cheers, Ric.

==========
Richard Tubb - InterNet: richard@rtubb.demon.co.uk
richard@gwa.demon.co.uk
or - FidoNet : 2:2500/177.6

542. Re: CSS's Fix 2 into 1 for free deal?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 17:20:00 UTC
From: jim.graham@cccbbs.cincinnati.oh.us
Message-ID: <8A232E4.08310008B9.uuout@cccbbs.cincinnati.oh.us>
Source record: 95274

My experience with CSS has been good. Like others who have responded, I have received good support for my Black Box, even though I bought it second hand. When I called to order some cables, I was sent a ROM upgrade free. Thanks Bob! -Jim Graham

543. Re: SIO2Unix or DOS

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 17:26:22 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3g3d7u$1j35@hearst.cac.psu.edu>
Source record: 95277

Yeb Havinga (yeb.havinga@cs.utwente.nl) wrote:
: Andrew K. Heller wrote:

: > What would be so hard to have the 8bit connected to a Unix box (or
: >dos since we all don't have box's of our own) and directly access the
: >file system on that machine instead of all this virtual crap.

: Wait for the 'parrallel XL to Linux' interface. I am sorry I don't have
: much time to work on it, but I've planned to finish it in a few months.
: Still must do the Linux side, and my C is very lousy..

: But the specifications are great, so if there is anyone interested in
: aiding in this project?? I would be very pleased!

Yeah.. but I am a bad person to hang around when talking about Linux. =)
I am a BSD man.

Now when you say PBI2UNIX device, you just killed most harddrive users,
and is this going to require modifications to the XL os and/or burning
boot roms for the device? (Thats why SIO2PC was such a slick thing)
I can still have my system up and just run a long cable to the PC and
be tapped into that systems harddrives.

--
Carts: 2600 104; 5200 22; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
WITH 3D IMAGER!!!!!!!
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

544. CIS programs on umich?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 17:33:24 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3g3dl4$1j35@hearst.cac.psu.edu>
Source record: 95275

Messing around with gopher the other day (since ftp to atari.archive was
so busy) I noticed that there is CIS_a and cis_b directories.
Are these ALL the files CIS have/had/has?

--
Carts: 2600 104; 5200 22; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
WITH 3D IMAGER!!!!!!!
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

545. Re: ATR8000 floppy drive questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 17:36:49 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3g3drh$1j35@hearst.cac.psu.edu>
Source record: 95276

James King (jeking7@delphi.com) wrote:
:
: To me, you HAVE to use high density in a 1.2m or 1.4m drive(s) -- but I
: have been using double density without any problems, other than once not
: being able to access ANY (out of 30) 3.5in disks..
:

After time (and depending on floppy mech) "notched" 3.5's kicked
up to 1.4 will be destroyed.

First the heads on HD floppys are designed to put out a stronger
signal, and HD disks are designed to handle this because of the
magnetic coating they use. Using a LD floppy in a HD drive can cause
problems because the data "leaks" easier into adjacent tracks.

There are other reasons not to do this.. but this is just one.
--
Carts: 2600 104; 5200 22; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
WITH 3D IMAGER!!!!!!!
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

546. Re: Bob Puff & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 19:23:52 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <3g3k48$2bc1@blue.weeg.uiowa.edu>
Source record: 95280

James King <jeking7@delphi.com> writes:

>Just recently I bought a package called "Small Business Systems" from
>Moonsoft, a one man software house. Needless to say, this was the BEST

In my vendor/developer list I have the company name as Black Moon
Systems. Any idea which is the current name? What's the date on your copy?

For those of you who clearly don't use my vendor/developer list, why
not? Honest responses appreciated.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

547. Re: CIS programs on umich?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 19:27:43 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <3g3kbf$2lvu@blue.weeg.uiowa.edu>
Source record: 95281

heller@akh104.rh.psu.edu (Andrew K. Heller) writes:

>Messing around with gopher the other day (since ftp to atari.archive was
>so busy) I noticed that there is CIS_a and cis_b directories.
>Are these ALL the files CIS have/had/has?

I think that's what's it's supposed to be. Anything good in there?

(BTW, don't forget all the atari.archive FTP mirror sites. My favorite
lately is barnone.citi.umich.edu (hope that's right).)
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

548. Bob Puff has an e-mail address

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 19:30:09 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <3g3kg1$b4f@blue.weeg.uiowa.edu>
Source record: 95282

I've never communicated with him myself, but I've given out this address
on occasion and I've heard he responds.

76702.1076@compuserve.com

--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

549. times are a changin'

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 19:36:00 UTC
From: 00ewwallin@bsuvc.bsu.edu
Message-ID: <1995Jan24.143600.39962@orion.bsuvc.bsu.edu>
Source record: 95286

Is anybody here? <<here....here....here....>>

I miss my 130xe.

550. Re: Atari Stuff Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 19:42:10 UTC
From: Ken Melde/HPATC_03 <MELDE_KEN/HPATC_03@i3125ent.atl.hp.com>
Message-ID: <3g3l6i$9os@hpuerci.atl.hp.com>
Source record: 95283

> I am looking for any atari hardware for the atari
> 400/800 and 130xe line. Disk Drives, Cartridges, Modems, Printers
> monitors. If you have it and want to sell it, I want to consider it.

I have an Atari 800 with 48k (Atari memory) along with a Atari disk drive w/ "happy' modification and additional drive (not Atari - I think it was some type of double density drive?). A bunch of carts and hundreds of disks, Atari trackball, monitor cable,2 joysticks, etc... All is in great working condition and is presently boxed up (I haven't used it in quite a few years).

Let me know what's it's worth to you.

Ken

551. Re: Complete and Essential Map

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 20:18:36 UTC
From: krishna@primenet.com
Message-ID: <3g3nas$9i0@news.primenet.com>
Source record: 95298

Mere mortal DAVID DAVIES provoked me by writing:
: .
: > Why isn't there a damned Mapping the PC? :)

: Are you willing to write one, Bill? :-) Anyway, PC programmers
: aren't REAL programmers at all. Very few of them bother writing in
: Assembly language ... have you ever seen 80386 assembly? AAAAARGH!

Even a slicker machine like the Amiga. You are talking about a 12K ROM
OS vs. a 512K ROM. And the expanded sourcelisting would look like a
bloated bill, feet thick full of paper.

552. FTP Site

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 20:39:25 UTC
From: Turbo <73407.3676@CompuServe.COM>
Message-ID: <3g3oht$8tf$1@mhadg.production.compuserve.com>
Source record: 95296
Cross-posted to: comp.sys.atari.8bit,alt.sys.amiga.demos

Is there an FTP site where I can get many of these demos?

--
---

553. Re: Bob Puff & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 20:48:56 UTC
From: krishna@primenet.com
Message-ID: <3g3p3o$9i0@news.primenet.com>
Source record: 95299

Mere mortal William Kendrick provoked me by writing:
: Ok, I can't believe I missed that post of Glenn's ("no commercial dealers").
: Damnit, Glenn... get five bucks and get a copy of the Omnibus! Why, right
: in the back for just $50 is ChromaCAD (3-D Model Builder, Surface Shader,
: Printer and Mover Utilities)!

Is that still being ACTIVELY developed? I've got it, but I really found it so inconvenient to use I gave up on it. There is a difference from recent software (like a few years old) and a programmer who is actively supporting it (i.e. working on revisions, more features, or more titles).

If people want to write about these commercial programs, please do. You know, I haven't got the initiative to go out and get things like the Omnibus; it all seems so pointless when we've got the internet here. It's our duty to inform and not just bicker.

I've seen the company FAQ go by, but nothing struck me as being particularly "new".

It's like, in the Amiga world, there was a lot of whining about there not having been any PCMCIA modem handlers written for the A1200/600. After a while, someone said 'fuck it, I'll write it, I'll get back to you when I'm done' and now he's done with a commercial product which fills a void caused by the lack of support from C=. The same thing happened with a driver for the new outstanding Epson Color Stylus printer. It's nice that although the house is crumbling in that world, there are still a shitload of programmers out there to pick up the slack and make a buck doing it. That's the attitude to have. Stagnance = death.

I don't see too much of this entrepreneurship in the 8-bit software 'biz'. Are any programmers trying to write a Fax package? What about 24-pin or inkjet Daisydot-like programs?

It was the dead end that I saw in the 8-bit modernization/development scene that hastened my redefinition of the 8-bit to one of the hobby computer. I would have paid for programs like that if they were around. Some of the software which got fairly good reviews, like Turbo File and ChromaCad, did not impress me with their ease of use.

It's pretty clear to me that things are worse than 3 years ago. If FTE delivers everything I've heard about and CSS gets the R:P: out I'll feel a little better about things, but we're definitely in the worst lull ever. And we all know that hardware alone won't be enough to keep the 8-bit viable.

554. Re: times are a changin'

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 22:21:55 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3g3ui3$n1t@nic-nac.CSU.net>
Source record: 95287

"IS ANYBODY HERE!?" he asks!?! (WITH ECHO AFTERWARDS!!!)

Geez! Open your eyes.. this newsgroup has been VERY active lately!
20+ messages a day (up from the <5 it was for a while!)

-bill!
kendrick@zippy.sonoma.edu kendrick@VAX.sonoma.EDU

555. Re: CIS programs on umich?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-24 22:51:15 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3g4093$1ckd@hearst.cac.psu.edu>
Source record: 95288

Michael Current (mcurrent@blue.weeg.uiowa.edu) wrote:
: heller@akh104.rh.psu.edu (Andrew K. Heller) writes:

: >Messing around with gopher the other day (since ftp to atari.archive was
: >so busy) I noticed that there is CIS_a and cis_b directories.
: >Are these ALL the files CIS have/had/has?

: I think that's what's it's supposed to be. Anything good in there?

: (BTW, don't forget all the atari.archive FTP mirror sites. My favorite
: lately is barnone.citi.umich.edu (hope that's right).)

Can you mount that site?!? RIght now I mount wuarchive.wustl.edu and
have a symlink to the atari.archive on it. =) There is (As of
a few hours ago) 46 megs in the 8bit directory... now to
clear 50 megs of space on the drive and say "cp /usr/atari/umich /usr/atari/local &" and go
to bed. =)

: --
: Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
: Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

--
Carts: 2600 104; 5200 22; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
WITH 3D IMAGER!!!!!!!
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

556. 256K or better 800XL or compatible needed!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-25 01:07:27 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9501250108.AA11501@zippy.sonoma.EDU>
Source record: 95297

Well, my SIO2PC was tested and it works perfectly, so either something ghostly is haunting my computers in my room or my 1200XL is really dead. If it's my POKEY, then that sorta sucks because I've replaced it once before! (I'm pretty sure it was my POKEY I replaced; whichever one isn't wired in to a RAMboXL)

Anyway, I'm not interested in:

Atari 800XL or compatible (ie, 800XL, 600XL, 1200XL with 800XL OS, etc.) 64K or better than 256K preferred. (If it's 64K I can probably hook it up to my RAMboXL from within my broken computer. If it's bigger than 256K, I'll be pretty happy because I'd prefer more RAM! <greedy!>)

I don't think I could live with a 65XE or 130XE, and would also like a PBI if I can get one, but it's no biggy (with MIO II and R:P:Connection coming.. some day.. I hope!).

Soooooooo... even if you've replied to me about this before, tell me what you've got again because I'm actually SERIOUS now. :)

Thanx!

-bill
kendrick@zippy.sonoma.edu

557. Re: Bob Puff & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-25 01:33:43 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <h4y6CQv.ransom22@delphi.com>
Source record: 95289

Glenn Saunders <krishna@primenet.com> writes:

>NESFLASH: There are no COMMERCIAL software outfits left for the atari8

Not true. There are some.

Further, there might never be more if the attitude that all 8bit
software is fair game for the public domain continues.

Just my .02.

-Joe

558. Re: Bob Puff & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-25 02:11:44 UTC
From: James King <jeking7@delphi.com>
Message-ID: <h42ZCoo.jeking7@delphi.com>
Source record: 95295

Michael Current <mcurrent@blue.weeg.uiowa.edu> writes:

>In my vendor/developer list I have the company name as Black Moon
>Systems. Any idea which is the current name? What's the date on your copy?

I honestly dont know which is correct. On the information I got (only
two months old), it lists MOONSOFT (at the top of the manual) and
Black Moon Systems at the bottom of the manual.

Who knows what name is correct???

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

559. Re: Bill Wilkinson responds

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-25 02:27:26 UTC
From: robg@picasso.ICSI.Net
Message-ID: <3g4cue$sf3@monet.ICSI.Net>
Source record: 95300

Glenn Saunders (krishna@primenet.com) wrote:

: Bill's msg pretty much defined why I am not one of his admirers. He is

: I question the taste of anyone who made a clean jump from 8-bit to ST. I

I don't understand why you have such a total aversion to any computer that is not an Atari 8-bit. I owned several 8-bits from 1982 through 1986, and since then have had to more complete systems (kept the first new setup for about a year, then sold it, and now have another one in the closet await space to actually set it up).

But in late 1986 I saw that the 8-bit was a dying platform, and I needed something more powerful. So I went to the ST. I used it for five years, until the end of 1991, when, after nine delays of the Falcon computer, bailed and went to the Amiga. There I stayed for a year (wondering why in the hell I'd even bothered with an ST), when I finally had to move to the PC myself.

The only machine I have any regrets of getting rid of was my Amiga. I miss it dearly, but realistically, the PC is the future. It's also where the money is. I have a job that pays very good money to work on PC's. So I cannot question my move at all.

Before I got my ST, I swore I'd find a way to keep the 8-bit as well. But I just couldn't afford to keep an old affection around when it could be sold for good money to be put toward something far more useful. At the time, the 8-bit was worth as much as it was going to be, since it was still a fairly mainstream machine (if an Atari of any type could ever have been called mainstream).

Ditto the ST. When I sold my MegaSTE in early 1992 after buying an Amiga 1200, I got a decent price for it, becasue they were still in demand. The prices hadn't started going through the floor like they did when the F030 finally came out (and promptly died as well).

I still have an 8-bit system. IN fact, it's far superior to any previous 8-bit system I've ever had. It's a cool machine. It was the best thing around for many years, and next to the Amiga, the most innovative computer ever made. But I have better things to do that try to use one as an everyday machine.

I've always enjoyed reading Bill Wilkinson's stuff, and he's one of my favorites. Just because he moved onto more profitable things doesn't mean he's a traitor. It means he has some common sense.

Rob

560. Re: 128 kB RAM board for 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-25 02:35:22 UTC
From: kling@whqvax.picker.com
Message-ID: <1995Jan25.023522.14653@picker.com>
Source record: 95301

da_pate@pavo.concordia.ca (PATERSON, DAVID ANDREW) wrote:
>
> In article <belitz.137.000DE3FC@genesis.informatik.rwth-aachen.de>,
belitz@genesis.informatik.rwth-aachen.de (Matthias Belitz) writes...
> >Hello !
> >
> >In the German "ATARI PROFIBUCH" they wrote that there does exist a 128kB RAM-
> >board for the 800. Anybody here who have seen this yet ?
> >
> >Matt
> >
> >By the way : What is the connector on the end of 800 motherboard for ?
> > It seems a little bit as an early PBI !
> There are supposed to be 1 meg boards available for the Atari 800; they were
> from a company named Magna and were reviewed by Analong in their last
> year or so.
>
> Dave

Axlon made a 128K Ram drive for the ATARI 800, i know because I have
one. I believe the made 2 models, the earlier one wasn't compatable with a lot of games
, kept crashing the system

Mike

561. Re: Calling Fred Meijer?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-25 03:02:52 UTC
From: bernard@beco.link.xs4all.nl
Message-ID: <bernard.044l@beco.link.xs4all.nl>
Source record: 95223

R. GORE (CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK) wrote:
> Does anybody out there know an address where I can get in touch with
> FRED MEIJER?

> I believe he has some connection with ANG Software in Holland, I
> know their address but I am not absolutely sure Mr Meijer will
> get the mail if I send it to them.

> Perhaps one of the continental European readers of this Digest can
> help me? I'd be most grateful for any information you might have,
> please e-mail me at:
> chmrig@leeds.ac.uk

> if you can help. Thanks.

If you like to send him a mail you can write it to me and I will send it to
him on MY bbs, he will call my bbs 1 or 2 times a week...
And I will also ask him if he already has a INTERNET mail adres...
But if you like to send him mail NOW you can write to:
bernard@link.xs4all.nl
and I will send it to him...

Greetinx from Bernard Kok (Sysop of BECO TEL)

--
Bernard Kok BECO TEL (XL/XE support)
bernard@link.xs4all.nl Online : every day from 18-07 CET
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859

562. Re: CSS's Fix 2 into 1 for free deal?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-25 03:15:42 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950124191426.7591I-100000@CSOS.ORST.EDU>
Source record: 95303

On Tue, 24 Jan 1995, F Tooned wrote:

> Glenn,
>
>
> As far as I know the R:P: Interface is on hold until further notice,
>
> as when I initially announced the MIO II I had left the option open
>
> for Bob to supply the additional serial/parallel hardware. (and there
>
> wasn't much of a response...)
>
>
> Mike (mere mortal, and damn proud of it!!) <grin>
>
>

GRAB THE BALL AND RUN WITH IT, MIKE!! PUT A HIGH-SPEED SERIAL
PORT ON THAT MIO II AND CREAT THE "END-ALL-BE-ALL MOTHER OF 8-BIT
ADD-ONS." I can taste it now.....

JW

563. Re: Xep 80 + bobterm =9600!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-25 03:20:31 UTC
From: bernard@beco.link.xs4all.nl
Message-ID: <bernard.044n@beco.link.xs4all.nl>
Source record: 95224

Fredrik Lundholm (d1dol@dtek.chalmers.se) wrote:
> I read in Ianet, pro BBS around the world network, that a
> german guy had made a patch in the Bobterm Xep80 btm file, enabeling 9600
> throughput, so I wonder if anyone has this updated btm-file
> or the sources so I could change it myself!
> I made a dissasembly of it, but data is intertveened in it, of course I
> could look out for entry-points and make several dissasemblys but I
> rather avoid that if anyone actually has the sources...

Well, maybe you can write to ATREJU in the IAN-net andI think he can help
you... because he has made the change.. I think...

Greetinx from Bernard Kok (Sysop of BECO TEL)

--
Bernard Kok BECO TEL (XL/XE support)
bernard@link.xs4all.nl Online : every day from 18-07 CET
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859

564. Re: Pictures from upcoming Atari 8-bit g

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-25 04:36:43 UTC
From: bjcorr@delphi.com
Message-ID: <9501242340591.DLITE.bjcorr@delphi.com>
Source record: 95302

In a post, Mr Kendrick piqued my interest with:

>Folks to thank for making this project happen in the first place include:
> Jeff Potter for JViewXL
> Nick Kennedy for SIO2PC
> Rick Cortese for my SIO2PC cable
> Bob Woolley for my 800XL'd 256K 1200XL motherboard
> Bob Woolley again for Action!
>& Russ Gilbert for saving my life with the CHAIN.ACT routine (now at
UMich,BTW

>-bill!
>kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
>William (Bill) Kendrick / | \ ** New Breed Software **
Whoa! An 800XL'd 256K 1200xl Motherboard! Details PLEASE! That could be one
fun toy!
bjcorr@delphi.com

565. Re: CIS programs on umich?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-25 07:33:22 UTC
From: jlodoen@shell.portal.com
Message-ID: <3g4us2$1n9@news1.shell>
Source record: 95304

Michael Current (mcurrent@blue.weeg.uiowa.edu) wrote:
: heller@akh104.rh.psu.edu (Andrew K. Heller) writes:

: >Messing around with gopher the other day (since ftp to atari.archive was
: >so busy) I noticed that there is CIS_a and cis_b directories.
: >Are these ALL the files CIS have/had/has?

: I think that's what's it's supposed to be. Anything good in there?

It's pretty complete, but the files starting with "A" are missing.
I had fun going through the directory trying to figure out the 6.3
file names... The files lc1.arc through lc4.arc have catalogs. Those
made things easy.

Found some Antic/ANALOG files not seen on GEnie. I remember picking
over CIS' directories with a 300 baud modem 5 years ago. FTP is sure
cheaper....

: (BTW, don't forget all the atari.archive FTP mirror sites. My favorite
: lately is barnone.citi.umich.edu (hope that's right).)

Yes, directory /afs/umich.edu/group/itd/archive/atari/8bit (whew!)

jlodoen@shell.portal.com

566. Re: CIS programs on umich?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-25 07:36:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <25JAN199502361849@pavo.concordia.ca>
Source record: 95207

In article <3g3dl4$1j35@hearst.cac.psu.edu>, heller@akh104.rh.psu.edu (Andrew K. Heller) writes...
>Messing around with gopher the other day (since ftp to atari.archive was
>so busy) I noticed that there is CIS_a and cis_b directories.
>Are these ALL the files CIS have/had/has?
>
I think they were moved from CIS when CIS was threatening to purge their Atari archives; a few brave (foolhardy?) souls d/l'd the whole thing at 9600 and copied it to UMich.

Dave

567. Newell 256K vs. RAMboXL 256K

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-25 08:43:01 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9501250844.AA15107@zippy.sonoma.EDU>
Source record: 95205

Can someone tell me the following

1) The upgradablility of both a 256K RAMboXL and a 256K Newell RAM upgrade.
2) The compatibility between the two (can I use TextPro, MegaBlast, MyDOS's
192K RAMdisk, etc. with a Newell like I can with my RAMboXL?)

Thanx a lot!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **
I may have an XL replacement now... :)

568. Re: Mapping The Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-25 11:13:06 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3g5bo2$i6u@dux.dundee.ac.uk>
Source record: 95208

edward a diaz (ediaz03@solix.fiu.edu) wrote:
: Hi, I am looking for a particular book.
: " Mapping The Atari 800 "
: If anyone knows where I can get a copy , I would greatly appreciate it.

The Complete and Essential Map is very similar, but contains more. There's another post here about it. If you *really* want the original Mapping, that might not be quite so easy.

--
Thought:
What does the growth of Cyberspace mean?
More people getting more oppurtunities to talk more and more pretentious crap about it, that's what!

Graeme Fenwick gfenwick@mcs.dundee.ac.uk
---

569. Cyberspace Challenged Atari Vendors

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-25 12:18:46 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2F252E91@POST0.LAAFB.AF.MIL>
Source record: 95206

I also am also daunted by the fact that most Atari 8-bit vendors are not participants in the telecommunications arena. Here's my personal tally of who's on and who's not.

American TechnaVision - No
Atari Classics - Jim Hood has a GEnie address, though he rarely participates
B&C ComputerVisions - No
Best Electronics - No
Branch Always - GEnie, CompuServe, csa8 sometimes, responds to email
Computer Software Services - CompuServe, responds to email
Current Notes - GEnie, CompuServe, FidoNet, csa8, responds to email
Fine Tooned Engineering - GEnie, csa8, responds to email
San Jose Computers - No
Toad - Has Internet Addresses, rarely participates on GEnie 8-bit side, responds to email

Comments? Additions? Corrections?

Rick Reaser

570. Re: 8" drives

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-25 15:45:53 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D2yx4H.BuB@nntpa.cb.att.com>
Source record: 95209

In article <3g35am$mc0@news.primenet.com>,
Glenn Saunders <krishna@primenet.com> wrote:
>
>Is there such a thing as a low profile 8" floppy drive?
>

8 inch drive sizes:
full size 4.5 inch (sized for 5.25 rack space)
???? size 3.5 inch (3.5 inch rack space .. same as 5 inch full size)
half high 2.25 inch

There are also some mechanisms around that have two disks sharing
one mechanism, in a full size form factor. There may even have
been a third high drive .. I have one for 5 inch, but I don't
recall ever seeing one for 8 inch

--
Richard Dell

571. Searching for lost game

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-25 16:33:35 UTC
From: MBITDC9306@titan.newi.ac.uk
Message-ID: <9501251634.AB19849@dylan.newi.ac.uk>
Source record: 95210

This is going to be a bit vague, but my memory isn't quite what it once was :-)

I'm looking for a game I last played back around 1985/86. As I recall, it was a German game with you controlling a character around a vampire's castle (could have been Dracula). The game itself was a platform game which scrolled in all 8 directions (or did it flip?) and you had to find and light the candles on each level, while avoiding bats and other nasties.

Even by today's high standards (see Polish software if you wonder what I'm on about), the graphics were neat and the gameplay had that 'one more go' feel about it.

Anyone have a clue what I'm talking about? Oh yes ... it was disk only.

Dave D.
David Wyn Davies

Snail Mail: The Atari Classic Programmer's Club
Pen-Tyddyn
Capel Coch
LLangefni
Anglesey
Gwynedd LL77 7UR
Wales, United Kingdom
---
e-mail: mbitdc9306@newi.ac.uk

As said of Ankh-Morpork cootie dumplings:

"They sit on the tongue like finest meringue, and on the stomach like a concrete bowling ball."

Terry Pratchett - Men at Arms (a Discworld novel)
---

572. Re: Complete and Essential Map

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-25 17:20:25 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <131678@cup.portal.com>
Source record: 95213

Actually the PC documentation isn't that bad, it just isn't sold/thrown in with every computer so it isn't as well known as the Atari OS. IBM published the BIOS source code for the PC with full comments. A friends father in law was a mid-high level IBM employee. When he retired from IBM S.J. to Oregon he gave all his docs & computer to my friend. Really the BIOS is most of what we consider an OS & I believe the entire system resides in an 8k EPROM, but I'd have to check. <Ha Ha! a measly 8k OS while we have a full 12k!>. Some of the things that make it small, it has device independance like the Atari. It doesn't even contain a character set, the character set is a part of whatever video card you have plugged in. For that matter, if you wanted to use an Atari character set (Why? I don't know) all you'd have to do is grab an old video card & put in a new Eprom with the Atari character set. The orignal PC would actually boot up to Basic in ROM just like an Atari. Several people were suprised at the similarities between the IBM BIOS & the Atari. They have something equivalent to device control blocks, vectors in ram that are loaded from ROM that you can redirect to your own routines. The only real difference I could tell if I wasn't my usual nit-picking self is due to processor differences. Where we would set up a DCB & jump through CIOV, they would do something like INT 13 which invokes the equivalent of a JSR to a vector. They also expect whatever card is plugged in to be smart. For instance, when we go to CIOV to a disk access, we don't care if it's a 810, 1050, Indus, ... Ditto for the IBM when it invokes INT 13. It doesn't care what kind of floppy controller chip is used, if the card has it's own BIOS routines on it, nada. It expects the same type of device independance as we enjoy. Anybody remember holding down the <OPTION-START> keys to get the 1030 to load it's built in term program? Or leaving an 850 online with the disk drives turned off & having it automatically load the RS232 handler? IBM does the same thing except the smarts are loaded from the cards. The two systems couldn't be any farther apart from a hardware stand point, but from a general theory of design it looks like they read De Re Atari before designing the BIOS.
Rick

573. Re: Bill Wilkinson responds

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-25 17:30:21 UTC
From: ve1@clarion.wustl.edu
Message-ID: <3g61rd$6ht@bigfoot.wustl.edu>
Source record: 95211

Glenn Saunders (krishna@primenet.com) wrote:

: Bill's msg pretty much defined why I am not one of his admirers. He is
: one of the Atarians who immediately jumped ship to the ST when it came
: out--and of course now the Clone world. I doubt he has touched an 8-bit
: since 1985.

You are a real asshole! I mean just because he has moved to a differnt
platform doesnt mean he is bad or anything. The Atari 8-bit club here in
St. Louis is no longer to be found, they moved to ST's and then to PC's.
Its called progress my friend, you dont seem to know nothing about this.

I used to own an Atari 800xl and 130XE and went PC in 1992 and sold my
Atari 8-bit to the kids across the street. Now I use the Xformer
Emulator to use the old stuff on the new platform. Now I guess I am a
against the Atari 8-bit platform because I moved on to other things.

: To this date I have not been able to reconcile the reports that Jay Miner
: may actually have held a place for the 8-bit in his life after leaving
: Atari when I read a transcript from a Delphi conference in which he
: said he didn't know what MAC/65 or Action! was. Despite me owning an
: Amiga, that little ditty pissed me off.

Wow you really must be a winner, you own an Amiga, I guess that makes you
special! Duh!

: I question the taste of anyone who made a clean jump from 8-bit to ST. I
: know I won't win any friends that way, because a lot of 8-bitters are in
: fact mostly ST-advocates with 8-bit nostalgia (like some of the guys I
: used to hang out with on Delphi) but that's just how I feel about it.

Like anyone gives a damn about you! Wow! gee you must have a lot of
friends who care about you. With that attitude I can see why you dont
have any friends.

: Bill always seemed to have hardware lust.

I guess you are jealous because you cant afford anything but a $75
Amiga. Wow I feel so sorry for you.

: For instance, read page xxx of Bill's Introduction in Mapping the XL/XE:

: "Do you wonder why we didn't try to move both bytes of H at one
: time, as we did in Basic Z+, above? Simpe: the 6502 microprocessor has
: _no way_ to move two bytes in a single instruction! Honest! (And this is
: probably its biggest failing as a CPU.)"

: Note the exclamation points. The guy can't wait for something to come
: along that better suits his standards.

Its called progress! There are always disadvantages to any platform,
learn to live with it and move on!

: If you want another example quote from a guy who wrote at a time when he
: was involved in the 8-bit, but was having wet dreams of greener pastures,
: read the text file that accompanies the 'Hollywood Medieval' sound demo
: where he talks about the toil of working with Pokey and how he's so
: looking forward to the 'next big thing' in sound archetecture.

Like the Sound Blaster AWE-32! I have one they are awesome!

: You know, either you like the platform, or you don't, and if you don't
: get out. I don't want to have the wining and the moaning about the 6502
: and Pokey and what not.

I like the Atari 8-bit, yet I moved on! So do most people!

You are a loser! Get a life and a computer!

574. Re: ST Xformer cable

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-25 17:40:49 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <131685@cup.portal.com>
Source record: 95212

If no one else has it, get back to me. I have the cable, but long ago misplaced the plans/pin outs. I can get you the info, but I'll have to dismantle my cables hood to make sure I'm not missing anything & it'll take me more then a few minutes.
Rick

575. Vendors/Publishers on the Internet

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-25 18:29:55 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <3g65b3$9592@blue.weeg.uiowa.edu>
Source record: 95214

In response to Rick's quick list, I've distilled my vendor/developer list down to names and Internet addresses. I hope someone finds this useful/interesting. -Michael

Atari 8-Bit Alive
URL:mailto:74354.3015@compuserve.com

The Atari Classic Programmer's Club
URL:mailto:mbitdc9306@newi.ac.uk

Atari Classics
URL:mailto:j.hood9@genie.geis.com

ATESIG
URL:mailto:d.mcalliste2@genie.geis.com

Avatar
URL:mailto:ulf@zodiac.de

Bensley Consulting
URL:mailto:csbdb@eiu.edu

Branch Always Software
URL:mailto:brasoft@aol.com

Computer Software Services
URL:mailto:76702.1076@compuserve.com (Bob Puff)

Current Notes
URL:mailto:joe.waters@genie.geis.com
URL:mailto:74005.1270@compuserve.com

DataQue
URL:mailto:dataque.1@genie.geis.com
URL:mailto:71777.3223@compuserve.com

D.G.S.
URL:mailto:dx107@cleveland.freenet.edu

Fine Tooned Engineering
URL:mailto:ftooned@delphi.com
URL:mailto:f.tooned@genie.geis.com

Richard Gore
URL:mailto:chmrig@leeds.ac.uk

Historical Computer Society
URL:mailto:hcsociety@aol.com

IceSoft
c/o Itay Chamiel
URL:mailto:bruck@brachot.jct.ac.il

JTM Ltd
URL:mailto:jimmason@worf.infonet.net

LACE (London Atari Computer Enthusiasts)
URL:mailto:trew@def.bae.co.uk

LonerSoft
c/o Clay Halliwell
URL:mailto:e.halliwell@genie.geis.com
URL:mailto:ehalliwe@emh.kunsan.af.mil

MegaZine (c/o Freddy Offenga, a.k.a. Frankenstein)
URL:mailto:offen300@hio.tem.nhl.nl

More Than Games
URL:mailto:74766.1561@compuserve.com
URL:mailto:rixcat@rider.cactus.org

MyTek
URL:mailto:mytek@genie.geis.com

New Breed Software
c/o Bill Kendrick
URL:mailto:kendrick@sonoma.edu

Palette Imaging
URL:mailto:itsmarver@aol.com

David A. Paterson
URL:mailto:d.paterson2@genie.geis.com

Jeff Potter
URL:mailto:potter@escmail.orl.mmc.com
URL:mailto:74030.2020@compuserve.com
URL:mailto:jdpotter@genie.geis.com

Bob Puff
URL:mailto:76702.1076@compuserve.com

Thomas Smailus
c/o READY +TECHNOLOGIES+
URL:mailto:tom@ready.rsip.lsu.edu

Paul Sungenis
URL:mailto:pab@cnx.sccsi.com

Super Products
c/o James Bradford
URL:mailto:masstorage@closer.brisnet.org.au
URL:ftp://closer.brisnet.org.au/pub/archive1/8_bit/super/

Toad Computers
URL:mailto:toad@charm.net
URL:http://www.charm.net/~toad/

--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

576. Re: CSS's Fix 2 into 1 for free deal?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-25 18:35:35 UTC
From: krishna@primenet.com
Message-ID: <3g65ln$h12@news.primenet.com>
Source record: 95246

Mere mortal James Wood provoked me by writing:
: GRAB THE BALL AND RUN WITH IT, MIKE!! PUT A HIGH-SPEED SERIAL
: PORT ON THAT MIO II AND CREAT THE "END-ALL-BE-ALL MOTHER OF 8-BIT
: ADD-ONS." I can taste it now.....

A high speed SIO interface has unique advantages. For instance, what about a MUX chain of several 1200XLs without having to add PBIs to them for high speed serial on each slave, nor having to pay for the additional hard drive interface circuitry when you don't need it.

No, the R:P: has a definite place in the 8-bit world. My first 8-bit was the 1200XL. With a regular XL/XE OS and Basic hack, and with Supervideo XL, it's by far the nicest 64KXL. But the PBI hack is not an easy feat, therefore it is the ideal MUX slave.

I still feel the 1200XL keyboard is the best keyboard of any keyboard I've ever used, except maybe the Atari 800.

After you get carpal tunnel from working on even the spring type XE keyboard, you learn to appreciate the importance of a good keyboard on your chosen main 8-bit... I have yet to find even an IBM keyboard which compares to the 1200XL (i.e. Transkey). The 1200XL has oh such a subtle touch, smooth as silk. It's a shame when it is locked out of stuff by not having a PBI.

577. Re: Bill Wilkinson responds

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-25 18:50:02 UTC
From: krishna@primenet.com
Message-ID: <3g66gq$h12@news.primenet.com>
Source record: 95247

Mere mortal Robert Glover provoked me by writing:

: I've always enjoyed reading Bill Wilkinson's stuff, and he's one of my
: favorites. Just because he moved onto more profitable things doesn't
: mean he's a traitor. It means he has some common sense.

Well, that's all well and good. He's not an asshole, I'll give him
credit for what he did when he was into the platform. But I reserve my
greatest praise for those who are still involved with the platform in
some way.

578. BBS software for the 8bit??

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-25 18:57:44 UTC
From: chaos@oo.com
Message-ID: <3g66v8$1qu3@tequesta.gate.net>
Source record: 95216

Hey people, is there ANY FTP sites that will carry bbs software
for the atari 8 bit line of machines? I was to set up a 8 bit atari bbs
out of sheer amusement...

And if not, could someone mail me a copy from their own private
collection?...thanks

please e-mail me if ya got info..
Chaos@oo.com

579. My 256K800XL: R.I.P.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-25 19:03:06 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950125105821.25648B-100000@CSOS.ORST.EDU>
Source record: 95215

A few months ago, I was in the middle of a heated Donkey Kong episode, when my 800XL went tits-up.

I was running along the conveyor belt (in the "mudpie factory" level) when the screen rolled a little bit, and then scrambled and locked up. Naturally, I turned the power off, and when I turned it back on, the screen was black for a second, and then immediately went in to the "memory test" screen. In testing the ROMs (the first two BIG bars that it draws) the first one is RED!!!!!

Does that mean I have a ROM problem, or could it be something else (RAM) that makes it look that way to the memory test?

Does anybody know where to get an 800XL fixed? Seems like I may as well throw it away....It would cost so much in labor, and shipping too. Trouble is that I don't have anything, then, with over 64K!!

I have a 130XE that's stock...but the cart port doesn't work. Any ideas about this? Is it a common failure?

James

580. Re: P.S. - can the 7800 p

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-25 19:48:00 UTC
From: DAG.HUGDAHL@flight.org
Message-ID: <505_9501260106@flight.org>
Source record: 95231

Quoting from: jlodoen@shell.portal.com (Jeff M Lodoen)

JM>What do you mean? There's no OS, no POKEY, etc. Or are you talking
JM>about the 5200? The 8-bit and 5200 are very close, but even then
JM>programs need to be changed.

Sorry to interject and this may be a bit off-topic, but does anyone
know where one could pick up some replacement 5200 joysticks? I have a
friend who is in need of some.

Thanks.
-Dag-

---
* PabQwk 2.0 #23 * All wiyht. Rho sritched mg kegtops awound?
--------------------------- -//- ---------------------------
Internet: DAG.HUGDAHL@flight.org
| FlightLine BBS 612.544.5118 <> note: the views of this |
| airline-generl.aviation-flsim <> user are strictly his own. |
--------------------------- -//- ---------------------------

581. Re: Pictures from upcoming Atari 8-bit g

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-25 21:12:04 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3g6er4$4np@nic-nac.CSU.net>
Source record: 95221

Well, Bob Woolley just popped a coupla EPROMS into the OS sockets and it has a RAMboXL 256K RAM upgrade. Also, he hooked the EPROMs up to the Channel2/3 switch and now all it does is select 800/800XL OS. That and the OS itself are the coolest parts of it. He claimed better video, but IMO it sucked compared to my stock 1200XL. Maybe my original was better than most? Maybe his fix was more for color saturation rather than video clarity.

Anyway.. I've yet again got to run! Bye!

-bill
kendrick@zippy.sonoma.edu
Hey, maybe you can buy it off of me (it's kinda sick, as I said), so I can end up actually PAYING Bob for it! :)

582. Re: Bob Puff & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-25 22:21:25 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3g6it5$8aa@charm.magnus.acs.ohio-state.edu>
Source record: 95220

In article <131536@cup.portal.com>,
<Rick_Michael_Cortese@cup.portal.com> wrote:
>Sounds to me like you've proved my point.

Then you completely missed my point. No matter what anyone thinks of
him, even if you're completely wrong (which I don't have the info to
claim), you get the better deal out of your bet.

--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

583. Re: Bill Wilkinson responds

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-25 22:24:01 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Jan25.172125.10261@wariat.UUCP>
Source record: 95217

(Vladimir E. calls G. Saunders names for expressing his opinions about
people who abandoned the 8-bit line.)
Glenn is entitiled to his opinions. Calling him names for expressing
his opinion is reprehensible. This IS the 8-bit news area. If you've
moved on to STs and PCs that's ok. But remember this area is for and
about the 8-bits. (Why all these anal references in proximity to
discussion of possible homosexuality?)
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

584. CSS`s Fix 2 into 1 for fr

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-25 23:05:49 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3g6lgd$f0t@link.xs4all.nl>
Source record: 95227

k >From: kendrick@zippy.sonoma.edu (William Kendrick)
k >Subject: CSS's Fix 2 into 1 for free deal?
k >Date: 15 Jan 1995 08:56:28 GMT
k >
k >Does CSS still have that deal where you give them two pieces of equipment
k >(say, two 1050's) which are broken, and return one working one to you for
k >free (or shipping or something)?

I guess they still do, but you better call them first, maybe the aliens took
him and nobody found out yet.

k >I may need this as I have one 1200XL which doesn't boot, one upgraded 1200XL
k >which doesn't work 100% (missing pin on SIO port, seems to be acting up
k >lately, either that or it's my drives), ... (stuff deleted)

Wasn't that the pin that should have 12 Volts on it? If I remember correctly
the 1200XL either misses the 12 Volt or the 5 Volt output on the SIO port.
(That's why there was this special version of the MPP interface (the regular
version was called MPP 1150 and the 1200XL version was called 1151).

more stuff deleted

k >Help! First I don't get to see my girlfriend for a few weeks, and now
k >I can't even use my Atari anymore! (AND I >REALLY< DISLIKE IBM's!)
k >
k >Thanx!
k >
k >-bill
k >kendrick@vax.sonoma.edu ��� kendrick@zippy.sonoma.edu
k >William (Bill) Kendrick / ⌒ \ ** New Breed Software **

Hey, hang in there dude! You KNOW your girlfriend will be back. What's a
computer (or two or three or...) compared to a girlfriend. :-)

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

585. Re: 8-bit in a PC box dre

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-25 23:05:50 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3g6lge$f0v@link.xs4all.nl>
Source record: 95228

```
h >From: heller@akh104.rh.psu.edu (Andrew K. Heller)
h >Subject: Re: 8-bit in a PC box dream
h >Date: 16 Jan 1995 21:28:11 GMT
h >
h >KENDRICK@sonoma.edu wrote:
h >: A perfect Atari setup would be:
h >
h > Already been done. In fact.. it even had a gumby in it!
h >Of course I scrapped it recently. =)
h >
h >--

Could be even more perfect. Since it had a GUMBY, why not (hard- & software)
patch Parrot to get stereo INPUT.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

------------------------------------------------------------------------

Stereo OUT is cool, Stereo IN is better.
------------------------------------------------------------------------

---
* PabQwk 2.0 *
```

586. Re: CSS`s Fix 2 into 1 fo

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-25 23:05:51 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3g6lgf$f11@link.xs4all.nl>
Source record: 95229

k >From: krishna@primenet.com (Glenn Saunders)
k >Subject: Re: CSS's Fix 2 into 1 for free deal?
k >Date: 17 Jan 1995 06:52:57 GMT
k >
k >Your experience with CSS is wholly anecdotal, and should be taken in
k >perportion to the rest of the userbase. I therefore call upon all the
k >readers to reply to this message if you have ever had a serious problem
k >with their orders. I'm sure if you called him up to complain he'd try to
k >make amends. (stuff deleted)

When I had problems with my deluxe upgraded XF (under certain curcumstances, a sector was written 52 tracks closer to the inside than it should have been), for some reason, the problem doesn't occure when I use the BB&FB, Bob send me a new EPROM, free of charge.

When I got my BB&FB, I connected the wrong wires to the wrong voltages (Bob didn't tell me he'd switch wires on the 110V/60Hz power supply and when I impatiently connected the wires to an switching power supply, I erased part of the EPROM). Bob could have told me this was all my fault, but he didn't. I called him to ask if he could leave me a file containing the burnfile on his BBS. I picked it up an hour later and sent it to the Bo Schreurs, who acts as a CSS Dealer here in the Netherlands. His brother, who had picked up my BB/FB combo before I called Bob, was still on his way home when Bo received the file.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

Slow developers are better than NO developers

---
* PabQwk 2.0 *

587. Re: CSS again (last post)

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-25 23:05:54 UTC
From: dhoff@tiger.lsu.edu
Message-ID: <3g6lgi$1moi@tiger1.ocs.lsu.edu>
Source record: 95218

Glenn Saunders (krishna@primenet.com) wrote:

: Having trouble setting up such complicated rigs is not uncommon. I spent
: hours cutting my teeth with the hard drive I bought. First off, I own one
: of the early BBs. These have a REVERSED SCSI port pinout. That slowed me

: I was all set. Then when I tried to plug in a modem I burnt out the UART
: because I plugged it in reversed. Sent it back to Puff and got that

: lockups after long usage. Vibration is also a big cause. But the
: parallel port and the cart ports are extremely sensitive on the Atari8.
: One spike can lock up the computer, unlike the relatively stable SIO
: ports. Hopefully if I replace a couple chips with higher speed
: equivalents as someone suggested on PRO!-net that might help
: reliability.

That's a fundamental with synchronous I/O ports - they panic if they lose
the clock signal, or if it hiccups. Asynchronous I/O (like the SIO) is
less efficient, but it's more bulletproof.

: and $50 or so for 1.44s. The cable was the problem with the floppies.
: Making sure stuff wasn't reversed, and physically STUFFING those drives

It sounds like the majority of those problems could have been completely
avoided by using keyed connectors and cables (Which is pretty much
standard nowadays) - which can only fit in the proper direction. I'm
still kindof puzzled by how it is possible to reverse a DB-25 or DB-9
connector for a modem (???) That sounds kindof odd... Do the BB's use
all proprietary connectors or something?

- Dan Hoff
dhoff@tiger.lsu.edu

588. Using SNES controllers as 8bit joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-25 23:07:23 UTC
From: mfontana@magnus.acs.ohio-state.edu
Message-ID: <3g6ljb$8k8@charm.magnus.acs.ohio-state.edu>
Source record: 95219

I'm interested in connecting a few Super Nintendo controllers to
an 8-bit Atari to use as joysticks... doesn't seem like too hard
a task, but before I reinvent the wheel...

Has anyone already done this? Results? Any cabling plans on the net?

Mark

589. Re: Best 8-Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-26 01:43:09 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <ROzZ6u1.ransom22@delphi.com>
Source record: 95232

Rob Funk <rfunk@magnus.acs.ohio-state.edu> writes:

>My 1200xl meets all those requirements except the video: I have the
>RAMbo 256K upgrade (XE-compatible except for the little-used
>independent ANTIC banking of the 130XE). I have modified the video so
>it's better than it was, but I haven't done the better upgrade that
>was published in AC. And my SDX cartridge fits in the slot with just
>a little extra force and wiggling.

Great! Care to modify mine? ;)

>What about the 800XL? I'd take that over an 800 most of the time. So
>many useful things need at least an XL to work.

Well,since I have all the 8-bits excepting the unreleaed 1400XL,
1400XLD, etc., I'd use the 130XE intead of the 800XL, as I don't know of
any program that won't run on the 130XE but WILL run on the 800XL. But,
that's more a function of my situation than anything else. I don't
have anything against the 800XL's...I used one for a while, before
I got the 130XE.

This makes me think of something I have been wonderin about for
a while now. Was the 600Xl a big seller? I know the 400 was, because
when it was released having a low-end computer made economic sense. But
by the time the 600XL came out, the TI/C=/Atari price wars had brought
the price of a 64K computer down to a much more manageable level.
I've only encountered one 600XL in the second-hand market (ie, garage
sales, flea markets, etc.). (That's the one I own,of course. [Grin]).

-Joe

590. Atari 8-bit to PC request

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-26 01:49:23 UTC
From: siano@cceb.med.upenn.edu
Message-ID: <3g6v33$efg@netnews.upenn.edu>
Source record: 95233

The story's simple. UI've got an old Atari 800 in my closet,
with an 810 and 1050 disk drive, one of those old interface boxes,
maybe even one of those tiny modems that sold, and a lot of floppies
with old text files and games and stuff.

Here's my problem. I've been an IBm user for years now, and
I'd really like to get all of my old text files into my MS-DOS system.
I _could_ try doing things like null-modeming, or FTPing a conversion
package, or whatever.

But my technical know-how is pretty limited. Frankly, unless
there's some way of plugging an 810 disk drive into my IBM, and simply
copying the files that way, I really can't access a lot of writing I'd
really like to resurrect.

So, here's what I was thinking. I've got this old system that
some people here might be interested in. I'm seriously considering
offering the system to anyone who can make the transfer quick and
painless. This isn't a firm offer, but I'm considering it.

Note: I've forgotten what's on the old disks, so there might
be semi-private stuff there. Also, if ayone knows of a way to get an
IBM to read an old 810-formatted floppy, please let me know.

591. Re: Complete and Essential Map

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-26 01:50:46 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <Ru0biy2.ransom22@delphi.com>
Source record: 95222

<Rick_Michael_Cortese@cup.portal.com> writes:

>what we consider an OS & I believe the entire system resides in an 8k EPROM,
>but I'd have to check. <Ha Ha! a measly 8k OS while we have a full 12k!>.

Hmmm. I'd wondered about the size of the IBM PC Bios. Of course,
these days the BIOS includes more stuff,including bells & whistles like
autodetecting IDE drive type. Not a bad job of programing on IBM's part
(or whoever developed it for them, considering that they farmed almost
the entire PC development process outside the company (albeit in bits
and pieces)).

>the RS232 handler? IBM does the same thing except the smarts are loaded
>from the cards. The two systems couldn't be any farther apart from a hardware
>stand point, but from a general theory of design it looks like they read
>De Re Atari before designing the BIOS.

Hehe. Now THAT would be funny, if it were true. :)

How about this: They actually simply copied and modified Atari's
OS source code. ;)

-Joe

592. Re: atari 1020 printer NEW 15 bucks

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-26 02:44:20 UTC
From: chaos@oo.com
Message-ID: <3g72a4$1vs4@tequesta.gate.net>
Source record: 95225

Glenn Saunders (krishna@primenet.com) wrote:
: Mere mortal William Kendrick provoked me by writing:
: : How much software supports 1020's though? Most support EPSON, quite a few
: : support, like, the XMM801, and some supports "Whatever it can, you supply
: : the codes for it though."

: Depends on what you want to use it for. The 1020 does have text modes,
: it just has to WRITE them like someone writing with a pen so it isn't
: fast. But it's a fun little thing to have around.

: It has scaled fonts like a laser printer ;)

Really? like a little plotter? heh. The only printer i got for my
XE is the epson color printer, with the little card that can be changed
for commodore use. but i think it kinda sucks. i think ill fork out the
15 bucks for this printer. :) after all, their new, seald in boxes, and i
dont think theres anyhting new left for the atari on earth. <well, other
than those little cryptic companys ya'll know about and ive never heard of>

593. Re: atari 1020 printer NEW 15 bucks

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-26 02:57:19 UTC
From: chaos@oo.com
Message-ID: <3g732f$1vs4@tequesta.gate.net>
Source record: 95230

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: How much software supports 1020's though? Most support EPSON, quite a few
: support, like, the XMM801, and some supports "Whatever it can, you supply
: the codes for it though."

: The 1020 is the plotter, isn't it? (Opps.. yeah, "pens" was in the list of
: items it came with).

: Well, for $15 it'd be not-to-much-to-waste just to play with it, but seeing
: as I don't have a printer at ALL (for PC OR Atari (OR my brother's Mac)),
: do you happen to know if ALLTRONICS happens to have any dot-matrix printers
: in there?

: Ehhh.. maybe I should wait for R:P:Connection and get a Bubble Jet. :)

: -bill!
: kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
: William (Bill) Kendrick / | \ ** New Breed Software **

Hmm, not sure, you might want to call the company and try to get
a catalog. They are a surplus place that gets LOT of neat things in. One
of the things i had bought from them was a pocket-sized terminal with
built in 300 baud modem, and accoustic couplers to use on payphones.
yeah, i agree, cheesy, but it was one of those spur of the moment things
i had to have. :)

this NUTS and VOLTS magazine, for folks who dont know, is just a
big dealership magazine, and has ALOT of neat goodies in it. heres a
couple other stuff for the atari they have in this issue...

ATARI super sketch pad and pait card. $12ppd. for our atari and
other systems flyer send #10 SASE: more than games, 8207 brianwood lane,
austin TX 78757-7642.

ATARI 800/XL/XE software catalog. send for your systems free
catalog to Lotsa Bytes, Box 1756, winton CA 95388.

theres some more in some back issues, but im too lazy to drag em
out and look. :) when nexts months issue comes out ill post all the atari
stuff in it i see.

594. Re: Using SNES controllers as 8bit joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-26 03:06:44 UTC
From: chaos@oo.com
Message-ID: <3g73k4$1vs4@tequesta.gate.net>
Source record: 95226

Mark A Fontana (mfontana@magnus.acs.ohio-state.edu) wrote:

: I'm interested in connecting a few Super Nintendo controllers to
: an 8-bit Atari to use as joysticks... doesn't seem like too hard
: a task, but before I reinvent the wheel...

: Has anyone already done this? Results? Any cabling plans on the net?

: Mark
Heh, something easier. Just go find an old sega MASTER system.
same damn thing as an nes controller. on the atari, of course, youll only
have use of 1 button, though.

595. make an offer

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-26 04:14:50 UTC
From: rwilmott@mars.superlink.net
Message-ID: <3g77jq$qlj@earth.superlink.net>
Source record: 95244

Some may recognize my name as a former Atari 8-bit die-hard.
Back in those days I collected a lot of Atari stuff. Recently
my closets became full so I decided to do some cleaning. I still
have many fond memories of my Atari days...I loved that machine...
so I want to keep almost all of my Atari stuff. But to keep a
New Years Resolution promise to myself to clean out some of my old junk,
I'll put the following few things up for bidding:

1 Atari 400, 32k, in original box with all papers

1 Atari 800, 48k

1 800xl (brand new; box was opened & machine tested that it worked,
then box taped shut again and stored away in closet)

1 1050 drive (was my #4 drive, and so was *only* used during playing
of Alternate Reality - The Dungeon :-)

-Ray

PS - speaking of AR, I know Phil Price was on here a couple of years
back and I e-mailed him about the AR source code, which he said
he would make available to anyone who wanted it, in the near future.
Then I fell out of touch with all things Atari 8-bit. Did Phil
come through? Is Phil still lurking about?

PPS- Are people like, say, Bob Puff and Jeff Potter still out there
helping to keep the 8-bit torch burning? As I sit here digging
up old Atari memories I'm getting a serious itch to boot up and
play AR, Jumpman Jr, Donkey Kong, Whirlynurd, AstroChase, Preppie,
Drol..... :-(

596. Re: Complete and Essential Map

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-26 05:36:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <26JAN199500361956@pavo.concordia.ca>
Source record: 95234

In article <131678@cup.portal.com>, Rick_Michael_Cortese@cup.portal.com writes...
Many thoughtful points removed, leaving us with:
>from the cards. The two systems couldn't be any farther apart from a hardware
>stand point, but from a general theory of design it looks like they read
>De Re Atari before designing the BIOS.
>Rick
I'd heard (rumour and innuendo mostly) that IBM considered taking the
Atari 8-bit for its own, repackaging it as "Big Blue". Does anyone know the
origin of this tale, its truth (or lack thereof) and any other juicy tidbits?

Dave

597. Re: My 256K800XL: R.I.P.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-26 05:38:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <26JAN199500382762@pavo.concordia.ca>
Source record: 95235

In article <Pine.SUN.3.91.950125105821.25648B-100000@CSOS.ORST.EDU>, James Wood
<jamesw@CSOS.ORST.EDU> writes...
>
>
>A few months ago, I was in the middle of a heated Donkey Kong episode,
>when my 800XL went tits-up.
>
>I was running along the conveyor belt (in the "mudpie factory" level)
>when the screen rolled a little bit, and then scrambled and locked up.
>Naturally, I turned the power off, and when I turned it back on, the
>screen was black for a second, and then immediately went in to the
>"memory test" screen. In testing the ROMs (the first two BIG bars that
>it draws) the first one is RED!!!!!
>
>Does that mean I have a ROM problem, or could it be something else (RAM)
>that makes it look that way to the memory test?
>
>Does anybody know where to get an 800XL fixed? Seems like I may as well
>throw it away....It would cost so much in labor, and shipping too.
>Trouble is that I don't have anything, then, with over 64K!!
>
>I have a 130XE that's stock...but the cart port doesn't work. Any ideas
>about this? Is it a common failure?
>
>James
>
My 130xe has dead/flaky eci and cart ports as well. I do have a spare 800xl
OS ROM; email me your address and I'll send it to you. I don't know if it'll
fix the problem, though. Is your 800xl socketed?

Dave

598. Atari 1025 Eprom

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-26 05:45:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <26JAN199500453307@pavo.concordia.ca>
Source record: 95236

Anyone ever reverse-engineer the Eprom on the 1025? I recently opened up mine and copied the Eprom to disk. Can't make head nor tail of it. Does anyone know much about this piece of Atari hardware? I'd love to be able to change it to a graphics-capable printer, but I'll need any info that's out there. Any help would be most welcome.

Dave

599. Re: atari 1020 printer NEW 15 bucks

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-26 06:45:04 UTC
From: esok@park.uvsc.edu
Message-ID: <D302r5.Aoq@park.uvsc.edu>
Source record: 95237

When I used my 1020, I loved to print out program listings and other text files in the super-small font (80 characters per line). It was tiny! I used paper for the Radio Shack plotter. But I ran out of pens. :-(

600. Re: Connecting 2 Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-26 06:50:08 UTC
From: madaras@kosice.upjs.sk
Message-ID: <3g7gn0$pln@ccnews.ke.sanet.sk>
Source record: 95238

: I have, somewhere, buried among the remains of various hardware projects, full
: plans and software and even a working joystick to joystick cable.
: It has a control line in each direction, plus three data lines. If I can find
: all the docs and software, I'll sned it to the archive.

: Dave
It sounds well. I'll be glad for any informations about connecting two
Ataris thru joyports.

601. Re: Using SNES controllers as 8bit joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-26 06:58:53 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3g7h7d$28e@nic-nac.CSU.net>
Source record: 95239

No, you CAN get access to the other 3 buttons on a Sega Masters/Genesis controller. [C] is easy.. it's just one of the paddles (high/low.. I forget which means "pressed" though! :) Just experiment). [A] and [Start] are a bit harder though.. it's been done (and described here at one time).

Oh, and duh, [B] is the normal fire-button for those who didn't figure that out :)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **
Some of my games will hopefully support Genesis/Masters style controllers as I will be buying one and am intrigued by the idea of.. <gasp> TWO buttons! :)

602. Re: 128 kB RAM board for 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-26 07:02:45 UTC
From: bjcorr@delphi.com
Message-ID: <9501260201591.DLITE.bjcorr@delphi.com>
Source record: 95240

> In
>my modified 800i have: Ramrod OS with Omnimon 32K bank switchable, Next
32K? I was under the impression that Omni mon was only 8K, as was Omniview.
Could you go into more detail? This sounds very interesting...

>one 32k ram board the axlon upgraded to 512K with 256K chips. and last and
Axlon modified the board for you? Again, details?

>Autin Franklin 80 col. Color video board (very rare). I also have
>installed the switchs for the banks select and on, off, and ram disk on,
>off right above the system reset. Also with Omnimon install I have the
>cold start reset. I also install two switched to turn the cartridge ports
>(right and left) on and off. This way I can leave Both Basic and Monkey
>wrench installed all the time.
>The Disk Detective
>
I thought I had hacked up a decent system. I am on my knees, one of the
unworthy. Now if you only had an internal HD (I've heard this is
possible!) By the way, what software will the Frankilin board work with
aside from LJK Leter and Data Perfect?
bjcorr@delphi.com

603. Re: Atari 800 question...

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-26 07:03:01 UTC
From: bjcorr@delphi.com
Message-ID: <9501260201592.DLITE.bjcorr@delphi.com>
Source record: 95241

>My girlfriend picked up an Atari 800 for me really cheap at a thrift
>store. It is the older kind with the 4 joystick ports and the 2 cart
>slots. I noticed that on the right hand side of the unit (the side with
>the power switch, etc) there are 2 ribbon cables hanging out. They have
>been cut short . . . so short that the ends are almost flush with the
>unit. Each of this ribbon cables is composed of 9 wires. I don't have a
>power supply for it, so I can't test it to see if it works. So do these
>ribbon cables mean that the computer won't work, or does it look like it
>belonged to one of you 'tinkerers' who tried to add something to it?
>
>Also, what are the specs on the power supply I'd need to use this computer?
>
>Thanks!
>
>--
>+---+
>| Ken Kuhns ken@genesis.mc.maricopa.edu |
>| Computer Maintenance Assistant kuhns@mc.maricopa.edu |
>| Mesa Community College, Mesa AZ kkuhns@next.mc.maricopa.edu |
Sounds like it has defintily been diddled, but how now one can tell without
looking at the innards. The two 9 pin ribbon cables are identical to the
ribbon connectors used to connect the joystick ports (3&4) to a Corvus Hard
Drive interface, but as I say those are connected to the joystick ports.
Hmmm... Coincidence? The power supply for the 800 has the following specs.
9 V AC 15.3 VA (1.7A) Atari #CO14319 Transformer
(From the FAQ)
bjcorr@delphi.com

604. Re: Pictures from upcoming Atari 8-bit g

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-26 07:03:14 UTC
From: bjcorr@delphi.com
Message-ID: <9501260201593.DLITE.bjcorr@delphi.com>
Source record: 95242

>NNTP-Posting-Host: zippy.sonoma.edu
>
>Well, Bob Woolley just popped a coupla EPROMS into the OS sockets and it
has
>a RAMboXL 256K RAM upgrade. Also, he hooked the EPROMs up to the
Channel2/3
>switch and now all it does is select 800/800XL OS. That and the OS itself
are
>the coolest parts of it. He claimed better video, but IMO it sucked
compared
>to my stock 1200XL. Maybe my original was better than most? Maybe his fix
>was more for color saturation rather than video clarity.
>
>Anyway.. I've yet again got to run! Bye!
>
>-bill
>kendrick@zippy.sonoma.edu
>Hey, maybe you can buy it off of me (it's kinda sick, as I said), so I can
>end up actually PAYING Bob for it! :)

How can I get ahold of Bob? This mod sounds interesting! How much would you want for yours and what is your estimate of the problemns it has, what's it doing? Using the channel select swithch was a cute idea, he must have done more than pop a few eproms in though! Wonder what mods he did to the OS board? I know that a similar thing can be done with the Ramrod board for my 800 (2 OS's on one board) and there is more to it than adding the eproms (adding a 5K resistor between pin 18 (+5v) on each eprom and connecting them to a toggle switch, commoning pins 26,27,28, etc...) Hmmm... I wonder... Anyone know where I can get an 800xl os on a 2764 eprom?
bjcorr@delphi.com

605. HyperIt! Reviews! :)

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-26 07:05:56 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3g7hkk$2li@nic-nac.CSU.net>
Source record: 95243

I'm happy! :) All of the responses I've gotten about HyperIt! have been positive. The only complaints so far (and I've gotten like 3 of them in one day :)) were about the pointer control (it goes too fast/slow depending on what the computer's doing. I think some of the mouse pointer routine is going to finally have to be turned into a VBI. No prob. (he says, unaware of some bug which will haunt him for a month once he alters his code! :))).

Anyway.. I'll be getting replacement XL soon and my (NOT-broken) SIO2PC cable back (thanx again Rick!) and will be able to FINALLY work on it again (as well as a ton of other things I feel like making, including Geneocide, although I'm sure a few other projects will get out before it, since it needs REAL-LIFE WORK DONE (like, video taping and video capturing and stuff!)).

I still of course and offering a copy of v.0.4 beta to anyone who'd like to test it. It requires MyDOS 4.53 at the moment (it CAN run in 4.50 but it acts up I've heard, and it will (when released) run in SpartaDOS (I hope)). A joystick is optional, as are fast drives (Hard Drive or RAMdisk). It's being written in Action! but does not require it. It also comes with three example stacks, a short document on what the commands are for making stacks, and I (unless I forget) try to send a copy of a small "How to Make a Stack" text file to everyone I send beta copies to. (Anyone who didn't get it, just e-mail me and I'll forward you one. :)).

"Reviews" I've had on it range from "GREAT idea" to 'cool, we need this' to emphasis on the great use it will be for making interactive documents to "add HTML support!" and of course the pointer speed flaw. :)

Well.. just thought I'd be egotistical and talk about myself and my cool software! Thanx for bothering to read it! (hehe)

-bill!!!?
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **

606. Complete & ess. price? Address?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-26 08:56:18 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FA1VBIVSUp@stingray.manawatu.gen.nz>
Source record: 95245

I seem to have lost the article with the address of the atari group that sell the Complete map... book and also, how much actually was it? I only remember seeing the price of magazine subscriptions...

Could someone repost it please?

Thanks,
Richard =8-]

--

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

607. Re: Help wanted: ANTIC/GTIA cycle stealing

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-26 12:11:02 UTC
From: Peter@bell.demon.co.uk
Message-ID: <791122262snz@bell.demon.co.uk>
Source record: 95249

In article <belitz.145.000E1C06@genesis.informatik.rwth-aachen.de>
belitz@genesis.informatik.rwth-aachen.de "Matthias Belitz" writes:

[Cycle counts clipped]
>
> So you will lose approximately 564.200 cycles per second with DMA (in Gr.0)
> Player-Missle DMA needs approximately 64.000 cycles per second.
> VBI needs something around 50.000 .
>
>
> Hope I could help you
>
> Matt
>
> P.S. Figures are from P.Finzel "Die Hexenkueche" for Atari 400/800
>
Thanks very much, that was exactly the sort of thing I was looking for.
I had some figures for the NTSC/EIA machines, but nothing for the CCIR/
PAL stuff (It would be nice to provide a S/W switch that enabled the
emulator to run in both modes).

Now all I've got to do is figure out on precisely which cycle all this
happens :(

Pete
--
Peter Bell <peter@bell.demon.co.uk>

608. Re: Searching for lost game

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-26 12:59:54 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.147.000CFFF5@genesis.informatik.rwth-aachen.de>
Source record: 95248

In article <9501251634.AB19849@dylan.newi.ac.uk> MBITDC9306@titan.newi.ac.uk (DAVID DAVIES) writes:
David Wyn Davies wrote :

>I'm looking for a game I last played back around 1985/86. As I
>recall, it was a German game with you controlling a character around
>a vampire's castle (could have been Dracula). The game itself was a
>platform game which scrolled in all 8 directions (or did it flip?)
>and you had to find and light the candles on each level, while
>avoiding bats and other nasties.

I guess, you mean "Schloss Schreckenstein" by Peter Finzel.
If I remember correctly it was released by "AXIS Computerkunst" 1986.
Hope, this is what you wanted to know.

Matt

609. Whats a .xmo?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-26 14:34:56 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <AB0EF071CE3@east-01.novell.leeds.ac.uk>
Source record: 95250

I've just checked out the list of software available from Umich,
there seams to be quite a few files with a .xmo extender. What does
this mean?

.arc is arced
.dcm is diskcomm
.bin is binary
.bas in BASIC etc etc etc

but what is .xmo?

Sorry if I appear to be less than intelligent!

RICHARD GORE
chmrig@leeds.ac.uk

610. ST Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-26 14:34:57 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <AB0C9BE35F5@east-01.novell.leeds.ac.uk>
Source record: 95251

I'd also like the pinouts etc for the ST Xformer cable. Would the
person who said he has them please either put them up on the digest
and/or e-mail me a personnal copy (chmrig@leeds.ac.uk). Thanks.
Also I assume I need some sort software on both the ST and 8-bit side.
What do I need and where can I get it?
Does anybody know of anybody who sells these things ready made with
the necessary software?

I would just like to add my thoughts to the statement;
'There are no commercial software developers left', basically its
not true. There are several in Europe; ANG, KE-Soft and PPP to name
a few and they are still ACTIVELY creating NEW software. I myself
sell 8-bit software as well as developing and assisting in the
development of new software. For me it is strictly part time and very
much a hobby, but I do release new commercial software as well as
re-releases of older titles when I can. I also have an e-mail account,
and regularly post to csa8 and reply to e-mail messages anybody sends
me. If my experiences are anything to go by its simply not worth most
vendors paying for e-mail etc access because the response from
prospective purchasers is usually pretty poor, unless they can get
free e-mail (via work or university etc) the economics are against
them.

If anybody is interested in what I have to sell, just let me know and
I'll e-mail you a complete list (about 60, 80 column lines of text).

RICHARD GORE
chmrig@leeds.ac.uk

611. Re: atari 1020 printer NEW 15 bucks

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-26 14:35:37 UTC
From: krishna@primenet.com
Message-ID: <3g8bvp$3v5@news.primenet.com>
Source record: 95252

Mere mortal Eric Sokolowsky provoked me by writing:
: When I used my 1020, I loved to print out program listings and other
: text files in the super-small font (80 characters per line). It was
: tiny! I used paper for the Radio Shack plotter. But I ran out of
: pens. :-(

Best Electronics has pens. I walked into a Radio Shack the other day and
they too had pens that looked compatible!

612. Re: XF551 Side B formatti

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-26 15:03:51 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D30puF.GtG@itex.jct.ac.il>
Source record: 95162

Mike Todd (snyder10@rs4.tcs.tulane.edu) wrote:

: Having used and ATR with two 360k mech's, I just got real good spotting
: and puching with a standard hole punch...Yeah I know it's the hard way
: but I've never had a disk go bad...

Just tried it the other day with plain scissors and it worked ok.. It doesn't even matter if you cut the actual magnetic disc since the head doesn't go THAT far out (I was careful not to tho)..

-itay

Itay Chamiel Jerusalem bruck@brachot.jct.ac.il PHiSH
Subscribe to the Toxic Custard Workshop Files now! Email tcwf@gnu.ai.mit.edu

613. Black Moon Systems/Moonsoft

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-26 15:05:38 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2F27BA3B@POST0.LAAFB.AF.MIL>
Source record: 95253

Both Black Moon Systems and Moonsoft are correct names. One is the name of the " whole company." The other is the name of the software part of the company, so to speak. Ben Martnick owns Black Moon/Moonsoft. Current Notes ran a review of Small Business Systems about a year and a half ago. That was the last time I spoke to Ben. I believe Michael Current copied the information for his list from that review.

As a side note, the "problem" with Michael's vendor list is that there is no organized process for validating the data in it. It's all ad hoc. I tried to set up an orderly process to validate a vendor list with the old Atari Classics a while back and failed. My approach was to put a name and date by each entry as to when the information was last validated and convince people to check each address/phone on a periodic basis. I published the results in my Current Notes column (where Michael copied much of his list). It was very hard to get people to "validate" in an organized fashion.

Dave Paterson took a different approach in his "Omnibus." He tried to validate a list himself.

Anyway, I applaud Michael for being persistent in his vendor list and FAQ. I do think there needs to be an organized process for validation, though.

Rick Reaser
Atari 8-bit Editor
Current Notes Magazine

614. Re: Damn, I forgot.. but while I'm at it... FlickerShade

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-26 15:12:42 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D30q97.I1x@itex.jct.ac.il>
Source record: 95161

William Kendrick (kendrick@zippy.sonoma.edu) wrote:

: Now, (oops, I spelt infinitely wrong :)) what I mean by "infinitely" is
: SIO2PC is normally only about 2x as fast as a floppy (like my 1050's),
: which is GREAT, but still, that's not very fast. It does support high
: speed mode if you use SpartaDOS or have a US+OS or whatever it's called.
□□□□□
I have the US+ OS, and it will IGNORE sio2pc if I don't hold down Option+Select
to DISABLE ultraspeed! What's going on here?

-itay

Itay Chamiel Jerusalem bruck@brachot.jct.ac.il PHiSH
Subscribe to the Toxic Custard Workshop Files now! Email tcwf@gnu.ai.mit.edu

615. Re: Best 8-Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-26 15:45:24 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D30rro.JDp@itex.jct.ac.il>
Source record: 95163

drake thomas (phd posi) (tdrake1@umbc.edu) wrote:

: : Even though the 130XE was the only one with banked RAM out of the
: : factory, it was also the flimsiest with the worst keyboard feel.

: I would venture to suggest that those 130XEs with the Mitsumi (56-3217),
: single-layer Mylar XE keyboard are not bad at all. I find the tactile
: feedback, though not up to 800 or 1200XL standards is really quite
: adequate. No where near the same mushiness as the Sugiyama (FKJ0201131)
: double-layer Mylar XE keyboard. At least I was pleasantly surprised!

: I tried the XE Touch upgrade for the Sugiyama keyboard, but found it less
: than impressive. The keys felt too stiff for me.

I originally had a double-layer mylar keyboard which I hated.. But the TT-
Touch, from BEST Electronics (not "XE touch") really is a bit stiff, but
is incomparable to the original, and really is the best way to go if you
can't find the Mitsumi keyboard. I really like the chunky feel (there's no
doubt as to whether or not the keypress actually registered).It's also better
than the 800XL IMO.
Actually, some 800XL's have a different keyboard (keys are all flat on one
plane rather than like stairs), which is *quite* phriendly. Hard to find,
though.

-itay

Itay Chamiel Jerusalem bruck@brachot.jct.ac.il PHiSH
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616. Current Notes Softcopy Archive

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-26 15:47:47 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2F27BB12@POST0.LAAFB.AF.MIL>
Source record: 95254

There has been some talk about putting the past articles in Current Notes (CN) into a softcopy archive. Our publisher, Joe Waters has thought about this and at one time it was his goal to do just that. I'm not sure what the current plans are, but I will check with him or perhaps I can get him to respond here directly to the newsgroup with the current plan. Joe can be reached electronically at: joe.waters@genie.geis.com

If there is something in particular someone has in mind, please let him know. CN "allows" republication of articles if one asks and cites them properly.

Rick Reaser
Atari 8-bit Editor
Current Notes Magazine

617. Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-26 15:48:24 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2F27BC8E@POST0.LAAFB.AF.MIL>
Source record: 95155

Mapping the Atari is available from American Technavision and B&C ComputerVision.

Rick Reaser
Atari 8-bit Editor
Current Notes Magazine

618. Re: CSS again (last post)

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-26 16:29:57 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950126082553.17708A-100000@CSOS.ORST.EDU>
Source record: 95156

On 25 Jan 1995, Daniel Lawrence Hoff wrote:

> Glenn Saunders (krishna@primenet.com) wrote:
>
>
> : and $50 or so for 1.44s. The cable was the problem with the floppies.
> : Making sure stuff wasn't reversed, and physically STUFFING those drives
>
> It sounds like the majority of those problems could have been completely
> avoided by using keyed connectors and cables (Which is pretty much
> standard nowadays) - which can only fit in the proper direction. I'm
> still kindof puzzled by how it is possible to reverse a DB-25 or DB-9
> connector for a modem (???) That sounds kindof odd... Do the BB's use
> all proprietary connectors or something?

I agree that keyed connectors should be the de-facto. However,
the BB *does* use "nonstandard" connectors. The serial and parallel are
"edgecard" connectors with a flat plug. A proprietary ribbon cable
converts this to a DB-x connector. Getting it backwards is a real
possibility, and the BB docs, if memory serves, do not address this
issue. However, a moment of careful study and you might be able to
figure it out. I figure the BB is for a technically-oriented market that
might know, but it wouldn't hurt to warn the user more blatantly.

The floppy drive connector is also "edgecard" type, but it's
moreless the standard 34-pin that the old 5 1/4" PC drives use. I've
plugged those in backward on many a PC without lasting ill effects.

JW

619. Re: Whats a .xmo?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-26 16:54:56 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Jan26.115247.4442@wariat.UUCP>
Source record: 95157

I'll post this to the group because I'm not sure.
(R. Gore asks what the .xmo extender is on CIS files.)
I think it just means it is a binary file and should be downloaded with
xmodem, many years ago before Kermit, Zmodem, Ymodem etc. The only
thing you should probably know is that xmodem, at least some downloads
of xmodem, can tack a 100 or so bytes on the end of the file, which can
sometimes mess up when you try to run/ unarc, etc.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

620. Re: Black Moon Systems/Moonsoft

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-26 17:01:10 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Jan26.115639.4442@wariat.UUCP>
Source record: 95158

(about the vendor list.)
I use it regularly. But, I keep in mind that there are vendors that really don't do/have much (the ones that just have some very old titles and not much else.), there are defunct vendors (these would require the validation that Reaser talked about), there are 'specialty' vendors (ones that only sell a few particular items they produce.) and then there are the large ones like Best, B & C, American Technavision that most people will have good luck trying to get stuff, then there are the producer types like FTe and CSS (I think those two are basically the only two that produce hardware and FTe software that is really in demand). What I'm trying to say is that the vendor list, it is helpful if you already know something about the vendors in the list. I've called many places in a list just to waste my telephone money on defunct or very limited places of business.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

621. Re: Help wanted: ANTIC/GTIA cycle stealing

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-26 17:07:59 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3g8ktf$t86@news2.delphi.com>
Source record: 95159

Peter@bell.demon.co.uk (Peter Bell) writes:

>Thanks very much, that was exactly the sort of thing I was looking for.
>I had some figures for the NTSC/EIA machines, but nothing for the CCIR/
>PAL stuff (It would be nice to provide a S/W switch that enabled the
>emulator to run in both modes).

>Now all I've got to do is figure out on precisely which cycle all this
>happens :(

Actually, it isn't that difficult. Just figure how much data a mode will use and then figure when it will need to fetch it.

Example:

Mode 8 (320x200x1 bit) needs 1 byte every 8 pixels, or every 4 color clocks, or every 2 machine cycles starting with a fetch at the 1st pixel of every row.

-Bry

622. Quit with the Progress slamming!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-26 17:21:01 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3g8llu$4t@news2.delphi.com>
Source record: 95165

I am getting really tired of bickering going on in this group over people moving to other platforms. Precious few people can live in a world of constant progress and not want to take some part in it, futhermore, noone gets rich doing 8-bit development, so if computers are ANY part of your work, you MUST move on. This group is for people who have an interest in the Atari 8-bit computer, PERIOD. Not for some elite group who has never touched another platform. For me, it took using other platforms to make me realize how much fun the 8-bit can be, but I'd hate to have my status as an 8-bitter dropped because I can't do EVERYTHING on that one machine. If I owned a Model-T, should I be kicked out of some car club for driving something else to work?

This group is for those who never left, those who have returned, and those who just want information. If you're someone who's been in this group forever, try to be a better host!

-Bry

623. Re: Whats a .xmo?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-26 17:36:39 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D30wx5.Co@nntpa.cb.att.com>
Source record: 95160

```
In article <AB0EF071CE3@east-01.novell.leeds.ac.uk>,
R. GORE <CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK> wrote:
>I've just checked out the list of software available from Umich,
>there seams to be quite a few files with a .xmo extender. What does
>this mean?
>

.XMO was the extension often used in transfering files to
Compuserve via Xmodem. Gnerally, it was used to indicate that the
may (or may not) contain binary information, and that they could
not be read on a terminal, but only downloaded. So.. they could
be any type of binary file, depending on the specific instance.

--
Richard Dell
```

624. Re: Bob Puff & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-26 18:20:18 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <131730@cup.portal.com>
Source record: 95164

Rob, I did not miss your point. At the risk of getting in a childish, "I got you last!" exchange: It was a reference to your "I don't care..." statement.
In a lighter note, I've always wondered what Mrs. Atila the Hun would say in an interview.
Reporter, "Well Mrs. Hun, what do you have to say now that your husband has laid waste to the entire continent of Asia and is storming the gates of Rome?"
Mrs. Hun, "We're going to Disneyland! Sure Mr. Hun has slaughtered countless thousands of people, but he's a good provider & is really good with the children!"
If your a Hun, Attila is the greatest thing since sliced bread. If you're of European descent as I suspect you and I both are, your taught he was "The Scourge of God". I'd still suggest talking to a software developer just to round out your perspective. You're certainly welcome to disaggree with their point of view & they do have one.
Just to remind people, it wasn't that long ago that Zybex made it on to BBS's. I remember Bill Kendrick saying what a great game it was & how he couldn't believe something this great was in the PD. Sure enough, it wasn't. Turned out the pirated copies made it up to BBS's before the game was even in commercial distribution. At least that's what it seemed like. Bill had to tell every place that had a copy to delete it. I was flipping through a B&C catalogue & sure enough, it's there. I'm not saying B&C wouldn't have had to move to smaller digs anyway, but a few more sales of the game certainly couldn't have hurt. May be if you could get the author of Zybex to say something in the affimative about CCS's product line I'd be a little more open to canonizing Puff.
I've already used Webster's for shady => "of questionable merit" now here's subjective as I'm using it subjectivism=> "a doctrine that the individual feeling isor apprehension is the ultimate criterion of the good & the right"
Well with a few typos, but you get my drift. I'm ![commercial software developer, hardware manufacturer, pirate, vendor, consumer worring about his copy protected software going bad]. I'm not a fan of high prices for cable tv either, but I don't own an illegal descrambler. I think about getting one<g>. Would you aggree that this is considered a shady business? Understand in all their advertisments they emphasize that these descramblers or only to be used as decoders for channels you are entitled to recieve. I'm sure if I were sitting home right now watching free HBO I'd think the guy who designed the descramber was a genius! But... that still doesn't change the nature of his business.
Man, I'm spending way to much time in a thread I don't really care about. I'm out'a here. I hope we can have more productive conversations in other threads, but this is a total waste of time. Go ahead & take another shot

if you feel like it. But I give up.
Rick

625. Re: Pictures from upcoming Atari 8-bit g

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-26 18:40:23 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <131739@cup.portal.com>
Source record: 95166

Ben, I'm really sorry I lost the text file for it, but Wooley did u/l
a text file on how to do the mod. It is easier then you could imagine!
With the 1200xl, Atari put the traces on the mother board so you could
either use a 24 pin ROM or a 28 pin EPROM. To go 800xl OS, you just have
to get a MMU chip from an 800xl or buy one from B&C. You desolder the
two existing chips, put in the EPROM, & move 4 or so jumpers. That's it.
I'm not sure if I kludged it together or if it was described in the u/l,
but I used two piggybacked 128k EPROMS with the !CS pins bent out & going
to a switch where the former channel 3-4 switch used to be so I could
switch between OS. He does include the text for putting built in basic
& I have rev C in mine. Since 1200 has 2-8k roms vs the 128k rom of the
800xls, you use the extra socket for basic. You do have to run at least
jumper for basic. The only drawbacks are the function keys only work if
you have an 800xl OS vs something like Omniview, no PBI, cart slot on
a 1200 is, as I'm sure you know, a little tight for running things like
SDX or a Proburner. If you do a 1 meg upgrade, you lose basic anyway &
I don't own any PBI stuff that I haven't made myself, & for that I keep
an 800xl around. If you own a soldering iron & have $20 or so to transfer
to B&C, I'd really say go for it.
Rick

626. Atari 8bit games for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-26 18:40:27 UTC
From: zbytes@interaccess
Message-ID: <3g8qar$6bk@nntp.interaccess.com>
Source record: 95167
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace

```
All these have the box and docs and are presumably new.

Dig dug $5
Pac-Man $5
Deluxe invaders $5
Galaxian $5
Kids on Keys $5
Fraction Fever $5

Shipping is not included

Bill
```

627. MASSIVE AUCTION VII -- Update #1 (Atari section)

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-26 19:22:44 UTC
From: dw901@cleveland.Freenet.Edu
Message-ID: <3g8sq4$jc@usenet.INS.CWRU.Edu>
Source record: 95169

```
Atari Section: UPDATE #1
-------------------------
MASSIVE AUCTION VII -- ALL ITEMS RECEIVING THE MINIMUM BID WILL BE SOLD!
-------------------------------------------------------------------------

Starting with this auction I have divided the file into two parts, Atari, and
Non-Atari. The files are still rather large, so if you don't like large
files, and/or auctions, PLEASE stop reading now. You have been warned!

-------------------------------------------------------------------------
Games and/or game systems included in this auction are:

ATARI 2600 games and systems ATARI 5200 games and systems
ATARI 7800 games ATARI LYNX games
ATARI 8-bit computer games ATARI 8-bit computer systems

-------------------------------------------------------------------------
NOTE: If you have a trade list and/or want list, please send it. -- MJN
-------------------------------------------------------------------------

I will post updates approximately every 24 to 30 hours, and then delete the
last update after I'm sure the new one is accessible. I will also e-mail
the list to all bidders, and anyone who requests to be placed on the auction
e-mail list.

Mike

P.S. I RESERVE THE RIGHT TO CORRECT MISTAKES MADE WHILE TYPING THIS MESSAGE.

************************************

PLEASE READ THE AUCTION RULES AT LEAST ONCE BEFORE PLACING BIDS.

NOTE: I will use the first part of your E-mail address when listing bids.

************************************

AUCTION RULES:

1) THE DEADLINE FOR BIDDING IS 11:59 P.M. EST, ON FRIDAY, FEBRUARY 3RD.

2) IF YOU ARE THE HIGH BIDDER ON AN ITEM, YOU ARE EXPECTED TO BUY THAT
ITEM. DON'T PLACE A BID UNLESS YOU ARE PREPARED TO BUY WHAT YOU BID ON.
-- YES, THIS USED TO BE RULE #9. I'M NOT KIDDING!

3) IF YOU DON'T FOLLOW THROUGH ON A HIGH BID, YOU WON'T BE ABLE TO
PARTICIPATE IN FUTURE AUCTIONS. (SEE AUCTION RULE #2)
```

4) MINIMUM BIDS ARE LISTED FOR EACH ITEM UP FOR AUCTION, MINIMUM INCREMENTS ARE $0.50 ON GAMES AND $1.00 ON SYSTEMS.

5) BUYER PAYS ALL SHIPPING COSTS.

6) BUYER HAS TEN (10) DAYS TO SEND PAYMENT.

7) NO PACKAGE DEALS ON GAMES OR SYSTEMS.

8) TRADE OFFERS WILL BE ENTERTAINED, BUT CASH OFFERS ARE USUALLY GIVEN PRIORITY (UNLESS THE TRADE OFFER OVERWHELMS ME). I COLLECT FOR OVER 45 DIFFERENT SYSTEMS, PLEASE FEEL FREE TO SEND ME A TRADE LIST.

9) EVERYTHING IS SOLD AS IS. UNLESS SPECIFIED, ALL GAMES AND SYSTEMS HAVE BEEN TESTED AND ARE IN WORKING ORDER.

10) IN CASE OF TIES, FIRST BID RECEIVED WINS.

11) PAYMENT MUST BE MADE IN U.S. FUNDS, BY EITHER CHECK OR MONEY ORDER, DRAWN FROM A U.S. BANK BRANCH. CANADIAN BIDDERS MUST SEND A CANADIAN POSTAL MONEY ORDER, PAYABLE IN U.S. FUNDS. THIS IS THE ONLY WAY I HAVE FOUND TO DEAL WITH MY FRIENDS TO THE NORTH (MY BANK IS VERY PICKY, BUT THE U.S. POST OFFICE WILL CASH A CANADIAN POSTAL M.O.)

*****

SOFTWARE:

NOTE: All cartridges are loose (ie. without box and manual), unless specified. Since all cartridges are used, some labels will have minor defects. Major defects will be listed.

* = (behind minimum bid) indicates a STRONG preference to trade that item.
TRADE = (after bid) trade pending, bids still accepted in case trade not made.
XXXXX = (after bid) item has been traded, please don't send further bids.

ATARI 2600:

Loose cartridges, no box or manual:
$ 3.00 ADVENTURE (Atari)
$ 6.00* AIR RAIDERS (M Network)
$ 2.50 ASTROBLAST (M Network)
$ 3.00 rcwal ATLANTIS (Imagic)
$ 2.50 BARNSTORMING (Activision)
$ 2.50 BASKETBALL (Atari)
$ 3.50 BASKETBALL (Sears)
$ 2.50 BATTLEZONE (Atari)
$ 5.00 51 BLACKJACK (Atari)
$ 2.50 BOWLING (Atari)
$ 2.50 BOXING (Activision)
$ 3.50 BREAKAWAY IV (Sears)
$ 6.00* CALIFORNIA GAMES (Epyx)
$ 2.50 CASINO (Atari)
$ 2.50 CENTIPEDE (Atari)
$11.25* CHECKERS (Activision) -- SOME RIPS ON FRONT LABEL

$ 2.50 CHOPPER COMMAND (Activision)
$ 2.50 CIRCUS ATARI (Atari)
$ 6.00* CODEBREAKER (Atari) -- NO END LABEL
$ 3.00 rcwal COSMIC ARK (Imagic)
$ 2.50 CRYSTAL CASTLES (Atari)
$ 2.50 DARK CAVERN (M Network)
$ 2.50 DECATHLON (Activision)
$ 2.50 DEMON ATTACK (Imagic)
$ 3.00 rcwal DEMONS TO DIAMONDS (Atari)
$ 2.50 DODGE 'EM (Atari)
$ 2.50 DONKEY KONG (Coleco)
$ 2.50 DRAGSTER (Activision)
$ 2.50 ENDURO (Activision)
$ 6.00* FIRE FIGHTER (Imagic)
$ 2.50 FOOTBALL (Atari)
$ 3.00 rcwal FREEWAY (Activision)
$ 2.50 FROGGER (Parker Brothers)
$ 2.50 FROGS AND FLIES (M Network)
$ 2.50 GALAXIAN (Atari)
$ 2.50 GOLF (Atari)
$ 2.50 GRAND PRIX (Activision)
$ 6.00* HANGMAN (Atari)
$ 2.50 HAUNTED HOUSE (Atari)
$ 2.50 HOME RUN (Atari)
$ 3.00 INTERNATIONAL SOCCER (M Network)
$ 6.00* JOURNEY ESCAPE (Data Age) -- RIP ON FRONT LABEL
$ 2.50 KABOOM! (Activision)
$ 3.00 rcwal LASER BLAST (Activision)
$ 2.50 LOCK 'N' CHASE (M Network)
$ 2.50 MARIO BROS. (Atari)
$ 2.50 M*A*S*H (20th Century Fox)
$ 2.50 MEGAMANIA (Activision)
$ 2.50 MS. PAC-MAN (Atari)
$ 2.50 NIGHT DRIVER (Atari)
$ 6.00* OTHELLO (Atari)
$ 2.50 OUTLAW (Atari)
$ 3.00 rcwal PHOENIX (Atari)
$ 2.50 PITFALL! (Activision)
$ 2.50 POLE POSITION (Atari)
$ 6.00* PORKY'S (20th Century Fox) -- SOME RIPS ON FRONT LABEL
$ 2.50 Q*BERT (Parker Brothers)
$ 2.50 RAIDERS OF THE LOST ARK (Atari)
$ 2.50 REAL SPORTS BASEBALL (Atari)
$ 2.50 REAL SPORTS FOOTBALL (Atari)
$ 6.00* REAL SPORTS TENNIS (Atari)
$ 2.50 RIDDLE OF THE SPHINX (Imagic)
$ 2.50 SEAQUEST (Activision)
$ 2.50 SKIING (Activision)
$ 2.50 SKY DIVER (Atari)
$ 2.50 SKY JINKS (Activision)

$ 2.50 SLOT RACERS (Atari)
$ 6.00* SOLAR FOX (CBS Electronics)
$ 6.00* SPACE ATTACK (M Network)
$ 2.50 SPACE WAR (Atari) -- NO END LABEL
$ 2.50 SPACE JOCKEY (U.S. Games)
$ 2.50 STARMASTER (Activision)
$ 2.50 STAR WARS: THE EMPIRE STRIKES BACK (Parker Brothers)
$ 2.50 STREET RACER (Atari)
$ 6.00* SUMMER GAMES (Epyx)
$ 2.50 SUPER BREAKOUT (Atari)
$ 2.50 SUPER CHALLENGE BASEBALL (M Network)
$ 2.50 SUPER CHALLENGE FOOTBALL (M Network)
$ 3.00 SUPERMAN (Atari)
$ 2.50 SWORDQUEST EARTHWORLD (Atari)
$ 2.50 SWORDQUEST FIREWORLD (Atari)
$ 3.50 TANK-PLUS (Sears)
$ 2.50 TARGET FUN (Sears)
$ 2.50 TENNIS (Activision)
$ 6.00* TOWERING INFERNO (U.S. Games)
$ 6.00* TRICKSHOT (Imagic)
$ 3.00 rcwal VANGUARD (Atari)
$ 6.00* VENTURE (Atari)
$ 6.00* VENTURE (Coleco)
$ 2.50 VIDEO CHECKERS (Atari) -- NO END LABEL
$11.25* VIDEO CHESS (Atari)
$ 2.50 VIDEO OLYMPICS (Atari)
$ 2.50 VIDEO PINBALL (Atari)
$ 3.00 rcwal WARLORDS (Atari)
$ 6.00* WINTER GAMES (Epyx)
$ 7.00* rcwal WIZARD OF WOR (CBS Electronics)
$ 2.50 YARS' REVENGE (Atari)

Cartridges with manual:
$ 2.50 AIR-SEA BATTLE (Atari)
$ 2.50 ASTEROIDS (Atari)
$ 3.50 ASTROBLAST (M Network)
$ 3.50 ATLANTIS (Imagic)
$ 3.50 BASKETBALL (Atari)
$ 3.00 BERZERK (Atari)
$ 3.50 BOWLING (Atari)
$ 3.00 BREAKOUT (Atari)
$ 7.00* CALIFORNIA GAMES (Epyx)
$ 3.50 CASINO (Atari)
$ 3.50 CENTIPEDE (Atari)
$ 3.50 CIRCUS ATARI (Atari)
$ 2.50 COMBAT (Atari)
$ 3.50 COSMIC ARK (Imagic)
$ 2.50 DEFENDER (Atari)
$ 3.50 DEMON ATTACK (Imagic)
$ 3.50 DODGE 'EM (Atari)

$ 3.50 DONKEY KONG (Coleco)
$ 3.00 E.T. THE EXTRA-TERRESTRIAL (Atari)
$ 3.50 FOOTBALL (Atari)
$ 3.50 FROGGER (Parker Brothers)
$ 3.50 GALAXIAN (Atari)
$ 3.50 GOLF (Atari)
$ 3.50 HOME RUN (Atari)
$ 3.50 ICE HOCKEY (Activision)
$ 3.50 JOUST (Atari)
$ 3.50 JUNGLE HUNT (Atari)
$ 3.50 KABOOM! (Activision)
$ 3.50 KANGAROO (Atari)
$ 3.50 LASER BLAST (Activision)
$ 3.50 LOCK 'N' CHASE (M Network)
$ 2.50 MISSILE COMMAND (Atari)
$ 3.50 NIGHT DRIVER (Atari)
$ 3.00 PAC-MAN (Atari)
$ 3.50 POLE POSITION (Atari)
$ 3.50 Q*BERT (Parker Brothers)
$ 3.50 REACTOR (Parker Brothers)
$ 3.50 REALSPORTS FOOTBALL (Atari)
$ 3.50 RIVER RAID (Activision)
$ 3.50 SKIING (Activision)
$ 3.50 SKY JINKS (Activision)
$ 3.50 SOLARIS (Atari)
$ 2.50 SPACE INVADERS (Atari)
$ 4.50 SPACE INVADERS (Sears)
$ 3.50 SPACE JOCKEY (Vidtec)
$ 3.50 STARMASTER (Activision)
$ 3.50 SUPER CHALLENGE BASEBALL (M Network)
$ 3.50 SUPER CHALLENGE FOOTBALL (M Network)
$ 5.00* SWORDQUEST: FIREWORLD (Atari) -- ALSO INCLUDES COMIC BOOK
$ 3.50 TARGET FUN (Sears)
$ 3.50 VANGUARD (Atari)
$ 3.50 VIDEO PINBALL (Atari)
$ 3.50 VIDEO OLYMPICS (Atari)
$ 3.50 WARLORDS (Atari)
$ 3.50 YARS' REVENGE (Atari)

Cartridges box and manual:
$10.00* vg ADVENTURE (Atari)
$ 3.00 ASTEROIDS (Atari)
$ 4.50 BASKETBALL (Atari)
$ 4.00 BERZERK (Atari)
$ 3.00 COMBAT (Atari)
$ 3.50 DEFENDER (Atari)
$ 4.00 DODGE 'EM (Atari)
$ 5.00* FISHING DERBY (Activision)
$ 3.00 FOOTBALL (Atari)
$ 4.50 JUNGLE HUNT (Atari)

$ 3.00 MISSILE COMMAND (Atari)
$ 4.00 PAC-MAN (Atari)
$ 3.00 SPACE INVADERS (Atari)

New cartridges, still shrinkwrapped:
$ 8.00* rhino TASK FORCE (Froggo Games)

Cartridges with special controller. No box or manual:
$ 6.00 tolsen STAR RAIDERS (Atari) -- ALSO INCLUDES VIDEO TOUCH
PAD CONTROLLER, AND STAR RAIDERS OVERLAY.

Controllers (I know this isn't software, but I had to put it somewhere!):
$ 5.00 ATARI 2600 PADDLE CONTROLLERS (Atari) -- SET #1
$ 5.00 ATARI 2600 PADDLE CONTROLLERS (Atari) -- SET #2

*****

ATARI 5200:

Loose cartridges, no box or manual:
$ 3.00 CENTIPEDE
$ 3.00 rhino DIG DUG
$ 3.00 GALAXIAN
$ 8.00* POPEYE (Parker Brothers)
$ 3.00 rhino STAR RAIDERS

Loose cartridges, with overlay(s):
$ 4.00 rhino GALAXIAN (WITH 2 OVERLAYS)

*****

ATARI 7800:

Loose cartridges, no box or manual:
$ 3.00 CHOPLIFTER!
$ 4.00 CROSSBOW
$ 4.00 DARK CHAMBERS
$ 4.00 GALAGA
$ 3.00 HAT TRICK
$ 3.00 JOUST
$ 3.00 rhino KARATEKA
$ 3.00 ONE-ON-ONE
$ 2.50 POLE POSITION II
$ 3.00 ROBOTRON: 2084
$ 3.00 XEVIOUS

Cartridges with manual. no box:
$ 5.00 jeffmocker CHOPLIFTER!
$ 5.00 jeffmocker DIG DUG
$ 4.00 HAT TRICK

Cartridges with box. no manual:
$ 5.00 jeffmocker KARATEKA (SUPER GAME CARTRIDGE)

Cartridges with box and manual:
$ 5.00 ASTEROIDS
$ 5.00 HAT TRICK
$ 5.00 KARATEKA (SUPER GAME CARTRIDGE)

New cartridge with box and manual (never used, just ripped/no shrinkwrap):
$ 6.00 KARATEKA (SUPER GAME CARTRIDGE)

New cartridges (still shrinkwrapped):
$ 9.00* KARATEKA (SUPER GAME CARTRIDGE)
$ 6.00* POLE POSITION II
$ 9.00* XEVIOUS

*****

ATARI 8-BIT COMPUTER CARTRIDGES:

Loose cartridges, no box or manual:
$ 5.00 COMPUTER CHESS (Atari)
$ 5.00 YOUNGDT DEFENDER (Atari)
$ 5.00 DONKEY KONG (Atari)
$ 6.00 YOUNGDT FROGGER (Parker Brothers)

*****

ATARI LYNX

Loose cartridges, no box or manual:
$ 6.00 perryda GAUNTLET: THE THIRD ENCOUNTER

New cartridge with box and manual (never used, just no shrinkwrap):
$ 9.00 rhino CHIP'S CHALLENGE

All cartridges are new, and still shrinkwrapped:
$10.00 rhino CALIFORNIA GAMES
$12.00 CHIP'S CHALLENGE
$12.00 ELECTROCOP
$12.00 GAUNTLET: THE THIRD ENCOUNTER

****

HARDWARE:

NOTE #1 FOR THOSE BIDDING ON SYSTEMS: If you are the high bidder on certain systems (they are marked) you will have the option of buying a BRAND NEW RF switchbox for $5 that is virtually identical to one sold at Radio Shack for $7. It allows for the connection of both 300 OHM and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with it. Some systems still include one, please read carefully.

NOTE #2 FOR THOSE BIDDING ON SYSTEMS: If you are the high bidder on certain

systems (they are marked) you will have the option of buying a BRAND NEW power supply for $10 that is virtually identical to one sold at Radio Shack for $13. This power supply works with a lot of systems. It features six (6) plug adapters, changeable polarity (positive or negative), "LED" lights to indicate proper voltage, and can be used on the following settings:

INPUT: 110-220 V, 60-50 Hz, 9W
OUTPUT: 1.5, 3, 4.5, 6, 7.5, 9, and 12 V DC.
CURRENT: 500 mA.

Radio Shack's model DOESN'T include 1.5 or 12 V settings, and is only 300 mA!

LOT #1 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

ATARI 2600 SYSTEM, with one (1) Atari Joystick, one Atari Video Touch Pad controller, and fourteen (14) cartridges [accessories for cartridges as follows]:

ASTEROIDS (Atari)
BERZERK (Atari) -- WITH MANUAL
COMBAT (Atari)
COSMIC ARK (Imagic)
DEMON ATTACK (Imagic) -- WITH MANUAL
DONKEY KONG (Coleco)
FREEWAY (Activision)
HAUNTED HOUSE (Atari)
PAC-MAN (Atari)
SPACE ATTACK (M Network)
SPACE INVADERS (Atari)
STAR RAIDERS (Atari) -- USES VIDEO TOUCH PAD
SUPER CHALLENGE BASEBALL (M Network)
TARGET FUN (Sears)

This is a complete 2600 system, except for RF switchbox and power supply.

BID #1) MINIMUM OPENING BID OF $40.00
BID #2) MINIMUM OPENING BID OF $40.00
BID #3) MINIMUM OPENING BID OF $40.00

*****

LOT #2 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

ATARI 2600 SYSTEM, with Atari power supply, RF switchbox, one (1) Atari Joystick, one set of two Atari Paddle controllers, and fourteen (14) cartridges [no boxes, or manuals for cartridges, except Asteroids]:

ASTEROIDS (Atari) -- WITH MANUAL
ASTROBLAST (M Network) -- USES PADDLES
BOWLING (Atari)

CIRCUS ATARI (Atari) -- USES PADDLES
COMBAT (Atari)
DEFENDER (Atari)
E.T. THE EXTRA-TERRESTRIAL (Atari)
GOLF (Atari)
KABOOM (Activision) -- USES PADDLES
MISSILE COMMAND (Atari)
REALSPORTS: FOOTBALL (Atari)
SPACE INVADERS (Atari)
STAR MASTER (Activision)
VIDEO OLYMPICS (Atari) -- USES PADDLES

These are complete 2600 systems. Nothing else is needed to play.

BID #1) MINIMUM OPENING BID OF $40.00
BID #2) MINIMUM OPENING BID OF $40.00
BID #3) MINIMUM OPENING BID OF $40.00

*****

LOT #3 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

ATARI 2600 SYSTEM, with one (1) Atari Joystick, and fourteen (14) cartridges
[no boxes, or manuals for cartridges, except Pac-Man]:

ASTEROIDS (Atari)
BASKETBALL (Atari)
BERZERK (Atari)
CHOPPER COMMAND (Activision)
COMBAT (Atari)
E.T. THE EXTRA-TERRESTRIAL (Atari)
FOOTBALL (Atari)
FREEWAY (Activision)
FROGS AND FLIES (M Network)
MISSILE COMMAND (Atari)
OUTLAW (Atari)
PAC-MAN (Atari) -- WITH MANUAL
REALSPORTS: BASEBALL (Atari)
SPACE INVADERS (Atari)

These are complete 2600 systems, except for RF switchbox and power supply.

BID #1) MINIMUM OPENING BID OF $33.00
BID #2) MINIMUM OPENING BID OF $33.00
BID #3) MINIMUM OPENING BID OF $33.00

*****

LOT #4

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

SEARS TELE-GAMES (Atari 2600 compatible system) with box, manual, one (1)
Atari Joystick, one set of two Atari Paddle controllers, and twelve (12)
Sears Tele-Games cartridges [no boxes, or manuals for cartridges]:

BASEBALL (Sears)
BASKETBALL (Sears)
BOWLING (Sears)
BREAKAWAY IV (Sears) -- USES PADDLES
CHASE (Sears)
FOOTBALL (Sears)
GOLF (Sears)
MISSILE COMMAND (Sears)
PONG SPORTS (Sears) -- USES PADDLES
SPACE INVADERS (Sears)
TANK-PLUS (Sears)
TARGET FUN (Sears)

The box and manual aren't in good shape, but both are intact.

This is a complete 2600 system, except for RF switchbox and power supply.

MINIMUM OPENING BID OF $50.00

*****

LOT #5

COLECO GEMINI (Atari 2600 compatible system) with system manual, two (2)
Gemini Dual Command controller, one set of Gemini Paddles, one Gemini power
supply, one Gemini RF switchbox, and twelve (12) cartridges [no boxes, or
manuals for cartridges]:

ASTEROIDS (Atari)
ASTROBLAST (M Network) -- USES PADDLES
COMBAT (Atari)
E.T. THE EXTRA-TERRESTRIAL (Atari)
FOOTBALL (Atari)
HOME RUN (Atari)
PAC-MAN (Atari) -- WITH MANUAL
SPACE INVADERS (Atari) -- WITH MANUAL
TARGET FUN (Tele-Games)
VANGUARD (Atari)
CARNIVAL (Coleco) -- STICKER ON BACK SAYS "INCLUDED WITH GEMINI"
DONKEY KONG (Coleco) -- STICKER ON BACK SAYS "INCLUDED WITH GEMINI"

This is a complete system. Nothing else is needed to play.

MINIMUM OPENING BID OF $42.00

*****

LOT #6

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 5200 (2-PORT), one Atari controller, Atari power supply, and three (3) cartridges [no box or manual for cartridges, except Pac-Man]:

PAC-MAN -- WITH MANUAL
POLE POSITION
SUPER BREAKOUT

The controller is working, at this time, but the fire button contacts on the inside need cleaning periodically. I will also throw in a non-working controller for parts, FREE.

MINIMUM OPENING BID OF $34.00

*****

LOT #7

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 5200 (2-PORT), one Atari controller, Atari power supply, and three (3) cartridges [no boxes or manuals for cartridges, except Centipede]:

CENTIPEDE -- WITH MANUAL
PAC-MAN
POLE POSITION

The controller is working, at this time, but the fire button contacts on the inside need cleaning periodically. I will also throw in a non-working controller for parts, FREE.

The power supply works, but after testing it I discovered that there are exposed wires at one point on the cord. I would suggest not using it, and I only supply it so that you know what one looks like, and can read the specifications from the power supply itself.

MINIMUM OPENING BID OF $32.00

*****

LOT #8

ATARI 5200 (4-PORT), Atari power supply, one Atari controller, and three (3) cartridges [no boxes or manuals for cartridges, except Pole Position]:

DEFENDER
PAC-MAN
POLE POSITION -- WITH MANUAL

The controller is working, at this time, but the fire button contacts on the inside need cleaning periodically. I will also throw in a non-working controller for parts, FREE.

There is no RF/power switchbox with this system, but I will include plans on how to build one. The parts cost approximately $8 at Radio Shack.

$37.00 Mark_Lambert

*****

LOT #9

ATARI 5200 (4-PORT), one Atari controller, Atari RF/power switchbox, and three (3) cartridges [no boxes or manuals for cartridges, except Pac-Man]:

DEFENDER
PAC-MAN -- WITH MANUAL, AND 2 OVERLAYS
REALSPORTS FOOTBALL

The controller is working, at this time, but the fire button contacts on the inside need cleaning periodically. I will also throw in a non-working controller for parts, FREE.

This system doesn't come with a power supply. The specifications are:

INPUT: 120V AC 60HZ 33W
OUTPUT: 11.5V DC 1.95AMP

MINIMUM OPENING BID OF $30.00

*****

LOT #10

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 800 COMPUTER with original power supply, built-in RCA cable, one Atari Joystick, Atari 410 Data Recorder (with built-in power cord and connector cable), and Defender cartridge.

This is a complete system, except for RF switchbox.

MINIMUM OPENING BID OF $40.00

*****

LOT #11

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 800XL COMPUTER with original power supply, RCA cable, one Atari Joystick, Atari 410 Data Recorder (with built-in power cord and connector cable), and Centipede cartridge.

This is a complete system, except for RF switchbox.

MINIMUM OPENING BID OF $65.00

*****

LOT #12

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 65XE COMPUTER with original power supply, 65XE Owner's Manual, RCA cable, Atari 410 Data Recorder (with built-in power cord and connector cable), one Atari Joystick, and Pac-Man cartridge.

This is a complete system, except for RF switchbox.

MINIMUM OPENING BID OF $80.00

*****

LOT #13

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 130XE COMPUTER with original power supply, RCA cable, one Atari Joystick, Atari 1010 Data Recorder, and Pac-Man cartridge.

The 1010 Data Recorder doesn't include the power cord or connector cable.

This is a complete system, except for RF switchbox.

MINIMUM OPENING BID OF $90.00

*****

LOT #14

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 810 DISK DRIVE with original power supply.

I don't have a disk to check the drive, but the power light comes on and it makes a sound like it is trying to read a disk.

MINIMUM OPENING BID OF $28.00

*****

LOT #15 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 1050 DISK DRIVE.

I don't have a disk to check the drive, but the power light comes on and it makes a sound like it is trying to read a disk.

BID #1) MINIMUM OPENING BID OF $50.00
BID #2) MINIMUM OPENING BID OF $50.00

*****

Send all bids to: dw901@cleveland.freenet.edu

Michael J. Novak Jr.

--
Are you interested in BUYING/SELLING/TRADING personally owned video games for:
SEGA GENESIS, SEGA CD, SUPER NINTENDO, and ATARI JAGUAR???

For a copy of my current list, or to be placed on my e-mail list,
please leave E-Mail at -=+> dw901@cleveland.Freenet.Edu

628. Re: CSS`s Fix 2 into 1 for fr

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-26 19:27:24 UTC
From: krishna@primenet.com
Message-ID: <3g8t2s$b0h@news.primenet.com>
Source record: 95168

The 1200XL has a resistor inhibiting the +5 on the SIO. The MPP interface for the 1200XL has an external supply which is why it is more expensive. The sad part is that things like this were engineered for the 1200XL when all it takes is the jumpering of a resistor to put the voltage back to the SIO.

Companies assumed that the end user wouldn't even be able to do that, so they engineered around it.

629. atari harddrive?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-26 20:44:42 UTC
From: chaos@oo.com
Message-ID: <3g91jq$2hu@tequesta.gate.net>
Source record: 95170

Ok, question to a point i never fully understood. Has there ever
been a simple plug-and-go harddrive for the atari XL/XE?? something that
just plugged in line with the floppys and printer? or was it all that
cryptic stuff i dont have full info on, concerning MIO cables and black
boxes and whatever?
ungh.

630. adding memory?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-26 20:46:40 UTC
From: chaos@oo.com
Message-ID: <3g91ng$2hu@tequesta.gate.net>
Source record: 95171

Also, is it possible to simply add memory by soldering in new chips? i was talking to someone in my area, and he was telling me about how way back when he upgraded his XE to higher memory by simply soldering in the chips. Can i do this with my apple GS? i have an extra XL i can cannablize the IC's out of. is there any archive sites where i can find info on this?

i posted this question once a while ago, but i never got a result.

thanks.

631. Atari 800 etc Emulator.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-26 21:02:11 UTC
From: David@holodeck.demon.co.uk
Message-ID: <636938917wnr@holodeck.demon.co.uk>
Source record: 95172

Does anyone know of the FTP address of an Atari 800 / XL etc emulator and program software for the PC.

Please E-Mail me below.

Dave....

David@holodeck.demon.co.uk
Birmingham England U.K.
Happy as a pig in muck!
---

632. Re: Using SNES controllers as 8bit joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-26 22:24:15 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3g97ef$3hu@nic-nac.CSU.net>
Source record: 95173

Man, just OPEN a Nintendo controller (and I'm guessing, a SNES one too) and you'll see how complicated it is! Just get a Sega or Sega Genesis controller. No patching needed! B button is normal fire button. C can be easily implemented, the A and Start are a tad harder.

-bill!

633. Re: Bill Wilkinson responds

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-27 01:28:24 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <Jgy76VA.ransom22@delphi.com>
Source record: 95174

Ken Sumrall <ken@cup.hp.com> writes:

>Following is a message Bill Wilkinson asked me to post to the net after
>I sent him e-mail regarding his reputed death here on the net. I was pretty
>sure the old telephone game from first grade (where a statement is whispered
>from person to person around the room, and the last person tells what he
>heard, which is never the original statement) had transformed Jay Miner's
>death (of kidney problems if I'm not mistaken) into Bill's death of AIDS.
>
>Anyway, here is Bill's message.

THANK you!

-Joe

634. MIO Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-27 05:50:38 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1995Jan27.055038.11875@vpnet.chi.il.us>
Source record: 95175

I promised Joe Chiko, my user group's 8-bit librarian (who does not have UseNet access), that I would post this for him. (Sorry for the delay, Joe ;-)

If you have a MIO for sale, please respond by EMAIL to me (do not post it as the article will probably expire here before I get a chance to see it), or give Joe a call, or call SCAT's Graceland North BBS at (708) 545-2554 (24 hrs, up to 14.4Kbps) and leave him email.

Thanks!

Nick DiMasi nickd@vpnet.chi.il.us dimasi@ssd.comm.mot.com
Delphi: TURBONICK

---------------(Joe's message follows)----------------

Conf : Marketplace
Msg# : 27/31 Lines: 5 Read: 11
Sent : Jan 16, 1995 at 10:29 PM
To : All
From : Joseph Chiko
Subj : Wanted ICD MIO

I am looking for a working ICD MIO. I would prefer 256K, but will consider a 1M if the price is not far out. Leave mail or call 708-810-1127 in the evenings after 7PM and ask for me.

Thanks

635. Re: CSS`s Fix 2 into 1 for fr

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-27 07:05:22 UTC
From: bjcorr@delphi.com
Message-ID: <9501270204591.DLITE.bjcorr@delphi.com>
Source record: 95176

>If I remember correctly
>>the 1200XL either misses the 12 Volt or the 5 Volt output on the SIO port.
>>(That's why there was this special version of the MPP interface (the
regular
>>version was called MPP 1150 and the 1200XL version was called 1151).
>
>The 1200xl has a current-limiting resistor on one of the power supply
>pins, which apparently makes the current insufficient to drive much
>more than a galvanometer. So the MPP 1151 used a separate power
>supply, and the P:R: gave instructions on how to jump the resistor.
Resistor R63 is the culprit. The solution is to simply remove it and replace
it with a jumper wire.
bjcorr@delphi.com

636. Re: Pictures from upcoming Atari 8-bit g

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-27 07:05:37 UTC
From: bjcorr@delphi.com
Message-ID: <9501270204592.DLITE.bjcorr@delphi.com>
Source record: 95177

>Ben, I'm really sorry I lost the text file for it, but Wooley did u/l
>a text file on how to do the mod. It is easier then you could imagine!
>With the 1200xl, Atari put the traces on the mother board so you could
>either use a 24 pin ROM or a 28 pin EPROM. To go 800xl OS, you just have
>to get a MMU chip from an 800xl or buy one from B&C. You desolder the
>two existing chips, put in the EPROM, & move 4 or so jumpers. That's it.
>I'm not sure if I kludged it together or if it was described in the u/l,
>but I used two piggybacked 128k EPROMS with the !CS pins bent out & going
>to a switch where the former channel 3-4 switch used to be so I could
>switch between OS. He does include the text for putting built in basic
>& I have rev C in mine. Since 1200 has 2-8k roms vs the 128k rom of the
>800xls, you use the extra socket for basic. You do have to run at least
>jumper for basic. The only drawbacks are the function keys only work if
>you have an 800xl OS vs something like Omniview, no PBI, cart slot on
>a 1200 is, as I'm sure you know, a little tight for running things like
>SDX or a Proburner. If you do a 1 meg upgrade, you lose basic anyway &
>I don't own any PBI stuff that I haven't made myself, & for that I keep
>an 800xl around. If you own a soldering iron & have $20 or so to transfer
>to B&C, I'd really say go for it.
>Rick
I will defintely go for it if I can find the documentation! Anyone have a
clue as to where it can be found?
bjcorr@delphi.com

637. Hello Europe.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-27 10:28:30 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950127022557.18771G-100000@CSOS.ORST.EDU>
Source record: 95178

Hey Mathy Van Nisselroy:

Good to see you here on the Usenet. I enjoyed reading your
posts......on the Atari 8-bit BBS network.... Haven't seen your name on
USenet until the past couple of days.

Have you been here, quiet, the whole time???

James

638. Update to Atari Books, Software, Games, Hardware Sale, Additions & Subtractions

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-27 12:28:24 UTC
From: lelie@smail.srl.ford.com
Message-ID: <lelie.768.000B3C0D@smail.srl.ford.com>
Source record: 94925

UPDATE to Long list, mags, books, software, games, hardware, additons & subtractions.
This is STILL more than my wife will let me keep!

Here is what is left (if I haven't made any typos!). I get a lot of mail so the first offer will probably get it, but I will TRY to answer everyone as soon as possible.

Please make offer/counter-offer.

Atari Books

Second Book of Machine Language (Mansfield, spiral 442 pgs., Compute! books)
(this one was removed, but I did not sell it, so here it is again)

Compute!'s First Book of Atari Graphics (spiral, 248 pgs)

Games for the Atari (S. Roberts, paperback 115 pgs.)

Atari Basic, Faster & Better (Carl Evans, paper back, 290 pgs.)

Atari Basic (Richard Haskell, paper back, 170 pgs.)

Proto's Graphics Machine (Geoff Caras, Pamphlet, 25 pgs)

Learn to Program Fancy Fonts (Rich Wilson, pamphlet, 68 pgs, w/disk)

IBM-PC (Wilson, pamphlet, 45 pgs spiral)

Atari Dos 3 (pamphlet, 30 pgs)

Atari Dos 3 Reference Manual (spiral, 98 pgs)

Atari Disk Operating System II Reference (pamphlet, 98 pgs)

Atari ST User's handbook (Gilbert Held, paper back, 167 pgs)

Software

Atari-writer CART w/docs

Atari-writer+ docs/w disk.

APX spelling checker disk for Atari-writer w/docs

APX printer drivers for above, disk w/docs

APX Calculus Demon (Disk w/manuel, APX software) {doesn't anyone do symbolic calc anymore?}

B-graph (Batteries Included, disk w/manuel) {Probably the BEST plotting/curve fitting software ever made for Atari}

Programmer's Workshop Stat. Pack. (no docs!)

Alpha Advanced Protection Techniques Disk Utils (disk)

Alpha Systems BASIC Turbocharger (disk w/docs)

Alpha Diskpack 1000 (disk)

MMG BASIC Compiler (no docs)

Santa Cruz Graphics Machine (no docs)

Monkey Wrench II XL (same as Monkey Wrench II but for XL only, not left cart, no docs)

Font Editor (Irata Verlag)

Super Label II (Irata Verlag, no docs)

Allen Macroware Diskwiz II (no docs!)

Music Composer Cart & Manuel (Atari, w/manuel)

Atari Home Filing Manager (disk w/manual)

PRINT SHOP STUFF (Disks w/docs); {how about $1 each for these, or $10 for all 12?}

Graphics Disks for above, #1, #2, #3

Gag Disks for Print Shop, #130, #224, #233, #225, #226 (Icons)

No Frills Software Fonts & Borders for Print Shop

Genesee Atari Group Icons for Print Shop

Genesee Atari Group Cute Labels

Sourcer's Apprentice (Magic Atari Disk)

XLENT Software (Disks w/docs); {Really very good for fancy hard-copy, do a newsletter, and to view 80 col. on screen!}

Rubber Stamp

Typesetter

Page Designer

Mega-Fonts II

Mega-Filer

GAMES

Chess Master 2000 disk for Atari w/manuel

Ace of Aces (Acclocade, disc w/manuel)

Mig Alley Ace (Microprose, disc w/manuel)

225B Baker Street (Datasoft, disc + notebooks) {One or multi-player Sherlock Holmes. Like the CLUE board game}

Eastern Front Cart, Atari, (no docs.)

HARDWARE:

Atari 1010 Program Recorder (Newer Style)

Star Gemini 10" Printer

Protecto Big Blue silent 9", 80 col. thermal printer w/Atari interface & docs.

Atari 810 Disk drive w/power supply

Atari 1050 Disk drive w/power supply

2 good working Atari 800XL computers w/power supply

2 good Atari 800 computers, working (1 CITA, 1 GITA) w/power supply,
$20 ea w/16k, or $25 w/32k, or $30 ea w/48k, or make offers

I got the books some time ago from a friend who was getting out of Atari; they were not mine originally, but I hate to see them go to waste.

Larry Elie
lelie@smail.srl.ford.com

639. Re: Atari 1025 Eprom

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-27 13:39:59 UTC
From: krishna@primenet.com
Message-ID: <3gat3f$ji9@news.primenet.com>
Source record: 95179

Mere mortal Rob Funk provoked me by writing:

: Any idea what sort of processor the printer has to read the EPROM?

Yeah, could very well be a 6800 instead of a 6507 or something. Percom
drives for instance, use the 6800 on its controller board.

640. Re: Good disk drive?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-27 17:24:58 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <3gba9b$6v6@theopolis.orl.mmc.com>
Source record: 95184

In article <D2v5Mn.5o9@itex.jct.ac.il>, bruck@brachot.jct.ac.il (((poster is dead))) writes:
|> I'm looking for a disk drive, but I don't know where to look. These are
|> the features I want, and if anyone's selling something like this used -
|> or knows of a place to get one - get in touch.
|>
|> -3.5" disks
|> -double sided, 720K (or 1.44MB if possible)
|> -connects to SIO (no need for a black-box)
|> -Ultraspeed, compatible with the US+ OS.

Itay,

These are (kind of) for sale from CSS. You can buy an XF551, an upgrade kit (from CSS, also from Bob Woolley), and a bare 3.5" drive. I don't own one, but have seen one. The XF controller only works up to 720K, but thats 2800+ DD sectors.

--
Jeff Potter
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

641. Re: Connecting 2 Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-27 17:30:01 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <3gbaip$6v6@theopolis.orl.mmc.com>
Source record: 95185

In article <3fvjr9$4pq@ccnews.ke.sanet.sk>, madaras@kosice.upjs.sk (Tommy) writes:
|> What about to connect two Ataris thru one joystick plug? For example,
|> with two lines like simple RS 232? (just an idea)

It's also been done, by Chuck Steinman. Called GameLink I. Chuck wrote
a two-player Tic-Tac-Toe as a demo game for it. This method has its limits
on speed. I think somebody may have also written a battleship-type game
for it.

--
Jeff Potter
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

642. Re: Massive Auctions, a Solution?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-27 17:41:47 UTC
From: ksewell@athena.cs.uga.edu
Message-ID: <3gbb8r$np@hobbes.cc.uga.edu>
Source record: 95180

In article <791220812snz@rtubb.demon.co.uk>,
Richard Tubb <richard@rtubb.demon.co.uk> wrote:
>After yet another posting of a "Massive Auction List", that many people,
>myself included, get a little tired of seeing every 24 hours, a simple
>solution struck me.
>
>Why not post the initial Auction List, edited for the newsgroup it is
>relevant to of course (Atari Stuff in c.s.a.8, etc.) and then the author
>could set up a mailing list to send all these 24 hour updates to. The
>mailing list would only contain names that have either approached him or
>specifically lodged a bid. (In fact, it needn't be a mailing list, if
>the author just collected all the names of the users and sent them each
>an update manually, this would suffice).
>
>Surely this way would be better than posting relatively the same list
>every 24 hours so that all us non-interested parties get annoyned. Only
>those interested in competing in the bidding would recieve updates, the
>rest of us could concentrate on chatting about 8-bits like we'd like to.
>
>Suggestions, Critisms, etc. welcome.
>
>Cheers, Ric.
>
Many auctioners (auctioneers?) post updates *and* mail them out. posting
update lists to newsgroups often gets new people interested in bidding.
I agree that something should be done, though...perhaps the initial posting
like you said, then maybe a very short article saying that updates are
available. I don't know if and how this would hurt someone gaining new
bidders, but I think it's worth it to be courteous to those who read
newsgroups.
Or maybe we could shoot the guy.

DISCLAIMER: Jeez, I was only kidding!!!! (About the shooting the guy! :)

Jeremy, on the lam now

643. Re: RP Connection

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-27 18:14:39 UTC
From: krishna@primenet.com
Message-ID: <3gbd6f$6v5@news.primenet.com>
Source record: 95181

Mere mortal Per.Erik Peterson provoked me by writing:
: But the information he gaved me was supricing for me. The baudrate will be 38.4
: bps and there will be a special termprog for it (I think it will include) and
: he will also make Bobterm to work whith this High Speed.

: The price will probebly be around $49.95

Well, only a little over a year late. But better late than never. This
is the same info I got from him about around March or April of last year.

644. Re: Connecting 2 Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-27 18:18:43 UTC
From: krishna@primenet.com
Message-ID: <3gbde3$6v5@news.primenet.com>
Source record: 95182

Mere mortal Per.Erik Peterson provoked me by writing:
: No. I will ask Bob about this next time I call him. I talked to Bernard Kok in
: Holland the other night voice and we discussed the multiline package for BBS
: EXPRESS PRO. I didnt know that you must have 3 computers linked together to run
: it and 2 BB hehehe. But it is also a way to connect the computers and not the
: cheapiest way offcoarse. The package coast $235 whith a multiplexer and you
: need one BB more.

You need one BB more if you want highspeed modems to work. So, then wait
for the R:P: so you can get affordable high speed modem operation from
slaves.

Of the few people who run multiline Pro!, I think most of them have a BB
on each of their slaves which is madness since they are only being used
for the modem port.

645. Re: Massive Auctions, a Solution?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-27 18:19:04 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Jan27.131522.18950@wariat.UUCP>
Source record: 95183

(Discussion of what to do about Mr. Novak's massive auctions.)
The best thing that can be done is nobody participate in his auctions.
His prices look pretty high anyway. I'm sure he enjoys getting even
the discussion about what to do about the posts, he just seems to be
that kind of person. A real pain in the butt. I really don't think this
months old auction has gotten him much in the way of sales, he just
enjoys being the pain he is. So he's sorta like a harassment telephone
caller. If you can, you report him to the authorities. In this case,
there are no authorities, so the best we can do is ignore him.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

646. Re: Bill Wilkinson responds

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-28 11:35:56 UTC
From: krishna@primenet.com
Message-ID: <3gda6s$h86@news.primenet.com>
Source record: 95118

Mere mortal Vladimir Elberg provoked me by writing:
: Whatever! All I know is Glenn should be happy for Bill! I mean come
: on now! I have lost any respect for a man that is mad that Bill went to
: another platform, this is outrageous!
: I admit for being out of line, but anyone who thinks the way Glenn does
: is so biased against anyone switching platforms is totally out of line as
: well.
: I think Bill is a cool guy, I dont worship him, but I think he has
: helped the Atari community, which is more than I can say of Glenn.
: To Glenn : Get a life and stop worrying of what everyone else has and
: do something to help the Atari 8-bit out!

Listen, you don't listen.

I don't HATE Bill. I am absolutely NEUTRAL towards him. There is a
difference between reserving my greatest praise for those who I feel
deserve it, and hating him. You say you don't worship him, and so I
think we are closer in opinion than you think.

In a generic context, sure, he's a talented guy, whatever. He deserves
some respect for his past acheivements. But in an atari8 advocacy context
I don't think he should be put on the same level as someone who's still
working with the 8-bit, or even on the same level as someone who left but
still pops in now and again or bothers to fire up their 8-bit on occasion.

My inferrence from his writings in Mapping... may have been a little much,
but I'm just being honest about how I felt when I read those words. How
many technical books like that do you know of go off on a technical
limitation like that? Does De Re do that? On the contrary. De Re goes
to great lengths to talk about how nice the Atari8 is, what kind of tricks
you can pull with it, its innovation with the coprocessors, and so on,
while Bill seems fixated on sheer-processing issues. It just smacked of
contradictions that on one hand Bill decided to devote a great deal of
time to the Atari8 and to help with Mapping... but on the other he sees
fit to criticize it in the same book. It just seems to me that if you
like the platform enough to do as much as Bill did, that you have no right
to whine about limitations otherwise people will wonder why it is you
stick around.

To me, there is no such thing as TOO MUCH atari8 advocacy. As I related
in my post about the apathy in my old user group, the problem is TOO
LITTLE advocacy. Just because there are a lot of people in here who's
Atari8's play an extremely limited role compared to their shiny new
machines doesn't mean they should try to force everyone else to share
their mindset on the role of the Atari8 or how much they can or can't
advocate (lest they disrupt the sensibilities of those who's loyalties are

now firmly with other platforms).

If that's wrong, then the focus of this newsgroup has really deteriorated.

And I need not itemize all the things which I have done to help support the 8-bit. Those who have received my shareware donations, vendors who have received my patronage, and those who enjoyed my BBS when it was up bear witness to that.

Overall I think you are making a mountain out of a mole-hill.

647. Re: Games? ; Connecting 2 Ataris!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-28 11:41:05 UTC
From: krishna@primenet.com
Message-ID: <3gdagh$h86@news.primenet.com>
Source record: 95119

Mere mortal Jeff Potter provoked me by writing:

: Chuck Steinman posted suggestions for what was to be "MAGDAR Invasion" as
: I remember. He got -0- responses to the "submit your artwork" contest.
: You guess correctly; the project has gone nowhere. But I can't blame
: DataQue for the lack of interest by the game-playing public. There's no
: satisfaction in spending a year working on something for which there is
: no interest, and hence no market.

Not everyone is a good artist. It was a mistake to measure interest based on submissions. Do you think that since there were 0 submissions that nobody was interested? The messages around that time would contradict that. People like me and others were commenting on it.

Of course, Chuck has never been a genius when it comes to marketing (re: T816).

I tried making a couple images but I was not pleased with the output enough to submit it. I am just not the greatest artist especially when working in gr.15.

648. Re: Games? ; Connecting 2 Ataris!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-28 11:44:46 UTC
From: krishna@primenet.com
Message-ID: <3gdane$h86@news.primenet.com>
Source record: 95120

There is a program you run from an internet shell I believe called Internet Head2Head Daemon.

Something like that.

The shell does most of the work passing packets.

It's similar to how Xwindow games work.

You might even be able to kludge something up by using 2 IRC bots (just an idea).

There seem to be a lot of people on this group, but yeah, they may not have direct shell access.

But it's really only a matter of time. There will only be fewer and fewer 8-bitters living close to eachother and more and more 8-bitters on the net.

649. Re: Quit with the Progress slamming!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-28 14:23:06 UTC
From: James King <jeking7@delphi.com>
Message-ID: <Bg+66fS.jeking7@delphi.com>
Source record: 95186

BRYEDEWAARD@DELPHI.COM <BRYEDEWAARD@news.delphi.com> writes:

>This group is for those who never left, those who have returned, and those
>who just want information. If you're someone who's been in this group
>forever, try to be a better host!

I couldnt agree more. I have 3 running 8bit Atari's at this time, and
parked right next to them is my PC. Without my PC, I'd probably stil
be selling shoes at BASS -- but thanks to SpartaDos years ago, I started
to learn MS-DOS like commands and finally got a job in the computer
industry. Today, I'm an MIS Manager for local county government.

True, my PC has tought me how much I enjoy my 8bit, but the inverse
is true as well.. My 8bit wont allow for a winsock based application
to be loaded up - whereas I can now point and click my way through
the Internet using the PC.

It's a trade-off between the two. I love my 8bit because I now own
every Infocom adventure created. Those will probably never be seen
on the PC (at least not ALL of them [grin]) - as well as other
applications and games.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

650. Re: ATR8000 for trade

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-28 14:25:56 UTC
From: James King <jeking7@delphi.com>
Message-ID: <Bg25iRc.jeking7@delphi.com>
Source record: 95187

You really dont need the original ATR disks to use the ATR. SpartaDos will work just perfectly on the ATR8000. You can print from the ATR, modem from the ATR and connect high density disks to the ATR, all using SpartaDos...

If it's an XL you're looking for, contact me via email and we can work out some form of trade. I have about 10 XL's, 3 65xe's and 4 130xe's that are starting to pile up.

Been collecting like mad these last few weeks..

Dont know why, though! [grin]

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

651. Re: Bill Wilkinson responds

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-28 14:27:01 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Jan28.092627.16884@wariat.UUCP>
Source record: 95188

(Discussion about Bill Wilkinson, etc.)
Vladimir E. and Glenn S. are who we have today. Bill
Wilkinson gave us a way to do what we wanted with our
8-bits. But he's gone. What bothered me about Vladimir was
saying (something like) 'get a real computer'. We here
enjoy this platform for various reasons and I would hate to
see us degrade ourselves into arguments about past glories.
WE are what is happening today. I especially would like to
see B. Wilkinson, Mike Hohman, Bob Puff, Keith Ledbetter
come around csa8 and make a comment or two. I don't like to
see the grumbling about our benefactors that could alienate
them if they come here. But, the grumbling also makes ME
feel a member of the present group of Atari 8 fans and I
understand Glenn's feeling that past greats in our platform
have abandoned it.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

652. Re: Bill Wilkinson responds

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-28 14:53:52 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <JE6aKZY.ransom22@delphi.com>
Source record: 95189

Robert Glover <robg@picasso.ICSI.Net> writes:

>I've always enjoyed reading Bill Wilkinson's stuff, and he's one of my
>favorites. Just because he moved onto more profitable things doesn't
>mean he's a traitor. It means he has some common sense.

That last sentence implies that those of us who use the 8-bit
on a daily basis lack common sense. Not exactly the wisest thing to
say in the usenet newsgroup devoted to 8-bit discussions. :)

While I agree that there is MUCH more profit to be gained by
a person using the IBM/MS-DOS/Intel platform, I think there is plenty
of reason for a person who is NOT seeking profit through computers to
use the Atari 8-bit.

I won't go into all the reasons for using an 8-bit again (there
were several discussion threads in the past few months that discussed
this more throroughly than I could in this space). Suffice it to say
that there are those of us whose computing needs are met by the 8-bit.

That said, there is certainly enough room in the world of computing
for people who use different platforms. Mr. Wilkinson has a compelling
reason to use IBM PC's. I don't, so I stick with the platform that makes
computing fun.

It doesn't mean I lack common sense. :)

-Joe

653. Question.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-28 14:55:18 UTC
From: pwerntz@aol.com
Message-ID: <3gdlsm$f9@newsbf02.news.aol.com>
Source record: 95190

Hi there - forgive me if this is the wrong place to post this.

Not too long ago, while rooting through my mother's attic, I came across my old 130XE and 520ST. Having a sudden childhood flashback (not that it was that long ago), I decided to grab the 130XE and a bunch of cartridges. (Let's face it, today's PC games are great, but the good ol' playability of Defender or Joust just can't be beat)

Unfortunately, after hooking it up (with a new TV/Game switch), all I get is a black screen with the cartridges plugged in (or sometimes it throws me right to the old self-test). However, without plugging them in, I do get the "READY" prompt.

Now, I'm sort of obsessing on getting this thing to work, so here comes the questions:

1. Does anyone have an idea of what the problem might be, and is it fixable?
2. Is it worth it just to buy a "new" 130XE?
3. Can I still buy a 130XE somewhere?
4. Is anyone interested in the 520ST? I also remember seeing a disk drive and I think a modem. It'd be at least a month before I was able to go get it, but I'm not really looking to make money - I'd rather see someone else get some use out of it.

I took a quick glance through the FAQ, but really didn't see the answers that I was looking for. Thanks in advance.

Preston

p.s. - as a long time Atari owner (2600, 400, 130xe, 520st) who moved to PCs, it is nice to see that Atari still thrives somewhere. They were (and in many ways still are) fantastic machines and it's a shame corporate Atari got blown away in the industry shakedown.

654. Re: atari harddrive?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-28 15:03:40 UTC
From: James King <jeking7@delphi.com>
Message-ID: <Jm76S9c.jeking7@delphi.com>
Source record: 95191

Glenn Saunders <krishna@primenet.com> writes:

>There really isn't such a thing as a plug and go hard drive installation
>procedure for any platform.

Not true. The old Supra (now KPI) HD interface was as "plug-and-play"
as it gets. You simply bought the package and plugged it into your
PBI and off you went..

K-Products has now modified the KPI (formerly Supra) interface to now
emulate the MIO and the BB and on top of that are adding full
high speed modem capabilities.. I've seen the prototype and it's
awesome!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

655. Re: atari 1020 printer NEW 15 bucks

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-28 16:19:51 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3gdqr7$12jb@hearst.cac.psu.edu>
Source record: 95192

Glenn Saunders (krishna@primenet.com) wrote:
: Mere mortal Eric Sokolowsky provoked me by writing:
: : When I used my 1020, I loved to print out program listings and other
: : text files in the super-small font (80 characters per line). It was
: : tiny! I used paper for the Radio Shack plotter. But I ran out of
: : pens. :-(

: Best Electronics has pens. I walked into a Radio Shack the other day and
: they too had pens that looked compatible!

Then pens are... but as I recall the paper they sell isn't wide enough..
(at least the stuff I purchased in a red box several years ago...)

--
Carts: 2600 104; 5200 22; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
WITH 3D IMAGER!!!!!!!
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

656. Test only, ignore.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-28 16:42:44 UTC
From: CONRADUS%PLEARN.BITNET@PLEARN.EDU.PL
Message-ID: <199501281642.KAA12766@mail.cs.utexas.edu>
Source record: 95193

```
Test, ignore.
```

657. Re: XFORMER 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-28 17:12:37 UTC
From: dwh@delphi.com
Message-ID: <JM6aiZV.dwh@delphi.com>
Source record: 95194

James Wood <jamesw@CSOS.ORST.EDU> writes:

>As far as for my own use, I am not disappointed enough with PCXF to send
>it back. I've been having loads of fun playing with Atari BASIC again,
>and being able to run at least SOME of my old programs on my PC makes me
>happy. I'M HOPING FOR IMPROVEMENTS, HOWEVER!!!

I've heard the minimum system requirements have gone up with the release of
v3.0. What are the minimum system requirements for that version? Also,
do the printer/serial/joystick ports work as advertised? I am curious since
most of what I would like to be able to run is of the application type
program instead of the game software. I still have the 8-bit available for
games, but recently lost my P:R:Connection to a power surge. If I can run
the applications I need on the IBM using its ports I have no need to replace
the P:R:C and then have switchboxes to deal with as well. Along with the
above questions... does the "disk swap" feature work?

Darryl Howerton

658. Re: Connecting 2 Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-28 18:00:12 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <131953@cup.portal.com>
Source record: 95195

300 baud two way has been done if you mean for full communication. It's hard to do more then 300 baud since that is done with softwar interupts because the isn't really a good way i.e. a hardware interupt, every time a JS port changes state.

659. Atari system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-28 18:19:23 UTC
From: shawnh@max.tiac.net
Message-ID: <3ge1rb$t32@sundog.tiac.net>
Source record: 95196

For Sale: Atari 8-bit computer system, with disk drive, printer,
modem, joysticks, software, books, etc.

****

Hardware:

Atari 130XE computer - perfect condition - sorry, no manual

Percomm AT-88 ss/sd disk drive - worked flawlessly the last time
I used it - manual included, as well as OS/A+ operating sys-
tem diskette (not sure if I have the manual for this OS)

MPP-1000C modem: 300 baud, no interface module required - connects
via joystick port - manual included

Seikosha GP-100AT dot-matrix printer for Atari - no manual - in-
cludes ribbon, but it's probably dried out

Two joysticks:
1) Wico Command Control - big, sturdy, in great shape
2) Kraft - small, light, very easy to maipulate... but it's
starting to get flakey

Koala Pad drawing/painting tablet (includes software)

Software:

Cartridges:
Miner 2049er (Bounty Bob, from Big Five Software)
Ms Pac-Man
Donkey Kong
Donkey Kong Jr.
Crystal Castles
Star Raiders (partial docs)
Q-Bert
Dig-Dug
Space Invaders

Disks:
Jawbreaker (similar to Pac-Man)
Castle Wolfenstein
Transylvania
Grandma's House
Hodge Podge
Alternate Reality: The City
Shamus
Apple Panic

Black Rabbit
Temple of Apshai trilogy
Star Raiders II
Frogger
The Eidolon
Rescue On Fractalus

Misc:
lots of odds-and-ends, Basic programs, utilities, blank
disks, etc.

Books:

Atari BASIC Source Book (Compute! books)

Compute!'s First Book of Atari

Compute!'s Second Book of Atari

Mapping the Atari (Compute! books)

Programming the 6502 - Rodney Zaks (Sybex books)

Your Atari Computer - Lon Poole, et al

Kids and the Atari - Ed Carlson

****

Except as noted above, all of the hardware and software worked
fine the last time I used them.

I'd prefer to sell everything as a single package for $99 or
best offer. If, after some indeterminate amount of time, this proves
to not be feasible, I'll consider breaking things up.

Thanks.

shawnh@tiac.net

Shawn Harrington
141 Mechanic St.
Marlboro, MA 01752
(508) 481-6947

660. SpartaDos for PCX 2.5 or 3.0 ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-28 18:37:29 UTC
From: aa338@cleveland.Freenet.Edu
Message-ID: <3ge2t9$8bu@usenet.INS.CWRU.Edu>
Source record: 95197

Is the SpartaDos Disk image for PCX 2.5 or 3.0 out yet???

If not, is there any expected release date?

Thanks...

-Mark
--

661. Re: Damn, I forgot.. but while I'm at it... FlickerShade

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-28 19:14:03 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ge51r$h7n@nic-nac.CSU.net>
Source record: 95198

Itay mentions that he can't use US+OS with SIO2PC..

Oopps.. ok, I'm wrong. ALL I know, is there's a High-Speed mode on SIO2PC and unfortunately for MyDOS advocates like me (gimme an M! gimme a Y! gimme a D.. an O.. and an S! What does that spell!? MYDOS!!! YAAAAY!) it doesn't support that mode.

Some things do, however. I thought US+OS was one of them.. Mistake on my part I guess. I know SpartaDOS does, and some demos (esp. newer Top-Magazin demos) support it as well (killer! :)).

Anyway.. can anyone actually tell me exactly WHAT works with SIO2PC _and_ supports the High-Speed mode!?

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **

662. Re: Best 8-Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-28 19:17:52 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ge590$h9s@nic-nac.CSU.net>
Source record: 95199

:) I've never heard the 1200XL's keyboard called "sexy," but I guess it kinda is. If I had more than one 1200XL case (like.. 5 or so), I'd consider painting one entirely black. That'd kick ass.

I'm getting an 800XL soon so I guess I'm gonna have to get used to hitting BREAK in place of DELETE all of the time. <argh!>

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **

663. Re: 8bit emul for ST

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-28 19:21:03 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ge5ev$hi9@nic-nac.CSU.net>
Source record: 95200

If you folks didn't figure this out, :) STxformer is by the same author as PCxformer (and GEMulator), Branch Always Software. Just in case you guys didn't realize it. (I have the same trouble with MyDOS and MyBBS.. MyDOS is "my DOS".. I use it. But it isn't "MY DOS".. I didn't write it. MyBBS however is not only "my BBS" (I use(d) it), and "MY BBS" (I WROTE it), but also a BBS FOR _My_DOS.. hence the name! :))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **
My my my!

664. Re: Atari 800 etc Emulator.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-28 19:25:10 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ge5mm$hla@nic-nac.CSU.net>
Source record: 95201

One good FTP site is Atari.archive.umich.edu. You can get to it through
Gopher (I finally tried it; it's great!!!) by Gophering to "gopher.archive.
umich.edu". From there you just move around through the files. You can
look at file lists and actually download files with it. Neat!

The directory is: Merit Archives (when gophering) "atari/8bit/Xf2".

Programs like UnZIP for a PC, UnARC for a PC or for the Atari (under Archivers)
and DiskComm for the Atari or DCMToDisk for the PC will be very helpful.
(Yes, there is UnZIP for the Atari, but you'll need to unZIP your PC stuff
before you can even emulate the Atari in the first place.. so... :))

GOod luck!

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **
Keeper of the Atari 8-bit Newbie/Emulator FAQ file!

665. Re: Pictures from upcoming Atari 8-bit g

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-28 19:27:52 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ge5ro$hlo@nic-nac.CSU.net>
Source record: 95202

Glenn, since my 1200XL's OS ROM's are EPROMs, I just got two OS's stuck into the thing. Also, he added code to make ^F4 the coldstart switch (works every time except sometimes I need to hold RESET and sometimes the Action! cart goes crazy and I have to hold RESET and pull it out; start a reboot, hold RESET again and shove it in, and fianlly let it reboot again).

There's no (or not much) visible jumpering with my ROMs. The only wires I remember coming from anywhere were from the RAMboXL.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **

PS - I'm STILL LOOKING FOR DETAILS ON NEWELL RAM UPGRADES!

666. Re: Faxmodems/TCP-IP

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-28 19:29:24 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3ge5uk$ssv@charm.magnus.acs.ohio-state.edu>
Source record: 95203

In article <9501261840.AA03917@brachot.jct.ac.il>,
kylemol moron <bruck@brachot.jct.ac.il> wrote:
>Another thing that got me curious is connecting the Atari directly to
>the Internet using a modem calling an SLIP TCP/IP server.. Again, is there
>any reason why the Atari can't FTP, Telnet or Mail? Where can I get a
>documentation of the TCP/IP protocol?

I think this might be within the realm of possibility.
For TCP/IP protocol info, you'd want to look at the relevant internet
RFC (I don't know which one). If you can do WWW, there's a pointer to
the collection of RFCs at http://www.cis.ohio-state.edu/
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

667. Re: XF2.5 Problems with MAC/65

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-28 19:35:36 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ge6a8$i0f@nic-nac.CSU.net>
Source record: 95204

Hmm.. this has been chewed over a few times before. There is now a PATCHED version of MAC/65 which is usable on the PC Xformer. I'm not exactly sure where it is, but it is there at Umich. Jody Lenn or someone should put in a TXT file along with the older MAC/65 mentioning that "PCXF users go get THIS copy instead". And if the PCXF version isn't "as good" or something as the older version, a similar TXT should be put in with the PCXF version.. that way people who don't realize there's more than one version there will find out and be sure to get the correct one!

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **

668. Re: ST Xformer and more.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-28 20:44:25 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <3geab9$3qa9@blue.weeg.uiowa.edu>
Source record: 95105

CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK (R. GORE) writes:

>I understand 'Ivo' is going to post the schematics for the ST Xformer
>cable onto the Digest shortly, but the software is copyrighted!
>Of course I wouldn't want him to post copyrighted software so does
>anybody know where I can legally BUY this software from and possibly
>a ready made cable???

This myth just won't go away!

We can split all software into one of two categories:

1) Public Domain software. Software released into the PD by the
creator/copyright owner can be freely used by anyone for anything, period.

2) Copyrighted software. The creator/copyright owner retains most rights.

Copyrighted software comes in 3 forms:

2.1) Commercial software. May not be copied except for personal use.
Payment is expected at the time the software is obtained.

2.2) Shareware. May be freely copied. Users are asked to pay for it
on their own initiative.

2.3) Freeware. May be freely copied.

ST Xformer is available through many PD/freeware/shareware vendors. I
happen to know that both the software and cable may be purchased from B&C
ComputerVisions. I'm not sure about vendors in the UK.

>Zybex is indeed a great game, do you know it sold for #2.99 (UK
>pounds) on tape when it was first released in the UK?
>Anyway it was written by Brian Jobling of Zeppelin Games, who are no
>longer interested in Atari 8-bit software. However Derek Fern of
>Micro Discount here in the UK has obtained the rights to sell all of
>Zeppelins games and now sells Zybex for about #2 - #3 on disk - thats
>a bargain buy for anybody who doesn't have Zybex or indeed any of the
>other Zeppelin games.

For those of us StateSide, B&C ComputerVisions sells legal copies of
Zybex (where I bought mine), and at least some of the other Zeppelin games.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

669. Re: atari harddrive?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-28 20:46:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3geae8$ktn@nic-nac.CSU.net>
Source record: 95106

Technically, BB's or MIO's should be "plug 'n play", but yes, there were
some OLD OLD hard drives which hooked up via joystick ports and SIO's..
unless I'm dreaming or something. I don't know what type of support
they have these days (like with SpartaDOS or MyDOS)...

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **

670. Re: Saving my old disks!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-28 20:46:47 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <3geafn$2s3v@blue.weeg.uiowa.edu>
Source record: 95107

richczeta@aol.com (RichCZeta) writes:

>Does anyone know of a program that can duplicate
>copy-protected disks, including ones like AR? My

American Techna-Vision sells a product called Chipmunk that's supposed to
be able to copy many copy-protected disks.

There are also more powerful products available from Computer Software
Services.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

671. Re: Question.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-28 20:50:14 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <Baz5qZW.ransom22@delphi.com>
Source record: 95108

P Werntz <pwerntz@aol.com> writes:

>1. Does anyone have an idea of what the problem might be, and is it
>fixable?

Sounds like it could be the cartridge port. I've heard that the
130XE's cartridge ports have a bad tendency to fail. Anyone have any
other ideas?

>2. Is it worth it just to buy a "new" 130XE?

Dunno if it is worth it to you. You can usually get one for
less than $100 (sometimes MUCH less) from someone here on csa8 who is
selling it. They can go for as much as $175 at the vendors who still
sell them "new in the box" (see the FAQ for details, but look for
B&C Computervisions and BEST Electronics in the vendor listing).

>3. Can I still buy a 130XE somewhere?

See above

>p.s. - as a long time Atari owner (2600, 400, 130xe, 520st) who moved to
>PCs, it is nice to see that Atari still thrives somewhere. They were (and
>in many ways still are) fantastic machines and it's a shame corporate
>Atari got blown away in the industry shakedown.

Yes, it is good to have this forum, but if you are interested in
the 8-bit, there are other resources as well. There is Atari Classics,
a magazine entirely devoted to th 8-bit. There is Current Notes, a
magazine that has ST/TT/Falcon coverage along with 8-bit stuff. There
are other magazines in Europe and the UK as well. Again, check the faq
if you are interested.

Hope you find a reason to keep your 8-bit hooked up from now on. :)

-Joe

672. Re: Massive Auctions, a Solution?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-28 20:51:26 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <3geaoe$1a5v@blue.weeg.uiowa.edu>
Source record: 95111

richard@rtubb.demon.co.uk (Richard Tubb) writes:

>After yet another posting of a "Massive Auction List", that many people,
>myself included, get a little tired of seeing every 24 hours, a simple
>solution struck me.

>Why not post the initial Auction List, edited for the newsgroup it is
>relevant to of course (Atari Stuff in c.s.a.8, etc.) and then the author
>could set up a mailing list to send all these 24 hour updates to. The

It would help a lot if he only posted Atari 8-bit computer stuff for sale
here. Sure, he split his list into "Atari" and "other" listings, but
pages and pages of 2600, 5200, 7800 and Lynx stuff in comp.sys.atari.8bit
still doesn't cut it, IMO.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

673. Re: Specific Atari disk-->PC data transfer problem: advice needed

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-28 20:52:52 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3gear4$l8d@nic-nac.CSU.net>
Source record: 95109

Well, I'm sure someone might LEND you their SIO2PC cable.. or you could
get one for very cheap (who knows? it may breathe new life into your 8bit).

Oh.. and be sure the night your Atari'll be going into is just a UPS box
as it gets shipped to a new owner. ;)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **
Little kids love Atari's.

674. Re: Question.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-28 20:55:53 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <Ba87CHR.ransom22@delphi.com>
Source record: 95110

P Werntz <pwerntz@aol.com> writes:

>2. Is it worth it just to buy a "new" 130XE?

Oh, by the way, check out the "Atari System For Sale" posted
to this newsgroup today....$99 for a complete 130XE system, including
disk drive and printer, software, manuals, books, etc. If you have
the money to spend, this might be a good deal for you.

-Joe

675. Re: Trak drives

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-28 22:32:08 UTC
From: bob_s2@sfov1.verifone.com
Message-ID: <1995Jan29.053210.2710@sfov1.verifone.com>
Source record: 95112

In Article <3fvg56$t7j@newsbf02.news.aol.com>
diskdet2@aol.com (Diskdet2) writes:
>Trak went out of business about 9 months after they started sell in the
>Atari drives. The Traks have some very nice things about them. As a repair
>person, they have many problems. The power supplies were the worst. The

The drive I got seems to work fine, on single or double density. You may
be right about the power supply - the trak one was long gone, I am using an
Atari 9v p/s (just guessed it might work) and it seems to be just right.

>turbo was just a track buffers. The fact that is ran so fast, is the

Haven't noticed that it's much faster than a 1050.

>amount of SRAM installed in the drive. 2k standard. It did have the
>printer port in it, but they did not key the plug. If pluged in backwards,

The printer port is not even a plug, its an opening to part of the pcb
(maybe the drive is missing a connector?).

>it would damage the mother board. The slave drive works the same as the
>Percoms. I still have 3 or 4 Trak for my computer museum.

Can I hook another drive mechanism to it? What kind?

>The Disk Detective

Bob

676. IBM -> ATARI

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-28 22:49:06 UTC
From: koutchin@mail1.sas.upenn.edu
Message-ID: <3gehl2$6lo@netnews.upenn.edu>
Source record: 95113

HI !

I have a bunch of files from I-NET for ATARI 8bit and i have it on
my 486 and i want to transfer them on atari disks and run it
on my atari. How can i do it ?

Artem Koutchine
koutchin@sas.upenn.edu
koutcha1@hp800.lasalle.edu
primeart@aol.com

677. Re: atari harddrive?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-28 22:53:56 UTC
From: tdrake1@umbc.edu
Message-ID: <3gehu4$ro6@news.umbc.edu>
Source record: 95114

James King (jeking7@delphi.com) wrote:
: Glenn Saunders <krishna@primenet.com> writes:
:
: K-Products has now modified the KPI (formerly Supra) interface to now
: emulate the MIO and the BB and on top of that are adding full
: high speed modem capabilities.. I've seen the prototype and it's
: awesome!

Jim,

Can you tell us anymore about this interface, what kind of drives you can
hook up, how high a high-speed modem interface, etc.??

When will it become available??

-=-
Thomas Drake | Through the telephone, off of the server,
tdrake1@umbc.edu | over the T-1 backbone, nothing but 'Net!!

678. Re: Joystick mem. locations

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-28 22:59:06 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FA4LFFUQUp@stingray.manawatu.gen.nz>
Source record: 95115

>(R. Morris asks about using the joystick ports for output.)
>Check your Mapping Atari for $D300 to $D302.

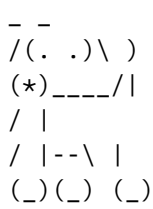
>Somebody from Down Under had a way to make a RS232 serial port
>out of the joystick ports. But frankly, I still think you are going to
>have to use an 850, P:R:, BB or MIO if you want to do null modeming. Or
>use an SIO modem and the phone lines.

I actually wanted to find out if you could use the pins for "fire", and the
paddle pins (the analogue ones) for output aswell as input. I am already
using the data lines/joystick directions ($D300...) - but thanks anyway.

Richard.

PS. I have a cable hooked up that transfers data from my 8bit to my ST via
the j/stick ports & parallel port on the ST. It works ok, but I need to
finish writing some decent transfer software for it. Then I'll share the
info on the net...

--



Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

679. Re: Saving my old disks!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-28 23:01:01 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3geibd$ddr@hearst.cac.psu.edu>
Source record: 95116

Michael Current (mcurrent@blue.weeg.uiowa.edu) wrote:
: richczeta@aol.com (RichCZeta) writes:

: >Does anyone know of a program that can duplicate
: >copy-protected disks, including ones like AR? My

: American Techna-Vision sells a product called Chipmunk that's supposed to
: be able to copy many copy-protected disks.

: There are also more powerful products available from Computer Software
: Services.

I don't think any version of chipmunk backs up AR...any version...
as I recall ARD used fuzzy sectors...and ARC well...that was phillip
Price's brain child of weird stuff...

nothing at like his Tail of Beta Lyrae protection... but still nasty.

Of course you can just buy another version for $6.50 from one
of the suppliers.
--
Carts: 2600 104; 5200 22; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
WITH 3D IMAGER!!!!!!!
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

680. Disk directory - how?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-28 23:28:24 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FA4MBHUWUp@stingray.manawatu.gen.nz>
Source record: 95117

How do you get the directory from a disk? That is, from a program, and not from DOS...

I want to be able to give a list of files from a program, so that the user can choose the one they want to transfer (i.e. a file selector).

Is this going to be one of those, allsorts of ways of doing it depending on the DOS I am using? As I want the program to run under anything if poss.

Thanks,
Richard.

--

```
_ _
/(. .)\ )
(*)____/|
/ |
/ |--\ |
(_)(_) (_)
```

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

681. Re: atari harddrive?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 01:00:29 UTC
From: James King <jeking7@delphi.com>
Message-ID: <ZKxaSvV.jeking7@delphi.com>
Source record: 95121

I dont know about the availability of the newly modified KPI, but I know it's close to being done.

On top of being able to run all scsi, mfm and rll, it'll run IDE as well - per a conversation with Bob Klaas. I've already got dibs on the first one!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

682. Upgraded 130xe trade for upgraded 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 01:20:21 UTC
From: James King <jeking7@delphi.com>
Message-ID: <Rq7ZCjV.jeking7@delphi.com>
Source record: 95122

I'm still trying to trade my MINT condition 130xe w/320k, XE Touch keyboard, AC Superaudio and supervideo upgrades straight across for an equally upgraded 800xl. Anybody interested??

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

683. FS: 8 bits Carts

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 02:25:04 UTC
From: ckchan@interport.net
Message-ID: <ckchan.38.0046961C@interport.net>
Source record: 95133

The following carts are forsale, these carts are XEGS Carts, but will with with XE and XL Computers. I don't know if they'll with either the old 400 and 800's. Here goes.

Archon - New but box is not in mint condition.

Ballblazer - New, box in fine condition.

Gato - New, box in fine condition.

David's Midnight Magic - Used once or twice, box partly crushed.

The price is $6.00 a piece. (Firm)

Also available, 1 XEGS keyboard for $10.00

Chi K. Chan
ckchan@interport.net

684. FS: 8-bit Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 02:27:09 UTC
From: tdrake1@umbc.edu
Message-ID: <3geudt$mm@news.umbc.edu>
Source record: 95123

Atari stuff for sale (new lower prices!)

1 800XL (64K RAM) in original box with original styrofoam, deluxe switch box in its own box, R/F cable, 1.5amp power supply, user's manual and a pre-Super Video chroma upgrade! This 800XL also has Stackpole keyboard. All chips are socketed! Includes cover. Great condition! ---> $35

1 totally stock brand-new 800XL (64K) with original everything! This computer has only been used twice. Once in 1987, when it was purchased, to make sure it worked and once a couple of days ago to make sure it still worked. Pristine condition. Computer in original box, with styrofoam, still has plastic wrap for 800XL, with R/F cable, switch box, and the all-black 1.5amp brick power supply. Looks totally new! ---------> $45

1 Star Micronics Gemini 10X 9-pin dot matrix printer in excellent condition with user's manual, in original box, with roller. ----> $25

1 Percom AT88-S1PD disk drive with Mitsumi 360K Double-Sided, Double-Density mechanism! (like the one in the Atari XF551), set up as master controller with built-in power supply, printer port, working printer cable, extra cable for second drive, and room for another drive in the bay with original box, with styrofoam, manual, cover, OS DOS, and I/O cable. --------> $40

1 Atari 410 Cassette Recorder/Player in original box, with manual, cover and in excellent working condition. --------> $5

1 Practical Peripherals 2400 baud modem with power supply and manual ----------> $20

1 Anchor Signalman MK XII 1200 baud modem with telephone cord, power supply, and instruction manual in original box and styrofoam. Has a built-in interface cable -----------> $10

1 GameMate 2 Remote Joystick Controllers. Comes with two remote control standard Atari joysticks with receiver unit and power supply. Batteries and joysticks included. --------------------> $15

1 Atari 850 Interface with operator's manual, power supply, and I/O cable. Can be used for up to 9600 baud speeds. Built-in parallel printer interface. --------------> $25

1 brand-new Atari Trak-Ball in unopened box ---------> $5.00

1 YORKY 256K RAM plug-in memory upgrade for the 800XL or 600XL which has been internally upgraded to 64K. Upgrade simply plugs into the PBI port on the 800 or 600 XL. Comes with manual and support disk. ------> $40.00

1 1050 Disk Drive with Lazer upgrade (Happy-like clone). Double-density (180K) and high-speed operation. Has brand-new TANDON drive mechanism. Compatible with U.S. Doubler, and works with single, dual, and double-density disks. Comes with instructions and support disk. -------> $55.00

1 PENGO Cartridge game in box shrinkwrapped -$5.00

3 of Your Atari Computer - A Guide to Atari 400/800 Personal Computers book ---------------------------------> $5.00 each

You pay shipping.

--
-=-
Thomas Drake | From an Atari 8-bit, through the telephone,
tdrake1@umbc.edu | off of the server, over the T-1 backbone,
Test First! Then Code! | nothing but 'Net!!

685. [FOR SALE] Atari 800 Hardware & Software

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 02:33:10 UTC
From: rmihara@OCF.Berkeley.EDU
Message-ID: <3geup6$ob5@agate.berkeley.edu>
Source record: 95124

I have the following Atari stuff for sale. All are in excellent condition. I don't have boxes for the Atari 800, Drive, Printer, or Koala Pad, but have boxes for the Recorder and all software:

Atari 800
1050 Disk Drive
1025 Printer
1010 Program Recorder
Koala Pad

Atariwriter
Visicalc
The Home Filing Manager
Family Finances
Conversational German
Basic
Joust
Dig Dug
Pole Position
Donkey Kong
Star Raiders
Choplifter
The Seven Cities of Gold
Will Harvey's Music Construction Set
Hard Hat Mack
Archon
Wizard and the Princess
Zork I
Zork III
Castle Wolfenstein
Beyond Castle Wolfenstein
Star Trek
Lode Runner
Zaxxon
Flight Simulator II
Jumpman Junior
Temple of Apshai

If you are interested, send me some e-mail and make an offer.

Thanks,

Randal Mihara
rmihara@sparta.sjsu.edu

686. Re: Bill Wilkinson responds

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 02:54:43 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <Zu25KRT.ransom22@delphi.com>
Source record: 95125

Glenn Saunders <krishna@primenet.com> writes:

>fit to criticize it in the same book. It just seems to me that if you
>like the platform enough to do as much as Bill did, that you have no right
>to whine about limitations otherwise people will wonder why it is you
>stick around.

As you may have gathered from the posts I have made, I am a
fervent advocate of the Atari 8-bit computers. So, please don't take
this wrong.
Your statement above that, if someone does a lot of good for the
ATari 8-bit, they have no right to "whine" about limitations of the
system. I think of it quite the contrary. If someone has worked with
the computer as much a Bill has, then he or she is in a much better,
more knowledgeable position to critisize the system than others. Say,
a C=64 user. :)
In other words, I am MUCH more willing to give Bill some slack
for saying our computers are less than perfect than I am an MS-DOS,
Windows, Amiga, C=64, etc. advocate who has never touched an Atari 8-bit.

Just my way of looking at it. :)

-Joe

687. Re: Upgraded 130xe trade for upgraded 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 03:00:38 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <Ru-Yqhe.ransom22@delphi.com>
Source record: 95126

James King <jeking7@delphi.com> writes:

>I'm still trying to trade my MINT condition 130xe w/320k, XE Touch keyboard,
>AC Superaudio and supervideo upgrades straight across for an equally
>upgraded 800xl. Anybody interested??

sure I'm interested. Interested in it, but I don't have the
800XL you require. ;) Would love to have such a finely upgraded 130XE,
tho. :)

-Joe

688. THIS IS URGENT !!! HELP !!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 03:52:55 UTC
From: koutchin@mail1.sas.upenn.edu
Message-ID: <3gf3en$sha@netnews.upenn.edu>
Source record: 95127

HI !

I NEED THE ANSWER WITHIN 24 HOURS. I AM REALLY IN A HURRY. HOW CAN
I TRANSFER ATARI DISK IMAGES FROM IBM TO REAL ATARI DISKS. AND IS IT
POSSIBLE AT ALL ?

689. Re: Saving my old disks!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 04:54:39 UTC
From: diskdet2@aol.com
Message-ID: <3gf72f$8ii@newsbf02.news.aol.com>
Source record: 95128

That is not true! I have and copy II option board. There are lot's for copy protected disks it will not copy. Part of the problem is the drives in PC are set at 300 RPM's not 288 RPM's. The software also was not updated to handle several of the newer disk formats on the Atari. This option will only work for about 30-40% of the copy protected disks. The Happy is still the best option.
The Disk Detective

690. Re: Saving my old disks!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 06:09:03 UTC
From: bodysurf@netcom.com
Message-ID: <$3pAliTN6ZCU078yn@netcom.com>
Source record: 95129

In article <3geibd$ddr@hearst.cac.psu.edu>,
heller@akh104.rh.psu.edu (Andrew K. Heller) wrote:
> I don't think any version of chipmunk backs up AR...any version...
> as I recall ARD used fuzzy sectors...and ARC well...that was phillip
> Price's brain child of weird stuff...
>
> nothing at like his Tail of Beta Lyrae protection... but still nasty.
>
>
> Of course you can just buy another version for $6.50 from one
> of the suppliers.

Right. You need something like the "Deluxe Option Board" that has the
ability to read/write weak bits. Chipmunk won't do it -- the Happy
drive can't make a copy that will run on a non-Happy drive, the Archiver
won't do it either.

I sure didn't like Philip Price's copyprotection schemes. He was the
reason for Happy Backup v4.0 (The Tail of Beta Lyrae). When he came out
with Snookie!, Happy wouldn't copy it initially either; people were
duping the casette version! because they couldn't copy the disk! AR was
cracked quite quickly however. The Tail of Beta Lyrae took a long time
before I saw the cracked file float around and Snookie didn't take that
long to get cracked either.

Lates!

Tim <bodysurf@netcom.com>
"Finger" for PGP v2.6.2 Public Key

691. Re: Saving my old disks!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 06:25:18 UTC
From: bodysurf@netcom.com
Message-ID: <EJpAliTN6BDA078yn@netcom.com>
Source record: 95130

> I don't think any version of chipmunk backs up AR...any version...
> as I recall ARD used fuzzy sectors...and ARC well...that was phillip
> Price's brain child of weird stuff...
>
> nothing at like his Tail of Beta Lyrae protection... but still nasty.
>
>
> Of course you can just buy another version for $6.50 from one
> of the suppliers.

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Lates!

Tim <bodysurf@netcom.com>
"Finger" for PGP v2.6.2 Public Key

692. Re: Vendors/Publishers on the Internet

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 07:16:55 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3gffd7$hh4@nic-nac.CSU.net>
Source record: 95131

Wait wait wait!? You mean you've changed the Ven/Dev list down to just names and e-mails!?!? <:^(

Or is it you posted that in response to the comments on lack of people on the Ven/Dev list and how few entries HAVE e-mail addresses!?

(PS- glad to see I'm on there! :) Soon (if the Ven/Dev list is the same as it has been (name/address/e-mail/phone/soft\hardware/etc)) I hope to have a few more items in the software part of my entry! :))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **

693. Re: IBM -> ATARI

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 07:20:09 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3gffj9$hiv@nic-nac.CSU.net>
Source record: 95132

```
The BEST bet is to get an SIO2PC cable and the SIO2PC software.
FTP to atari.archive.umich.edu or Gopher to gophper.archive.umich.edu and
change to the "atari/8bit/Sio2pc" directory and get the stuff in there.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **
```

694. Ignorance ISN'T bliss! Need help upgrading video (maybe).

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 07:36:28 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3gfghs$ia6@nic-nac.CSU.net>
Source record: 95134

Ok.. well, I have a Commodore 1084 (needs fixing, but it does sorta work) and I just got a cool 5-pin Atari/Commodore -> Audio/Composite/Choma/Luma monitor cable.

NOW I find out that I need an upgrade to get Chroma out! (Before, Composite through the Luma made 80 columns very readable, esp. if the colors were set to black and white (colors would make grey vertical lines appear when I wasin Chroma/Luma mode, not Composite). NOW I get EXCELLENT, BEAUTIFUL 80 columns (haven't tried it, but it's very very very clean and there's no grey vertical bars when there's colored areas on the screen), but, I STILL can't get any color!

So... when I get my 800XL, if it does NOT have chroma out, how exactly can I get chroma out. I heard the SuperVideo upgrade helps (I never bothered caring about SuperVideo because I've always been happy with my 1200XL's outputs) but I don't believe I have the copies of _AC_ which describe it. Also, I've heard other upgrades help as well... so, can anyone point out a good one?

Thanx in advance!

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **

Things to do: Get 800XL in mail
Fix 1084 monitor
Get SIO2PC in mail
Get other cool stuff in mail
\/ Get Alternate Reality in mail
Finish HyperIt!
[next] Send out A8Newbie/EmulatorFAQ to people

695. WANTED: XE Crossbow and Crime Busters

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 08:10:46 UTC
From: 6500dtpt@ucsbuxa.ucsb.edu
Message-ID: <3gfii6$3lu@ucsbuxa.ucsb.edu>
Source record: 95135

Anyone know where I can get these cartridges at a good
price or have them for sale?

6500dtpt@ucsbuxa.ucsb.edu
David Tipton

--

6500dtpt@ucsbuxa.ucsb.edu David Tipton

696. please help the ignorant

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 08:27:40 UTC
From: quartz@ix.netcom.com
Message-ID: <3gfjhs$qru@ixnews2.ix.netcom.com>
Source record: 95136

I would like to bring my Atariwriter documents (writen on my 130xe and stored mostly on double-density disks) onto my PC hard drive. I have seen references in various postings to utiluty programs that will do the job, but I cant seem to find them on "http://www.umich.edu/~archive." Could someone please tell me what I need and where I can find it? Also do I need something special for single density disks?

Also, is there any way I can get an Intel 14.4 external modem to work with with the 130xe.

Any pearls of wisdom would be most appreciated.

697. Re: Ignorance ISN'T bliss! Need help upgrading video (maybe).

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 09:56:47 UTC
From: krishna@primenet.com
Message-ID: <3gfoov$au2@news.primenet.com>
Source record: 95137

Mere mortal William Kendrick provoked me by writing:

: So... when I get my 800XL, if it does NOT have chroma out, how exactly
: can I get chroma out. I heard the SuperVideo upgrade helps (I never
: bothered caring about SuperVideo because I've always been happy with my
: 1200XL's outputs) but I don't believe I have the copies of _AC_ which
: describe it. Also, I've heard other upgrades help as well... so, can
: anyone point out a good one?

You are happy with the 1200XL monitor output? You must be mad.

698. Re: Bill Wilkinson responds

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 10:10:36 UTC
From: krishna@primenet.com
Message-ID: <3gfpis$au2@news.primenet.com>
Source record: 95138

Mere mortal Joe Walsh provoked me by writing:
: As you may have gathered from the posts I have made, I am a
: fervent advocate of the Atari 8-bit computers. So, please don't take
: this wrong.
: Your statement above that, if someone does a lot of good for the
: ATari 8-bit, they have no right to "whine" about limitations of the
: system. I think of it quite the contrary. If someone has worked with
: the computer as much a Bill has, then he or she is in a much better,
: more knowledgeable position to critisize the system than others. Say,
: a C=64 user. :)
: In other words, I am MUCH more willing to give Bill some slack
: for saying our computers are less than perfect than I am an MS-DOS,
: Windows, Amiga, C=64, etc. advocate who has never touched an Atari 8-bit.

The thing is, it was a cheap shot. It's one thing to pine for another PMG or multicolored text modes. That would have been within the realms of possibility even in 1979. But he was whining about the inherent operation of the 6502 processor at a time when obviously he was drooling over the 68K which was already out. There would have been nothing that Jay Miner and Co. could have done to please Bill at that time. It's like 'The Atari home computers are 8-bit machines and that by far is their greatest flaw'. So they are 8-bit machines, big deal. That's the way it is. Take it or leave it. They aren't CRAYs and they aren't 68K machines, they can't move 2 bytes at once, but how many affordable processors could in 1979? How many other home computers could? Most of them used the same damn processor (Apple II, PET). If Atari had started using 65c02s or 65802s then maybe that would have appeased him, but what were the odds of that happening? It smacked to me of a simple case of longing for greener pastures and merely a sign of his coming departure rather than a fair critique of the archetecture.

699. Ever a workable 80-column mod?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 10:11:39 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950129020130.14638D-100000@PEAK.ORG>
Source record: 95139

You know, I'd be tickled if I could actually use my 8-bit Atari to call up the Internet with. However, I suppose it's just impractical. It looks like the Atari 8-bit line will one day be layed to rest, never having had this problem solved.

I remember back when the MIO was in the planning/announcement stages, there was talk of an 80-column mod. Then, Atari, in all its wisdom, released the XEP-80 KLUDGE. I still have one that's like new....used a couple of hours, maybe. Back when 2400 baud was the standard, it wasn't so bad.... The XEP could sorta keep up. I never liked the joystick interface, and sometimes the computer would crash...and of course, the XEP would sit there ho-hum with no error message. I'd have to keep a TV hooked up, and when the green-screen and TV were on together, they'd make each other flicker.

If it wasn't for the fact that I was stuck with the 40-column screen, I would have stayed with the 8-bit (as my primary workhorse) for a whole lot longer, like many Apple II owners did (with their "extended 80-column cards.") I wish this problem was fixed, even this late in the game, I'd buy it....just to top off my 8-bit computers.

Has anybody had any experience with the "Omnimon??" deal? Isn't this the thing that plots a tiny character set on a Graphics 8 screen? How does it work? Will it go 9600 or 14.4? I doubt it..... Is it legible?

I wish one of the technically-inclined (gifted, I should say) Atari8 users/developers would address this problem. I can only speculate wildly, but couldn't the XEP be modified somehow to interface with the parallel bus? Is the speed bottleneck with the serial interface that the Atari talks to the XEP over the joystick port, or is it something inherent in the XEP board, or the Atari?

Here's to wishin' for a solution to an old, old problem.

James.

(Yes...I know about the Bit3 "Full View 80" - but I don't use an Atari 800, and even if I did, I couldn't find one of those, nor software to support it).

700. Re: Upgraded 130xe trade for upgraded 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 13:52:33 UTC
From: James King <jeking7@delphi.com>
Message-ID: <p2zbaLZ.jeking7@delphi.com>
Source record: 95140

[grin] I understand. My last 130xe was even better than this -- ask Thomas Drake.. It was a 1meg upgraded 130xe w/XE Touch, AC Audio, Video, Switchable rom and much more..

It's just that my MIO's dont seem to like XE's anymore - and I have to use an XL on my MIO. [sigh]

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

701. Re: Best 8-Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 14:00:57 UTC
From: James King <jeking7@delphi.com>
Message-ID: <p007alR.jeking7@delphi.com>
Source record: 95141

This is a BIT off subject, but my version of the best 8bit Atari would be something like this:

Atari 800, upgraded to 1meg with an XL/XE OS upgrade and useable on a CSS Mux! What a dream that'd be! 4 joysticks, two cart ports, the BEST keyboard in existance - with tons of ram and useable on a hard disk via the MUX!

--
@ @ @ ----------------------------------- @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ----------------------------------- @ @ @

702. IBM FILES ----> ATARI DISKS

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 14:21:29 UTC
From: koutchin@mail2.sas.upenn.edu
Message-ID: <3gg899$4nq@netnews.upenn.edu>
Source record: 95142

HI !

I need to transfer some files from my IBM to atari disks. Some one
said in the prev posting that i need SIO2PC cable and soft for it. Isn't
that cable is in the stardart package of PC XFORMER ? If it isn't please
tell me where can i get it and the exact procedure of transferring files.
Is it possible to write and read ATARI disks w/o any other soft anf hard ?

Artem Koutchine
koutchin@sas.upenn.edu
primeart@aol.com
koutcha1@hp800.lasalle.edu

703. Re: Bill Wilkinson responds

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 14:38:30 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D368o6.HAx@nntpa.cb.att.com>
Source record: 95143

In article <3gfpis$au2@news.primenet.com>,
Glenn Saunders <krishna@primenet.com> wrote:
> The thing is, it was a cheap shot. It's one thing to pine for
>another PMG or multicolored text modes. That would have been within the
>realms of possibility even in 1979. But he was whining about the inherent
>operation of the 6502 processor at a time when obviously he was drooling
>over the 68K which was already out. There would have been nothing that
>Jay Miner and Co. could have done to please Bill at that time. It's like
>'The Atari home computers are 8-bit machines and that by far is their
>greatest flaw'. So they are 8-bit machines, big deal. That's the way it
>is. Take it or leave it. They aren't CRAYs and they aren't 68K machines,
>they can't move 2 bytes at once, but how many affordable processors could
>in 1979? How many other home computers could? Most of them used the same
>damn processor (Apple II, PET). If Atari had started using 65c02s or
>65802s then maybe that would have appeased him, but what were the odds of
>that happening? It smacked to me of a simple case of longing for greener
>pastures and merely a sign of his coming departure rather than a fair
>critique of the archetecture.

I want to say that I have always been a multiple platform oriented
person, and hence do not want this to be considered flame-bait ...
but one of my biggest disappoinments about the Atari 8-bit
platform was the choice of processor. There were other processors
available that, in my opinion, were much easier from a programming
point of view available in the same time period. I think the 6809
would have been a much better choice, as an example. Pertaining
to the specific complaint related to in the above paragraph, the
lack of 16 bit data manipulation instructions, even the 1802 based
Elf that I started with could load and store 16 bits at a time.

But the choice of processor does not determine the value of the
entire platform, otherwise those of us who love to hate Intel
based processors would have seen the demise of the MS-DOS
architecture long ago (though there are people on both sides of
the fence here, I think the majority of programmer types dislike
segmented architectures). To me, the prime value of the Atari 8
bit platform was the quality of structure in the operating system,
and the openness of Atari in publishing complete operating system
listings and hardware documentation. It was really sad to see
this disappear with the XL line. But the original design was an
obvious effort at porting big system ideas to a small system
platform ... a design for the future rather than a present-day
oriented design.

--
Richard Dell

704. Re: Bill Wilkinson dead?!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 15:23:30 UTC
From: pab@cnx.com
Message-ID: <098_9501292025@cnx.com>
Source record: 95024

C:\TYPE\MAIL\IN\UN-Atari 8\FROM\GLENN SAUNDERS\AT\6:53 PM.TXT

Sheesh. Leave it to Kibozing to bring me back home to C.S.A-8.

>James Finnegan (finneganj@delphi.com) wrote:
>: Well, my friend mentioned this while he was talking about exceptional
>: programmers work hours/habits. His claim was that the
>: responsibilities of a homosexual (no familty obligations, etc.)
>: permitted long work hours and odd schedules.

Well, let me debunk James' beliefs quick. Many gay programmers have
family obligations. I've got a very big one named Bryan who has made
the past two years of my life bearable. :)

>Well, I think there is more of a link between being a computer GEEK who
>can't get anything and therefore fills his time with computers (hey
>everyone look in the mirror) rather than homosexuality.

Programming? It can be explained in one word: masochism.

Other than that, geekdom helps.

Sheesh. BW gone? Anyone have a comprehensive list of his achievements?
They include Atari BASIC, DOS 1 and 2.0, and several portions of the
original OS from what I remember.

>That has been the explanation for many-a-programmer's ability to allocate
>a lot of time for programming.

That and beer.

QMPro 1.53 # I am tolerant of your (fruitcake) beliefs
+--+
|Pab Sungenis Vineland, New Jersey|
+--------------------+---+
|Newt's 100 day dash | Promises left: XXXXXXX####################### |
|As of 1/27/95 6:43pm| Time left: ########################### |
+--------------------+---+
Key: # = yet to be implemented X = already broken!
Sue the Republicans for Breach Of Contract on 11/7/96

705. Re: Damn, I forgot.. but while I'm at it... FlickerShade

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 15:23:31 UTC
From: pab@cnx.com
Message-ID: <099_9501292025@cnx.com>
Source record: 95025

And thus sayeth ROB FUNK unto ALL:

>Glenn Saunders <krishna@primenet.com> wrote:
>>Both computers will be sending power down the SIO so that's a recipe for
>>disaster unless you work around it.

>Just put in some well-placed diodes.

Or snip the power line in your cable. You aren't going to need it
anyhow, unless you're running a P:R: or XM301.

QMPro 1.53 # This transfer via DSZ ver...say, what day is it anyhow?
+---+
|Pab Sungenis Vineland, New Jersey|
+--------------------+--+
|Newt's 100 day dash | Promises left: XXXXXXX####################### |
|As of 1/27/95 6:43pm| Time left: ########################### |
+--------------------+--+
Key: # = yet to be implemented X = already broken!
Sue the Republicans for Breach Of Contract on 11/7/96

706. Re: Disk directory - how?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 15:35:01 UTC
From: krishna@primenet.com
Message-ID: <3ggcj5$atg@news.primenet.com>
Source record: 95145

If you want it to work for ANY DOS then you probably need to check for Sparta or MYDOS because Sparta has byte counts and MYDOS has sector counts for each file.

707. Re: Atari 800 question...

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 15:39:27 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <fseipel.1141781607C@news-stand.acs.ohio-state.edu>
Source record: 95144

In Article <9501260201592.DLITE.bjcorr@delphi.com>, bjcorr@delphi.com (ben
corr) wrote:
>>My girlfriend picked up an Atari 800 for me really cheap at a thrift
>>store. It is the older kind with the 4 joystick ports and the 2 cart
>>slots. I noticed that on the right hand side of the unit (the side with
>>the power switch, etc) there are 2 ribbon cables hanging out. They have
>>been cut short . . . so short that the ends are almost flush with the
>>unit. Each of this ribbon cables is composed of 9 wires. I don't have a
>>power supply for it, so I can't test it to see if it works. So do these
>>ribbon cables mean that the computer won't work, or does it look like it
>>belonged to one of you 'tinkerers' who tried to add something to it?
>>
>>Also, what are the specs on the power supply I'd need to use this computer?
>>
>>Thanks!
>>
>>--
>>+---+
>>| Ken Kuhns ken@genesis.mc.maricopa.edu |
>>| Computer Maintenance Assistant kuhns@mc.maricopa.edu |
>>| Mesa Community College, Mesa AZ kkuhns@next.mc.maricopa.edu |
>Sounds like it has defintily been diddled, but how now one can tell without
>looking at the innards. The two 9 pin ribbon cables are identical to the
>ribbon connectors used to connect the joystick ports (3&4) to a Corvus Hard
>Drive interface, but as I say those are connected to the joystick ports.
>Hmmm... Coincidence? The power supply for the 800 has the following specs.
>9 V AC 15.3 VA (1.7A) Atari #CO14319 Transformer
>(From the FAQ)
>bjcorr@delphi.com
>

That's very probable. The two 9-pin ribbon cables are probably wired to
joystick ports 3 & 4.

This modification would also make sense; the Corvus computer-to-interface
ribbon cable was always unwieldy; the plug didn't have a 90 degree angle, so
you had to lay down the interface box behind the computer, then lay the
computer on top the cable and plug the interface in to ports 3 & 4. It
would be much easier to plug the interface board in through the side or rear
of the computer.

Frank Seipel (614) 622-1653
fseipel@magnus.acs.ohio-state.edu X=USR(1536)
76116.1126@compuserve.com

708. Re: Bill Wilkinson responds

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 15:50:16 UTC
From: krishna@primenet.com
Message-ID: <3ggdfo$atg@news.primenet.com>
Source record: 95146

Mere mortal richard.b.dell provoked me by writing:

: I want to say that I have always been a multiple platform oriented
: person, and hence do not want this to be considered flame-bait ...
: but one of my biggest disappointments about the Atari 8-bit
: platform was the choice of processor. There were other processors
: available that, in my opinion, were much easier from a programming
: point of view available in the same time period. I think the 6809
: would have been a much better choice, as an example. Pertaining
: to the specific complaint related to in the above paragraph, the
: lack of 16 bit data manipulation instructions, even the 1802 based
: Elf that I started with could load and store 16 bits at a time.

Atari was used to working with 6502s (re: the 2600). I believe most of their arcade games from this period used 6502s as well. When the Apple II came out, that pointed the way. The 6809 would have been nice, but in 1979, I don't think they would have gone out on a limb with that. As far as 8-bit processors go, I rank them thus:

1) 6809
2) 6502
3) Z80/8080

The 1802 was not considered a mainstream processor for home computer applications although it was pretty cool (cool enough for Voyager I and II).

The way history went, the CoCo, the only system with the 6809, turned out to be a rather utilitarian machine with some graphical and sound inadequacies, whereas the Atari8 doesn't have the same power for multitasking but overall is far more entertaining to use.

So I wouldn't trade my Atari8 for a CoCo.

It's funny, though, when it comes to game consoles, the 6809 showed up only in the Vectrex. Most of them used either 6502 or Z80 variants up to including Gameboy (Z80), and NES 8-bit (6502), both still in production.

If this big flaw in the 6502 was such a big flaw then companies like Nintendo would have shied away from it in 1984 when the NES was being developed.

I don't have any specs on overall 6502 throughput, however, I'm pretty sure that it will blow a Z80 out of the water at the same clock speed. I don't know how it would fare against a 6809 at the same clock speed. Each CPU has its strengths and weaknesses, and the streamlined nature of the 6502 is definitely its greatest asset. Streamlined enough to be compared

to RISCs.

I believe John Harris has more documentation regarding throughput comparisons, at least with 65816 vs. 68000.

709. Re: Bill Wilkinson responds

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 16:12:51 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <h88YC5b.ransom22@delphi.com>
Source record: 95147

Glenn Saunders <krishna@primenet.com> writes:

>So I wouldn't trade my Atari8 for a CoCo.

I think most of us wouldn't trade our Atari's for any computer
in existance (or at least our price range[G]), otherwise we wouldn't still
be using the wonderful machines. :) :)

>I don't have any specs on overall 6502 throughput, however, I'm pretty
>sure that it will blow a Z80 out of the water at the same clock speed. I
>don't know how it would fare against a 6809 at the same clock speed. Each
>CPU has its strengths and weaknesses, and the streamlined nature of the
>6502 is definitely its greatest asset. Streamlined enough to be compared
>to RISCs.

While I don't have the specs on 6502 throughput either, I agree
that the 6502 invokes thoughts of RISC processors. When all the hubub
started about RISC machines a few years ago (in the popular computer
press, I mean), it was as if they'd finally discovered that more isn't
better when it comes to instruction sets. Maybe the 8-bit processors
weren't so bad after all. Add some addressing capability and increae
the clock speed, and you've got a very capable processor even by
today's standards. Unfortunately, the public has not (and probably
never will) realized this, and is therefore buying Pentium machines
by the truckload. :(

-Joe

710. Portfolio stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 16:30:06 UTC
From: pronk@delta.xs4all.nl
Message-ID: <59e_9501300021@delta.xs4all.nl>
Source record: 95032

Sorry for being off-topic but does anyone know where to get where to get
Atari Portfolio stuff. Ramcards, interfaces etc..

Any help would....great.

Eddy

| Fidonet: Eddy Pronk 2:282/205.23
| Internet: pronk@delta.xs4all.nl
| Standard disclaimer: The views of this user are strictly his own.
| Delta-BBS NL +31-5240-15204 Internet gateway

711. Re: Specific Atari disk-->PC data transfer problem: advice need

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 17:40:20 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <131988@cup.portal.com>
Source record: 95148

Since you have a 1050, try one more set of programs, MULE @ archive.umich
It'd be best if you have the text files printed to disk rather then saved
since this would convert Atari's EOL<155> to MS DOS<10,13>. Arc a couple
of files together to get a total file length of about 24k.
Rick

712. Re: Question.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 17:40:24 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <131989@cup.portal.com>
Source record: 95149

I've had a similar problem with a 130XE & it was solved by just cleaning the contacts in the carts. Pencil eraser followed by isopropyl alcohol did the trick.
Rick

713. Re: THIS IS URGENT !!! HELP !!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 17:40:29 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <131990@cup.portal.com>
Source record: 95150

Not to be to critical, but whenever you need help, post as much info as possible. For instance: Do you have an Atari sitting next to the IBM or are you going to take the disks to a friend in another country? See what I mean? It makes it so people have to shotgun their answers to cover any potiential hardware & situation you have. People need to know if you have a stock 810 or 1050 vs a Percom or Indus drive. Can the disks be double density or do they have to be single density boot disks? I doubt if Portal can get this out within 24 hours, but if you don't get a satisfactory answer, take it to Email & maybe I can help. BTW: Now that I think about it, I'll take it to Email!
Rick

714. Re: Ignorance ISN'T bliss! Need help upgrading video (maybe).

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 18:17:56 UTC
From: tdrake1@umbc.edu
Message-ID: <3ggm4k$c95@news.umbc.edu>
Source record: 95151

William Kendrick (kendrick@zippy.sonoma.edu) wrote:

: NOW I find out that I need an upgrade to get Chroma out! (Before, Composite
: through the Luma made 80 columns very readable, esp. if the colors were
: set to black and white (colors would make grey vertical lines appear when
: I wasin Chroma/Luma mode, not Composite). NOW I get EXCELLENT, BEAUTIFUL
: 80 columns (haven't tried it, but it's very very very clean and there's
: no grey vertical bars when there's colored areas on the screen), but, I
: STILL can't get any color!

You can get some color, by plugging in the composite only plug from pin 4
on the computer's monitor jack to the video or composite jack on the
monitor. The 1084 will pull some of the chroma signal, but it is not
really adequate. Of course if you have the monitor set to composite only
and not split-video you will lose your luma!!

I can vouch for very usable 80-columns on a Commodore 1084 monitor when
using the luma jack after monitor is set to separated composite chroma/luma.
Not bad at all. In fact, with split video, it looks pretty darn good even
when compared with my NEC 1000 line amber monochrome composite monitor!

: So... when I get my 800XL, if it does NOT have chroma out, how exactly
: can I get chroma out. I heard the SuperVideo upgrade helps (I never
: bothered caring about SuperVideo because I've always been happy with my
: 1200XL's outputs) but I don't believe I have the copies of _AC_ which
: describe it. Also, I've heard other upgrades help as well... so, can
: anyone point out a good one?

Go with the SuperVideo 2.1 upgrade, if you have a choice...

It helps a lot!!!! You will think you are looking at a new computer as far
as the video is concerned, especially on a 1084!!!

Any stock 800XL will not have the chroma pin hooked up (pin 5 on the
monitor jack). You can run a jumper to hook it up and get OK chroma. You
can do the same for the 1200XL too.

The best bet by far is the SuperVideo 2.1 upgrade, especially on a 1200XL.
The SuperVideo 2.1 upgrade on a 1200XL provides for the best color
saturation of all the Atari 8-bits hands down, but it certainly makes a
big difference on the 800XL, and even on the 130XE.

Your eyes will thank you, especially when hooked up to a monitor like the
Commodore 1084, or the older 1701 or 1702, or any good quality split
video luma/chroma capable composite monitor (there are others).

You do need some minimally adequate soldering skills to perform the upgrade, ability to read a schematic, patience, attention to detail, and it does require some parts, and the installation equipment.

NOTE: Bill, ask me in email and I might even consider doing the upgrade for you for parts, labor, and shipping and handling.

Check out the December 1993 issue of the Atari Classics.

All the details are in there.

-=-
Thomas Drake | From an Atari 8-bit, through the telephone,
tdrake1@umbc.edu | off of the server, over the T-1 backbone,
Test First! Then Code! | nothing but 'Net!!

715. Looking for Diamond GOS 3.0 SuperCartridge

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 18:28:41 UTC
From: tdrake1@umbc.edu
Message-ID: <3ggmop$clk@news.umbc.edu>
Source record: 95152

Help!

Anybody have a Diamond GOS 3.0 SuperCartridge they are willing to sell?

I really want one!! I have been doing some fooling around with the 2.0
cartridge but really need the 3.0 one for full compatibility with some of
the last applications, and system extensions, utilities, and programs
which were/HAVE been developed for it.

Thanks!

-=-
Thomas Drake | From an Atari 8-bit, through the telephone,
tdrake1@umbc.edu | off of the server, over the T-1 backbone,
Test First! Then Code! | nothing but 'Net!!

716. Re: 130XE and 1040 For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 18:32:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet.org_2f2bdf96_Per.Erik.Peterson@asb2.ct.se>
Source record: 95153

The Winter 1995 wrote Todd McLaughlin following stuff...:

TM> From: Todd McLaughlin <toddm@rahul.net>
TM>
TM>
TM> I have an Atari 130XE and 1050 disk drive for sale. Includes cables,
TM> joystick, 10 or so programming books, and a couple cartridges. Best
TM> offer takes it.

Yepp but for me its unpossible to see whitsh side of the world you comming
from. Is it an PAL or NTSC.??

-=> Mvh.!! Per-Erik "Pekka" Peterson.!! <=-

(UUCP Dialup connection)

717. Re: Atari 400/800 Binaries

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 18:38:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet.org_2f2be0a9_Per.Erik.Peterson@asb2.ct.se>
Source record: 95154

From: per-erik_peterson@asb2.ct.se

The Winter 1995 wrote Patrick J. following stuff...:

PJ> From: Patrick J. Maloney <73407.3676@CompuServe.COM>
PJ>
PJ> Is there a newsgroup which has binaries for 8-bit Ataris (400/800)?
PJ> This was my very first computer...oh about 12 years ago and I have a
PJ> soft spot in my heart for it!

Yes. This one offcoarse. CB-)

-=> Mvh.!! Per-Erik "Pekka" Peterson.!! <=-

(UUCP Dialup connection)

718. Unofficial Atari 8-bit New User, Emulator Help FAQ v.0.7 (1/1 44K TXT)

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 20:26:31 UTC
From: KENDRICK@sonoma.edu
Message-ID: <950129122250.20e018f2@sonoma.edu>
Source record: 95005
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

```
Welcome to:
+--------------------------+
| The Unofficial Atari 8bit |
| New User, Emulator Help |
| FAQ |
Rev.0.7 | | Rev.0.7
| By Bill Kendrick |
| Revision 0.7 |
| January 17, 1995 |
+--------------------------+

[ Differences from Rev.0.5: Corrected descriptions of Atari computers;
Corrected PC Xformer 3.0 dealer list; listed where Mule and Util
can be found]
[ Differences from Rev.0.6: Updated Branch Always Software information ]

PLEASE also refer to: MyDOS 4.5x documents, SIO2PC documents,
XFormer documents, and the Atari 8-bit F.A.Q.

For general help (hardware, magazines, etc.) please check the Official
Atari 8-bit FAQ file:
From: Michael Current <MCURRENT@carleton.edu>
Where to get the latest copy of the Atari 8-Bit Computers
Frequently Asked Questions List:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq
(and many other FTP sites that archive Usenet FAQ Lists)
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq/faq.html
news:comp.sys.atari.8bit, news:comp.answers, news:news.answers

or, send a message to mailto:mail-server@rtfm.mit.edu that says:

send usenet/news.answers/atari-8-bit/faq
quit

Finally, you can always ask Michael for a copy at
mailto:mcurrent@carleton.edu

Summary of Atari 8-bit's an emulated 8-bit Atari's:

Atari 8-bit computers were produced between 1979 and 1987. The
major models released were the:

400 - 8K-16K, 400/800 OS, CTIA or GTIA graphics (depends when made)
800 - 8K-16K-48K, 400/800 OS, CTIA or GTIA graphics (depends when made)
1200XL - 64K, 1200XL OS, GTIA graphics
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600XL - 16K, XL OS, GTIA graphics
800XL - 64K, XL OS, GTIA graphics
65XE - 64K, XL OS, GTIA graphics
130XE - 128K, XL OS, GTIA graphics
XEGS (Game System) - 64K, XEGS OS, GTIA graphics (Had Missile Command)

All of the XL's except the 1200XL had BASIC installed on ROM. BASIC can be purchased on cartridge for the 400/800/1200XL's.

Branch Always Software are the creators of:
ST Xformer (Atari 8-bit emulator for ST's), Quick ST, Quick Index, Gemulator (Atari ST emulator for PC's), and PC Xformer (Atari 8-bit emulator for PC's).

ST Xformer 2.0 and 2.5 released for the Atari ST 16-bit machines. Very limited. Now public domain (used to be commercial).
PC Xformer 2.0 and 2.5 released for IBM PC machines. 2.0 is limited and supports only 800 OS. Both public domain (were always PD).
PC Xformer 3.0 released for IBM PC machines. Supports all OSes, 320K RAM, and best of all, player/missile collision detection (which MANY games use!)

Graphics:

The Atari has maximum resolution of 320 x 192 (standard, non-overscanned screen) x 2 colors. 160 x 192 x 4, 160 x 192 x 2, 160 x 96 x 4, 160 x 96 x 2, 80 x 48 x 4, 80 x 48 x 2, 40 x 48 x 4 graphics are also supported. 40 x 24 x 256-character (128 normal, 128 inverse, character set indirection available) text mode is standard (2 colors).
40 x 24 x 128-multi-colored-character (4 colors per character allowed, the other 128 characters have 4th changed into a color 5) and 40 x 12 x 128-multi-colored-character screen modes are available.
GTIA graphics support 80 x 192 x 16 shade-only, 80 x 192 x 16 hue-only, and 80 x 192 x 9 color screen modes.
Normal (bordered), narrow (underscanned), and wide (overscanned) screen modes are available.
Screen modes can be mixed (by lines) down the screen using the Display List (a program which is executed by the ANTIC graphics chip every screen refresh (60 times per second on real NTSC Ataris).
Fine scrolling (both vertical and horizontal) can be enabled on any line on the screen.
All other screen attributes (color, player/missile horizontal position, screen width, player/missile/playfield priority, etc.) can be ajusted at any point down the screen via a "Display List Interrupt."
Four 8-bit wide, 128 or 256 byte high single color players, and four 2-bit wide, 128 or 256 byte high single color missiles are available.
A mode to combine the 4 missiles into a 5th 8-bit wide player is also available, as is a mode to XOR colors or blacken out colors when players overlap (good for making three colors out of two players!) Players and missiles have adjustable priority and collision detection (which is not supported by the PC Xformer 2.0 and 2.5 and ST Xformer programs).

Sound:

Four voices of 8-bit pitch-resolution, 4-bit volume-resolution,
8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4)
can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only
modes can be enabled for digitally sampled sound replay.
A fifth "voice" is produced by the internal speaker on Atari 400/800's
(for keyclick and buzzer) and in the XL's and XE's this was
(fortunately!) rerouted through the normal audio output, and the
keyclick can be disabled.

Objective of this file:

At the time of its release (mid 1994), much discussion went on in the
comp.sys.atari.8bit Usenet newsgroup about the Atari 8bit emulator for
IBM / MSDOS based computers, the PC Xformer 2.0 (XF2 for short). Many
people in the 8-bit community had gotten, well, fed up with the XF2-based
questions which did not pertain to them, or to the really dumb questions
which were in fact understandable to new or rusty Atari 8-bit users, but
had just gotten on the nerves of some of the comp.sys.atari.8bit
readers/digest subscribers.
This file was created to reduce the number of 'newbie' and XF2
questions. Now it's becoming a fairly good reference (and got me the job
of writing the commerical 3.0 release's documents!).
This FAQ will present answers to simple questions like "how do I turn
off BASIC" (a good answer to that of course is, READ THE FRIGGIN' MANUAL)
and "how do I get a disk directory?" (which is less obvious on
Atari 8-bits, err.. MOST 8-bits <grin>).
It will also direct people who are unaware of the large amount of Atari
8-bit support (NOT NECESSARILY EMULATOR SUPPORT) and perhaps become a
supplement for the many official and unofficial files floating around the
net (like the official FAQ, the Vendor/Developer List, the Who's Who list,
etc.).
Since revision 0.4 of this file, PC Xformer 2.5, a replacement for 2.0,
and 3.0, the first commercial release, have been released. It is assumed
that the reader has the latest versions of PC Xformer (2.5 or 3.0), although
if you have 3.0, I must say, those documents are great! (If you don't get
the joke, look at the name of the author of the manual, and look at my name.)

---=== Xformer Questions: ===---

Q.1) What does "READY" mean?
A.1) This is the Atari BASIC prompt. See below for hints on Atari BASIC.

Q.2) Why doesn't this program load?
A.2.1) The program may not work under the Atari 800 Operating System, it may
require the XL/XE Operating System. Be sure you're in 800XL or 130XE
mode. (130XE mode is only supported by XF3.0, not 2.5, but there is
no real difference in the operating systems.)
A.2.2) It may not work under the XL/XE Operating System (rare cases), switch
to 800 mode.
A.2.3) Be sure you turned BASIC off before trying to load it if it cannot
run with BASIC on.

A.2.4) It might be a BASIC game! Be sure you're in BASIC and use the BASIC
"RUN" or "LOAD" (and then "RUN") command. Also, be sure it works
with the BASIC you have. Some programs only run in BASIC XL or XE
(which are both cartridge-based BASIC's not currently supported by
the Xformer), and some run with TurboBASIC XL (disk-based).
A.2.5) It may just refuse to run on the emulator.

Q.3) How do I turn off BASIC?
A.3) To toggle BASIC on and off, press [SHIFT]-[F10] ([F10] is [RESET], note:
on a real Atari 8-bit, [SHIFT]-[RESET] does not have this effect).

Q.4) Why doesn't this game/program run correctly?
A.4.1) It may use player/missle collision detection which is not supported
on the XF2.5. You might have to shell out the $29.95 for 3.0!
A.4.2) (See Question 2).

Q.5) How do I exit XF and return to DOS?
A.5) Press [F5]. Note: this does NOT temporarily 'shell' or 'jump' to MSDOS.

Q.6) How do I get to Atari DOS?
A.6.1) In BASIC, type "DOS" at the "READY" prompt.
A.6.2) Reboot without BASIC on.
A.6.3) Be sure you have a DOS-bootable disk image as the first MSDOS
parameter after the "XFORMER" command. (DOS25.XFD and MYDOS45.ATR
are both DOS boot-disk-images and are both in the XF25.ZIP file or
on your XF3 disk).

Q.7) How do I use MSDOS files with XFormer?
A.7.1) Add the files to the command line and use them as their respective
drives (be sure the first drive is a DOS-bootable disk image).
Example: XFORMER MYDOS45.ATR filename.ext
When booted the Atari will have two drives, D1: will be the MyDOS
4.50 disk image and D2: will be a write-protected disk which contains
only the file "filename.ext". Note: there are bugs in XFormer which
make accessing files from different directories a bit hard, just use
the MOVE (or COPY and DEL) commands in MSDOS to get the file to the
directory where you call XFORMER from.
A.7.2) Use the MSDOS program S2PC (S2PC.ARC available in the Utilities
directory at the UMICH archives) which allows you to access files
within a MyDOS/compatible .ATR disk image without using an SIO2PC
or the XFormer. S2PC let's you read, write, delete, change directory,
and view the directory of a MyDOS/compatible .ATR disk image. It
can be used via command-line parameters from MSDOS, or as a menu.
A.7.3) If you can, use the MSDOS program ATARIMG, which is much like
S2PC but has a nicer, more graphical (less-menu driven) interface.
(Unfortunately, this doesn't run on all IBM's!)

Q.8) Just what ARE .ATR and .XFD files?
A.8.1) Refer to the XFormer and SIO2PC manuals for details on these files.
A.8.2) Simply put, they are Atari disks, stored as files which are as big
as the disk they represent (an 88k disk image will use 88k on the
IBM). .ATR files are used by SIO2PC (see below) as well as the

XFormer (and the S2PC program mentioned above). .XFD files are used
by ST Xformer (the Atari 8-bit emulator for Atari ST's) and PC
Xformer (XF2,XF25,XF3).

Q.9) What's SIO2PC?
A.9.1) Refer to the XFormer and SIO2PC manuals for details on this program.
A.9.2) This is a program which runs on IBM/compatibles which, with the use
of a simple (and relatively inexpensive) cable, makes the IBM act
as though it were an Atari disk drive. (Up to four drives, actually).
It uses disk image files (.ATR's) and can also let the Atari access
single IBM files (much like XFormer does) as a single file all alone
in its own disk. It also currently allows Print-Thru (all access to
the Atari "P:" (printer) device can be redirected to the IBM's printer,
screen, or MSDOS file; different translations/conversions are
user-defined when the Print-Thru mode is turned on). Finally, with
the use of two programs on the Atari 8-bit (the only two programs
that currently have anything to do with SIO2PC that have been written
(to my knowledge) for the Atari 8-bit), the IBM can be controlled
remotely (commands are sent from the Atari, typing on the IBM is not
necessary) and files can be sent directly to the IBM's drives.

Note: The following sections will simply discuss Atari BASIC, the Atari OS,
and Atari DOS 2.5 and MyDOS 4.5x (because these topics seem the most
relevant to the less-knowledged/experienced XFormer users).

---=== Getting around on the Atari: DOS and OS ===---
I. AtariDOS and MyDOS QuickReference:

MyDOS (4.50 and 4.53) presents the user with the following commands:

[*] Disk directory of current directory (like "dir *.*" in MSDOS)
[1]-[9] Disk directory of a disk drive (like "dir a:*.*" - "dir i:*.*")
[A] Disk directory (like "dir <mask>" and optional output destination)
[B] Quit to cartridge
[C] Copy file(s) ("<source>,<destination>" copies from one place or
disk to another, just "<source>" copies from one place on one disk
in a drive to the same place on another disk in the same drive
(asks for swapping))
[D] Delete file(s) (add "/N" to delete without being prompted first)
(add ">*.*" or ":*.*" after a subdirectory name to delete the
files within it. A subdirectory name alone will delete the
subdirectory (if it is empty and unlocked)). (Acts like both
"del" and "rd" in MSDOS.)
[E] Rename file(s) (renaming multiple files is allowed, but be careful).
(like "ren <old> <new>" in MSDOS - with MyDOS, use "," between
old and new masks.)
[F] Locks file(s) from overwrite, deletion and appending (like
"attrib +r <mask>" in MSDOS.)
[G] Unlocks file(s) (returns them to their default state).
[H] Writes DOS files to a disk (this creates a disk which boots with
the current version of MyDOS you are using and also has the menu
file "DUP.SYS" on it as well). (This is like "sys"(?) in MSDOS.)

[I] Formats a disk (add "/N" after the drive number to do a quick-format
of an already-formatted disk (ie, just a very fast delete "*.*").
[J] Duplicate disk (copies an entire disk, including boot sector,
when using XFormer, it's much quicker to just copy one .XFD or .ATR
to another).
[K] Make binary file: saves memory and makes it binary-loadable. See [L].
[L] Load binary file: loads a compiled program. (like "<filename>" in
MSDOS, except any ".EXE", ".COM", ".OBJ", etc. is still required.)
[M] Run at address. Mainly for advanced users. Reboot is "E477",
reset is "E474" (these are the hex values of the addresses where
the routines to reboot and reset are.)
[N] MEM.SAV: when this is on, whenever you go to DOS (from BASIC,
for example) it will write what is in memory to a file "MEM.SAV"
so that when DUP.SYS (the menu) loads it isn't lost forever.
When you exit DUP.SYS with the "B: Run Cartridge" command, MEM.SAV
is reloaded and the environment should be as it was when you left.
It's probably quicker to simply "SAVE" your programs (if in a
language) which aren't nearly as big as all of the memory that
MEM.SAV saves.
[O] Options: this presents the user with some options. Mainly for
advanced users or special setups. See the MyDOS docs for details.
[P] Set density. Forces a drive to be recognized at a certain density
if MyDOS can't figure it out. (??)
[Q] Make a subdirectory. (like "md" or "mkdir" in MSDOS).
[R] Set default directory. (like "cd" in MSDOS and "cwd" in SpartaDOS)
This makes "D:" now the same as a subdirectory or other drive.
ie, "D2:" will make all calls to "D:" act as though they are to
"D2:" instead. Some programs when prompting for filenames do not
add "D:" to the beginning if one is not present, they add "D1:".
If you don't trust a program to look to "D:" instead of "D1:" and
you want it to look to some place OTHER than "D1:" (ie, where "D:"
is pointing which could be a VERY long path list), just add "D:"
to the beginning. ALSO, some programs don't even ADD "D:"'s if they
aren't in the filenames you give and may give errors (138, for
example: device not present, ie, if you said "TESTFILE.DAT" it
may think you want "T:" instead of "D:TESTFILE.DAT").
[S] Set ramdisk number. This is also under [O]ptions.
[V] Verify writes. This is also under [O]ptions. When Verify is on,
writes will be slower but 100% reliable. With it off, writes will
be much faster but possibly not as reliable (on bad disks, for
example). Default is off.

AtariDOS presents the user with the following commands which are identical
to MyDOS's commands: A,B,C(no swaping),D,E,F,G,H,I(some densities),J,K,L,M,N

AtariDOS 2.5 presents the user with the following commands not present or
not the same as MyDOS's commands:
[O] Duplicate file. This is used to copy a file from one disk to another
using only one drive. (In MyDOS, giving just a source will make
[C]opy act like DOS 2's Duplicate.)
[P] Format Single. In DOS 2.5, this is used to format 88k (Single Density)

disks. To format an Enhanced Density (127k) disk, just use [I].
In DOS 2.0, [I] is the only format option and only handles 88k.
(I may be wrong, but I have never had a Double Density drive under
Atari DOS 2.0 or 2.5!)

II. General DOS and OS questions:

Q.1) How do I access the disk drives?
A.1) First, you need to have booted with a DOS. All but one DOS is on
disk (SpartaDOS X is on cartridge). When the Atari boots up, it
does some of its 'boot-up stuff' which includes looking for a
disk drive connected and turned on which is set up as drive #1.
It then begins to load from the disk's "boot sector". If none
exists or there's a nasty error on the disk, you get the
"BOOT ERROR" notice until the error is fixed. (On SpartaDOS disks,
even non-bootable disks have a boot sector, but all the boot
sector is is a small program which displays a 'not a boot disk'
error).
To end the digression, the answer to 'how do I access the disk
drives' starts with 'you must boot the Atari with a DOS'. Check
the 8-bit FAQ and the UMICH and other FTP archives for lists of
DOSes available for Ataris, but the most used are Atari DOS (for
compatibility with almost ALL older software), MyDOS (for an
Atari DOS compatible high-end DOS), and SpartaDOS (for a very
high-end DOS which looks much like MS-DOS but unfortunately
cannont run all software which runs fine with Atari DOS and
MyDOS.) Note: SpartaDOS does NOT run on Atari 400's and 800's
(except the cartridge versions and I believe disk version 1.1).
Now that you have a DOS loaded, the Atari understands the
"D:" device (see below for Atari devices). Since there is more
than one disk drive, you have to be able to tell them apart.
The Atari uses numbers when it has more than one of the same
device, so "D1:" is drive 1, "D2:" is drive 2, "D3:" is drive 3,
etc.!
After the "D:" device name comes the filename. Of the most used
DOSes, only MyDOS supports lowercase letters in filenames, but
since most programs force uppercase entry for filenames, nobody
really seems to use lowercase in their filenames.

Q.2) How do I copy things from one place to another?
A.2) Atari DOS and MyDOS give you the "C" command in their menu
interface. When it asks for a source and destination, you can
use wildcards (* and ? like in most other DOSes) to copy more
than one file at a time. You can also present no destination
so that a file can be copied from one disk in drive 1 to another
disk in drive 1, for example, and the DOS will ask you to insert
each disk.

Q.3) What are subdirectories?
A.3) Subdirectories are places where files go which are just like the
normal directory of a disk, except the they happen to be WITHIN

that normal directory, or even another subdirectory. For example, you can have your disk divided up into the "GAMES" files, the "GRAPHICS" files and the "SOUNDS" files. A directory of the disk (the "root" or "base" or "trunk" directory) will simply list the three subdirectories, "GAMES", "GRAPHICS" and "SOUNDS". Then, if you ask for a directory listing of the "GAMES" subdirectory, you will see the files (and perhaps other subdirectories) within the "GAMES" directory. Think of it as a tree. For people familiar with Macintoshes, "Folders" are simply subdirectories. A window which appears when you open a "Disk" Icon is the "root", and all of the "Folders" within it have more windows in them which also have file and folder icons.
Here's a comparison to using subdirectories on different DOSes
root 'GAMES' 'SPACE' within 'GAMES'
AtariDOS D: n/a n/a
MyDOS D: D:GAMES: D:GAMES:SPACE:
SpartaDOS D: D:GAMES> D:GAMES>SPACE>
MSDOS (IBM) \ \GAMES\ \GAMES\SPACE\
Note, only Atari DOS would be using drive 1 here, all other DOSes are not necessarily using drive 1, and MyDOS and SpartaDOS may already 'be within' a subdirectory.
In MyDOS and SpartaDOS (and MSDOS), you can change the 'current' or 'default' directory to a different place (a different drive or a subdirectory). "D:" can stand for "D1:" (like AtariDOS always does) or "D2:GAMES:SPACE:"! PLEASE READ THE MYDOS DOCUMENTS FOR DETAILS ON THIS!

Q.4) What does "P:", "E:", "K:", etc. mean?
A.4) As stated before, the Atari has devices. "D:" is added when a bootable disk in drive 1 is read. Other exist as well:
C: cassette - readable and writeable, no filenames
D: disk drive - readable, writeable, random access, directory, files, multiple devices (up to 9 on MyDOS and newer SpartaDOS, 8 on AtariDOS)
E: editior - readable, writeable. This is how input from the keyboard and output to the screen is normally handled. If you wish to type a small file up by hand and have it sent to the printer or a file, use "E:" as the source.
G: graphics - writeable. This is not built into the Operating System but must be loaded. This is an Epson-compatible printer driver which can easily dump graphics.
K: keyboard - readable. This is just the keyboard. Input from it is not 'echoed' back like with the "E:ditor".
M: multi-mouse - readable, writeable? This is not built into the Operating System but must be loaded. This is a handler which runs in the background and accepts input from either a mouse, a joystick or a touch-tablet and displays a mouse pointer on the screen.
P: printer - writeable. Send data to this and it will appear on the printer. You can print files (documents, etc.) by

using "P:" as the destination. The Atari XL/XE OSes support
"P1:" and "P2:", although I believe this usage is rare.
R: RS232 - readable, writeable, concurrent mode. This is not
built in to the Operating System, but is loaded. It supports
modems. The Atari 850 Interface has it's "R: handler"
'built-in', which means the Atari also looks for an 850 (or
other compatible interface) and receives the "R: handler" code
from it. Other interfaces and the Atari 'direct-connect'
modems require a file to be loaded which contains the "R:"
code. "R1:" and "R2:" is also supported, but also its usage
seems rare.
W: Windowing (screens) - readable, writeable. This is a graphics
8 graphical windowing driver (rarely used, unfortunately!).
It must of course be loaded as well.
Z: RTime8 clock - readable, writeable. This is also not built
in to the OS, but loaded. This is loaded from disk and lets
the user access the "RTime8" real time, battery-backed up clock
for the Atari 8-bit. (This is a cartridge-based device).
I am unaware of any "Z:" clone which let's you set the Atari
internal (non-real time, non-battery-backed-up) clock if you
do not have an RTime8, although I'd love to see one! <hint!!>

Q.5) How do I print something from DOS?
A.6) As stated above, just use the "C"opy command, then use the file
you wish to print as the 'source', and "P:" as the 'destination'.
Example: "D1:DOCUMENT.TXT,P:"

---=== Getting around on the Atari: BASIC ===---

Q.1) What does "READY" mean?
A.1) Again, this is simply the prompt that Atari BASIC (and most older
BASIC's) presents the user when it is in "Immediate" mode.
Entering a command will cause it to act immediately.
Entering a line number and then a command will place that line into
the current program.
Entering a line number alone will remove that line from the current
program.
To start a program, use the "RUN" command.
To erase a program, use the "NEW" command.
To clear variables, strings and arrays, use the "CLR" command.
To load a program, use the "LOAD" command followed by a filename
(see below). To load and run a program, use the "RUN" command followed
by a filename.
To save a program, use the "SAVE" command followed by a filename.
To list a program, use the "LIST" command followed by an optional
start and end set of lines seperated by commas.

Q.2) Where can I learn Atari BASIC?
A.2) A (set of) file(s) will be created explaining all of Atari (and Turbo)
BASIC's commands and their usage. (A larger file may be produced
which will be based on examples provided in the Atari BASIC Reference

Manual). (As of Jan. 7, 1995, these particular files do not exist).

Q.3) How do I quit BASIC?
A.3.1) Type "DOS" to quit BASIC and return to DOS.
A.3.2) Type "BYE" to quit BASIC and exit to the OS's "bye" routines
(Atari Memo Pad on 400/800's, Atari Rainbow on 1200XL's, and
Self Test on other XL's and XE's). (Note: On 1200XL's, use [HELP]
to go to the Self Test when the Atari Rainbow appears).
A.3.3) For XFormer users, remember, [SHIFT]+[F10] reboots and toggles BASIC.

Q.4) Why don't strings work?
A.4) Strings must be "dimensioned" like arrays in Atari BASIC. Strings
are special character arrays. See the BASIC usage/etc. files mentioned
in the answer to question 2. Simply put, to make a string that will
accept up to "#" character, use DIM <name>$(#) . Example:
DIM A$(10) - now A$ can contain between 0 and 10 characters.

Q.5) How do I make graphics?
A.5) Use the "GRAPHICS" command to switch between the following screen modes:
(Note: All modes except 0, 9, 10 and 11 have four lines of 40 x 24 x 2
sized text covering the bottom of the screen. Add "16" to the mode
number to remove this window (but do not make any PRINTs or PUTs to
the standard output otherwise a GRAPHICS 0 screen will appear))
(Note: Add "32" to the mode number to keep the screen from clearing
when it appears. One problem, however, all screens overlay each other
so unless you only use certain modes at certain times, parts of some
screens will become (or start out) with 'garbage' on them.)
0 40 x 24 x 2 text
1 20 x 24 x 5 text
2 20 x 12 x 5 text
3 40 x 24 x 4 graphics
4 80 x 48 x 2 graphics
5 80 x 48 x 4 graphics
6 160 x 96 x 2 graphics
7 160 x 96 x 4 graphics
8 320 x 192 x 4 graphics
9 80 x 192 x 16 luminence-only graphics
10 80 x 192 x 9 graphics
11 80 x 192 x 16 hue-only graphics
12 40 x 24 x 4-colored text
13 40 x 12 x 4-colored text
14 160 x 192 x 2 graphics
15 160 x 192 x 4 graphics
Commands available in Atari BASIC for manipulating simple graphics
include:
PLOT x,y POSITION x,y COLOR c (c=color or character value)
DRAWTO x,y LOCATE x,y,r (where r is where result will be stored)
SETCOLOR c,h,l (c=palette location, h=hue, l=lum)
Colors:
COLOR command colors are not identical to SETCOLOR command colors:
COLOR 0 will draw using the background color, set with

SETCOLOR 4,hue,lum
COLOR 1 will draw using color "0", set with
SETCOLOR 0,hue,lum
COLOR 2 will draw using color "1", set with
SETCOLOR 1,hue,lum
COLOR 3 will draw using color "2", set with
SETCOLOR 2,hue,lum
Except in GRAPHICS mode 10, where COLORs 0, 1, 2, and 3 must be
POKEd into memory locations 704, 705, 706 and 707 (the
player/missle graphics color locations). Examples of this will
be presented in the BASIC usage files. (Sorry)

Q.6) How do I make sound on the Atari
A.6) Remember, XFormer 2.5 doesn't support sound! (XF3.0 does)
But anyway, in Atari BASIC:
SOUND c,p,d,v
c=channel (0-3)
p=pitch (0-255)
d=distortion (0,2,4,6,8,10,12 or 14)
v=volume (0-15)
The buzzer character is CHR$(253) aka [CONTROL]+[2] (NOT [CONTROL]+[G])

Q.7) How do I move the cursor and edit?
A.7) The Atari "E:" device (standard input/output which is the "editor")
allows the following characters for editing:

Key: AtASCII #: Use:
Atari none Turn inverse on/off (Atari 400/800 kybds)
Inverse [Triangle] none Turn inverse on/off (Atari XL/XE kybds)
CAPS none Turns caps-mode to lowercase (400/800 OS)
CAPS none Toggles caps-mode from upper to lower (XL/XE)
Sh-CAPS none Turns caps-mode to uppercase (all OSes)
Ct-CAPS none Turns caps-mode to [Control]-[Lock] (all)
Up ([^-]) 28 Move cursor up
Down ([^=]) 29 Move cursor down
Left ([^+]) 30 Move cursor left
Right ([^*]) 31 Move cursor right
Space 32 Move cursor right (overwrites w/Space char)
BackSpace 126 Move cursor left (deletes previous char)
Delete ([ShBkspc]) 156 Deletes a (logical) line (1-3 physical lines)
Insert ([Sh>]) 157 Inserts a physical line
Ct-Delete ([^Bksp]) 254 Deletes char under cursor, pulls rest left
Ct-Insert ([^>]) 255 Inserts space under cursor, pushes rest right
ClearScn ([^<]) 125 Clears screen
Bell ([^2]) 253 Sounds buzzer
TAB 127 Moves cursor to next TABstop
ClrTAB ([^TAB]) 158 Clears any TABstop under cursor
SetTAB ([ShTAB]) 159 Sets a TABstop under cursor
ESC 27 Sets ESCape (next edit char after is shown,
not done, non-edit chars shown (like normal))
RETURN 155 Sends End Of Line (moves cursor to lowerleft

of next line, accepts input)
Note: Inverse characters have values of the normal version of the characters plus 128. (The only non-viewable inverse character is inverse-ESC, or what would be the [ESC],[RETURN] combination. The character exists, but must be set into screen RAM by hand. Oh well, at least you still have 255 easily viewable characters! <grin>)

Q.8) How do I make the editor characters appear
A.8.1) As shown above, you must have an ESC sent before them. When simply entering text, type [ESC] then the edit key and the character for that edit key should appear.
When entering text in a PRINT statement, you must have it send an ESC beforehand, so first type [ESC],[ESC] to make an ESCape character appear, then type [ESC] then the edit key and the character for that edit key should appear. When the PRINT statement is executed, the first ESCape (which you typed as two [ESC]'s) will make the editor SHOW the following character (even if it is an edit character), then the character which you entered (with [ESC] and then the edit key) will make that character appear. This makes it difficult to align a set of PRINT statements which make a multi-line picture or menu which uses viewed edit keys. It is probably best to have all of the lines in your program with the PRINT statements that can fit visible on the screen, then edit them (without putting any of the ESCape characters in, then when the picture looks like how you want it on the screen, move the cursor to on top of each edit-key character and press [Control]+[>] (Control-Insert). A blank space should appear under the cursor and the rest of the line should move right. Now, type [ESC],[ESC] and an ESCape edit-key character should appear where the blank space was. When you are finished doing that for each line with those PRINTs in it, BE SURE TO ENTER THEM INTO THE PROGRAM BY PRESSING [RETURN] ON EACH OF THOSE LINES! Whew!
A.8.2) Set the memory location "766" to "1" with the command "POKE 766,1" to turn on the no-edit mode (ALL characters except End Of Lines will appear, even ClearScreens!) When you want to go back into normal mode, set the location back to "0" with "POKE 766,0".

Q.9) What's with the colors changing?
A.9) THIS, MY FRIEND, IS THE FIRST EVER SCREEN SAVER! This is called "Attract mode" as was used on the Atari 2600 and Atari 400/800/XL/XE series (and probably on the 5200 and 7800 but I cannot confirm this). When a key hasn't been pressed for 7 or 9 (depending on OS, model, etc) minutes, the screen colors begin changing, thus protecting your TV or monitor from having a static image burned on it.
To turn this mode off, press a key, or, if within a program, use the command "POKE 77,0" at least once every few minutes (IF the screen is active, otherwise turning it off would be kinda useless).
To turn it on, wait 7 or 9 minutes without pressing a key or having location "77" set to "0", or set location "77" to "128" with "POKE 77,128", voila! instant attract mode!

Q.10) How do I access 'devices' on the Atari?
A.10) The following commands are available to Atari BASIC's (and also
variations on these are available in most other Atari languages!):
OPEN #a,b,c,d$ Opens channel 'a' for access to 'd$' in mode 'b'
with auxillary mode 'c'. Channel 'a' must be
free or a 'Channel already open' (129) error
occurs. Examples:
OPEN #1,4,0,"K:" - input from keyboard
OPEN #2,8,0,"P:" - output to printer
OPEN #3,12,0,"D:FILE" - random access to disk
OPEN #4,9,0,"D:DATA" - append-output to disk
OPEN #5,13,0,"R:" - concurrent to RS232 (modem)
OPEN #6,6,0,"D:*.TXT" - directory access to disk
(reads directory of "*.TXT" mask)
CLOSE #a Closes channel 'a' (freeing it for use)
GET #a,b Reads a byte from channel 'a' and stores it in 'b'
PUT #a,b Puts byte 'b' onto channel 'a'
INPUT #a,b$ Reads a string (up to 255 bytes and a REQUIRED
'end of line' (character 155)) from channel 'a'
and stores it in 'b$'
INPUT #a,b Reads a string (up to 255 bytes and a REQUIRED
'end of line' (character 155)) from channel 'a'
and stores the numeric value of it in 'b'
PRINT #a,<stuff> Just like the normal BASIC PRINT statement, but
sends the information to channel 'a' (semicolons,
comas, and mixed types are of course allowed).
STATUS #a,b Reads the error 'status' of channel 'a' and stores
it in 'b'
XIO a,#b,c,d,e$ General I/O call. This a little complicated and
may be expanded upon in a future revision. Just be aware of the
following:
a - command
b - channel to use (usually must be free)
c - auxillary mode 1
d - auxillary mode 2
e$ - file or device to act upon
Examples:
XIO 32,#1,0,0,"D:FILE,OLDFILE" - renames file
XIO 33,#1,0,0,"D:OLDFILE" - DELETES file
XIO 34,#1,0,0,"D:GAMES" - creates a directory in My- & Sparta-DOS
XIO 35,#1,0,0,"D:NEWFILE" - locks a file from over-write and
deletion
XIO 36,#1,0,0,"D:NEWFILE" - UNlocks a locked file
XIO 40,#1,4,0,"D:PROG.OBJ" - loads and runs a binary file
(like "L" in Atari and MyDOS)
XIO 40,#1,5,0,"D:PROG.OBJ" - loads a binary file
(like "L" in Atari and MyDOS with the "/N" option)
XIO 41,#1,0,0,"D:GAMES" - changes default directory that
drive/subdirectory (all calls to "D:" will now occur within
that drive/directory)
XIO 254,#1,0,0,"D2:" - FORMAT a disk (in Atari DOS 2.5, this is

format 'enhanced', to format 'single' density, use XIO 253)
(in MyDOS, this is format, but not 'enhanced', use
XIO 253,#<channel>,1,0,"D<drive>:" for format a drive in enhanced
mode).
NOTE: 39 and 40 are the same. Also note the useage of AUX1 in the
"XIO 40" example.

---=== Getting Atari files to an IBM: ===---

Q.1) How can I read Atari disks on my IBM?

____
[note:] Someone please give more details or corrections here! Thanx!
~~~~~~~
A.1.1) If you have double-density Atari disks, you can use the program
"Util" on the IBM which can read double-density Atari disks. Please
see the Atari 8-bit FAQ for more details.
A.1.2) If you have an Atari 1050 disk drive, you can use the program MULE
to copy files, one file at a time, 20k chunks at a time, from the
Atari to the IBM. You first must format a 180k disk on your IBM,
the run MULE on your Atari to get a file onto the MULE disk, then
run MULE on the IBM to get the file onto the IBM. Tedious, isn't
it? MULE wasn't meant to be a fully-functional program, just a
demo to show that this was even possible.
A.1.3) If you're fortunate to have a Black Box interface on your Atari,
you can get an external IBM drive and the Black Box's add-on, the
Floppy-Board and simply copy files from your Atari disks or hard
drive(s) onto IBM disks via the floppy board, then load them up
on your IBM.

Q.2) Ok, I can't do any of that, now what?
A.2.1) You can use SIO2PC, which is a program for IBM's which turns your
IBM into a set of Atari disk drives. You need the SIO2PC cable
(which you can purchase, assembled or unassembled, or buy parts
and build it yourself) and the SIO2PC software (available at UMICH).
Connect your IBM to your Atari, load SIO2PC, and then run the
program FILE2PC on the Atari to transfer files to the IBM's hard
drive. Or instead create a disk image within SIO2PC and copy files
from one disk (a real Atari floppy) to another (the SIO2PC image)
with the Atari or MyDOS "C"opy command. If you want to extract files
out of the SIO2PC disk image file and store them on your IBM's hard
drive or floppies as single files, either again use FILE2PC or use
S2PC, an IBM program which can extract files from or add files to
MyDOS-compatible SIO2PC disk images!
A.2.2) You can use two modems to download files from your Atari 8-bit.
A.2.3) If you don't necessarily want files that you already have on your
Atari 8-bit, you can download files from the huge collection
available at FTP sites and Atari 8-bit supporting bulletin boards
and save them onto your IBM.
A.2.4) If you have only one modem, so you can't connect both your Atari
8-bit and your IBM together via modems, you can do it via null-
modem, OR you can upload files from your Atari to some bulletin
~~~~~~~

board or account you have access to, and then connect the modem
to your IBM and download the files.

Q.3) Is there any easier way to get Disk Communicator (Atari disk image)
files to and from SIO2PC disk images or PC Xformer XFD disk images
other than using Disk Communicator 3.2 on my Atari! I mean, both files
are disk images! They're both on my PC's hard drive! <cry>
(AND NOTE: DiskComm. doesn't like SIO2PC a lot of the time anyway!)
A.3.1) Yes! There's a new IBM program out called DCM2DSK.
(Why "DSK" and not "ATR"? To keep people from getting confused with
the ATR-8000(?)) The current version is '2' and it's available at
UMich's archives and probably elsewhere. Filename: "DCM2DSK2.ZIP" in
the SIO2PC directory.
A.3.2) There's also a new program which converts DCM's to XFD's. I need to
look at it myself first before I can describe it (or someone help
me, please?)

---=== Where to get or FTP files mentioned in this FAQ: ===---

The PC Xformer 2.0 and 2.5 can be downloaded from the "ftp.clark.net" FTP
site:
Directory/file-path: systems/msdos/emulators/xf25.zip (or xf2.zip)

PC Xformer 3.0 can be purchased for $29.95 (prices may vary) from:

U.S.A.
======
American Technavisions 510-352-3787, fax 510-352-9227
B & C Computervisions 408-986-9960, fax 408-986-9968
Mid Cities Computers 310-867-0626, fax 310-920-8933
Rising Star Computers 800-252-2787, fax 513-254-7970
Toad Computers 800-448-8623, fax 410-544-1329

Germany
=======
Atari Bit Byter User Club +49 02366-39623 (same for fax)
KE-Soft +49 06181 87539, fax: +49 06181 83436

United Kingdom
==============
Micro Discount +44 021 353 5730, +44 021 352 1669

or directly from Branch Always Software: (USA)
14150 N.E. 20th Street, Ste 302, Belleuve, WA 98007.
1-206-369-5513, fax 1-206-885-5893
e-mail: BraSoft@aol.com

The following programs are availabel at the "archive.umich.edu" FTP site:
SIO2PC: atari/8bit/sio2pc/*.* (all files are SIO2PC/utility files)
Mule: atari/8bit/Diskutils/mule.com (Atari), mule.exe (IBM), mule.txt
Util: atari/8bit/Utilities/myutil.zip (IBM)

AGAIN, >>> PLEASE <<< CHECK OUT THESE OTHER FILES:
ATARI 8-BIT FAQ
PC XFORMER DOCUMENTS
MYDOS DOCUMENTS
SIO2PC DOCUMENTS

Thanx!

Contacts:

I (Bill Kendrick) can be contacted at:
mailto:kendrick@vax.sonoma.edu,
or on the "comp.sys.atari.8bit" and "comp.emulators.misc" newsgroups,
or New Breed Software, 59 Palm Lane, Novato, CA 94945-2574 USA.

Darek Mihocka, the author of the PC Xformer can be contacted at:
mailto:BraSoft@aol.com
or on the "comp.sys.atari.8bit" and "comp,emulators.misc" and
other newsgroups,
or Branch Always Software, 14150 N.E. 20th Street, Ste 302, Belleuve,
WA 98007 USA.

Micheal Current, keeper of the Atari 8-bit FAQ files can be contacted at:
mailto:mcurrent@carleton.edu,
or on the "comp.sys.atari.8bit" newsgroup.

PLEASE add questions and report any mistakes or bugs to me ASAP.

-bill

719. Re: Bill Wilkinson responds

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 20:34:26 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3ggu5k$519@charm.magnus.acs.ohio-state.edu>
Source record: 95006

rdell@cbnews.cb.att.com (richard.b.dell) wrote:
> To me, the prime value of the Atari 8
>bit platform was the quality of structure in the operating system,

This part I agree with wholeheartedly.

>and the openness of Atari in publishing complete operating system
>listings and hardware documentation.

Wait, don't I remember some old articles in Creative Computing saying
that Atari would only let them publish info that Atari didn't tell them?

And last night I was re-reading parts of "Hackers", and noticed a line
about the Atari 800 -- something about a great machine that the company
wouldn't reveal anything about.

> It was really sad to see
>this disappear with the XL line. But the original design was an
>obvious effort at porting big system ideas to a small system
>platform ... a design for the future rather than a present-day
>oriented design.

Yep.

------------ R o b F u n k ------------|------> Funk.17@osu.edu <----------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

720. Re: Specific Atari disk-->PC data transfer problem: advice needed

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 20:40:11 UTC
From: cmwagner@gate.net
Message-ID: <3ggufb$s2f@tequesta.gate.net>
Source record: 95007

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: Well, I'm sure someone might LEND you their SIO2PC cable.. or you could
: get one for very cheap (who knows? it may breathe new life into your 8bit).

I wish someone would sell them. Mine is completed, the only problem is I
am too lazy to call American Technavision to order some SIO cables...

(Anyone got the number? I think I am going to pull myself out of this
lazy slumber).

721. HEY ! YO ! YES ! YO ! HELP ME !

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 21:06:27 UTC
From: koutchin@mail1.sas.upenn.edu
Message-ID: <3gh00j$3bt@netnews.upenn.edu>
Source record: 95008

HI !

For example i have some atr and xfd files from internet that i downloaded
using my 486dx2. Now i want to play those games and run those stuff
on my atari which is about 20 feet away. I don't want to decribe all my
hardware i just want to know all possible methods to do it (play those
games on atari) except that one which involvs connecting computers everytime
when i want to load a program. Hopefully you know what i am talking about.
This is really important to me. Because if it is impossible i will *NOT*
buy the actually ATARI (i don't have one yet but going to buy one).

Artem Koutchine
koutchin@sas.upenn.edu
koutcha1@hp800.lasalle.edu
primeart@aol.com

722. Re: Looking for Diamond GOS 3.0 SuperCartridge

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 21:09:03 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3gh05f$klu@ccshst05.cs.uoguelph.ca>
Source record: 95009

```
: the last applications, and system extensions, utilities, and programs
: which were/HAVE been developed for it.

What has been developed for Diamond? I was under the impression
that it never took off.

>> Mark <<

--
==============================================================================
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Now begone ... before someone drops a house on you too!"
==============================================================================
```

723. Did you try e-mail me???

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 21:10:54 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FA5IFAVQUp@stingray.manawatu.gen.nz>
Source record: 95012
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
To anyone who might have tried to e-mail me in the last day or two:
Sorry but the server went funny (or something), and I think it may have
lost my e-mail =8-[

It's only just come back on line now (!!!)

So if anyone sent me mail, please could you try resend it? Ofcourse, I
may perhaps have _not_ been sent any mail from anyone here...

Richard =8-]

--
_ _
/(. .)\ )
(*)____/|
/ |
/ |--\ |
(_)(_) (_)
Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first
```

724. ***** 520 STFM system and 8-bit Stuff For Sale *******

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 21:14:42 UTC
From: gathings@cs.utk.edu
Message-ID: <3gh0g2INN690@duncan.cs.utk.edu>
Source record: 95010
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

```
F O R S A L E

Item Desc Asking Price

>>> For Parts ONLY <<<<

Atari 1027 Printer $10

Atari 1050 Disk drive $10

Atari 800xl $10

or take all for $25

Note: All prices Negotiable.
I would like to sell system as a system and not break up.
If not sold within the week, I will junk.

Golando
```

725. Take this stuff for free

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 21:23:41 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <3gh10t$38l6@blue.weeg.uiowa.edu>
Source record: 95011

This is just some duplicate stuff I'd like to send to somebody in a single package. I reserve the right to choose the recipient based on geographical proximity (assuming there's any interest in the first place). Reply by e-mail if you're interested.

Mission Asteroid, by Green Valley Publishing/ShareData. Hacker's special, does not work.

Triad, by StarSoft Development Laboratories/Adventure International/Scott Adams. Hacker's special, does not work.

Current Notes magazine: Jul/Aug '91, Oct '91.

AtariUser magazine (the American one): May,Jun,Jul,Aug '91.

--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

726. Re: times are a changin'

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 21:53:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet.org_2f2c0e7a_Per.Erik.Peterson@asb2.ct.se>
Source record: 95013

From: per-erik_peterson@asb2.ct.se

The Winter 1995 wrote Eric W. following stuff...:

EW> Is anybody here? <<here....here....here....>>
EW>
EW> I miss my 130xe.

You should be. CB-)

-=> Wfr.!! Per-Erik "Pekka" Peterson.!! <=-

Gothenburg SWEDEN

(UUCP Dialup connection)

727. Re: More questions on XF551

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 22:19:13 UTC
From: Masstorage@closer.brisnet.org.au
Message-ID: <da8_9501300338@softtech.brisnet.org.au>
Source record: 95014

>Once again the XF551 is crossing my mind, as I get closer to
>stealing back the Atari stuff from the kids. What I would like to
>know now is ... what type of microprocessor is used to control the
>XF551 drive? Slightly related, are prints of the XF551 available,
>thru Sams or whatever?

The processor in all XF551's i have seen is an 8040. It is a single chip micro controller. It has 256bytes of ram built in and uses an external rom/eprom up to 4k. The 8050 is the same except it can have 4k of interna rom but it can use an external rom also. More ram can be added with external chips upto 256 bytes. Further added ram will require an i/o port for page mapping. 70% of the instructions of the 8040 are single byte, the rest are 2 byte instructions.

I have a philips data book covering a wide range of micro controllers including the 8040. Any further questions will be answered as knowledge permits

* Wave Rider 1.0 [NR] *
... UNREGISTERED EVALUATION COPY
--- Blue Wave/Maximus

728. Re: Disk directory - how?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 22:54:39 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3gh6bf$jgu@nic-nac.CSU.net>
Source record: 95015

SSSSIMPLE! Just Open a channel with mode "6" (ie, mode "4"=input, "8"=ouput, "9"=append-output, etc.) and start reading! The file name will be the path and mask you want (you MUST use a mask else you'll get a "bad filename" error (165 in most DOSes I believe).

Example program:

```
10 DIM A$(120),F$(120)
15 ? "Enter file mask"
20 INPUT A$
25 IF A$="" THEN A$="D:*.*"
30 IF A$(LEN(A$))=">" OR A$(LEN(A$))=":" THEN A$(LEN(A$)+1)="*.*"
35 IF LEN(A$)>=2 THEN IF A$(1,2)="D:" THEN 50
40 IF LEN(A$)>=3 THEN IF A$(1,1)="D" AND A$(3,3)=":" THEN 50
45 F$="D:":F$(3)=A$:A$=F$
50 REM <line 30 should really go here!>
55 CLOSE #1:OPEN #1,6,0,A$
60 TRAP 70
65 INPUT #1,F$:? F$:GOTO 65
70 CLOSE #1:END
```

And those lines do:

```
10 create strings
15 show prompt
20 get mask
25 if there's no string (they just hit [Return]), assume "D:*.*"
30 if there's no mask after a path (ie, "D1:" or "D:GAMES>", then add "*.*")
35 if there's a "D:" don't add one
40 if there's a "Dx:" don't add a "D:"
45 ok.. there was no "D:" or "Dx:", so add a "D:"
50 as I said, like 30 should either be here only or be repeated her at line 50
55 open that mask for input as a directory listing...
60 (trap the EOF error)
65 read the string, show it, keep going
70 close up and that's all folks!
```

Later!
-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **

729. Re: please help the ignorant

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 22:56:33 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3gh6f1$jl1@nic-nac.CSU.net>
Source record: 95016

```
Check my FAQ posted today regarding Atari New Users / Emulator Help.
It has a section on transferring files. I believe the c.s.a.8 official
FAQ has a section on it as well?

-bill
William (Bill) Kendrick / | \ ** New Breed Software **
argh!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **
```

730. Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 22:57:08 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/faq_791420156@rtfm.mit.edu>
Source record: 95017
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/faq
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Frequently Asked Questions List

Revised 27-Jan-95

Additions/suggestions/comments/corrections are needed! Please send to:

mailto:mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

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The Atari 8-Bit Computers Frequently Asked Questions List was created to
provide answers to many commonly asked questions found in the Internet's
comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group. It is in
a constant state of development, and comes with no guarantees. If you
see any problems, I need to hear from you!

--- Where to get the latest copy of the 8-bit Atari FAQ List ---

The home of many FTP archive sites, automatically updated monthly:
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq

The World Wide Web hypertext version, automatically generated monthly:
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq/faq.html

Alternate hypertext version, not as fancy, in Europe:
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html

Usenet newsgroups where this FAQ list is automatically posted monthly:
news:comp.sys.atari.8bit news:comp.answers news:news.answers

You can also get the latest version by e-mail.
mailto:mail-server@rtfm.mit.edu, message says:
send usenet/news.answers/atari-8-bit/faq
quit
```

Subject: 0.1) Table of contents

0.1) Table of contents

Introduction
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14.5) What prominent Atarians are reachable by e-mail?

Subject: 1.1) What is an Atari 8-bit computer?

In order of their release, the Atari 8-bit computers include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, and the XE Game System. The 400/800 models were first shown publicly in November 1978 and first sold in 1979. The final machine, the XE Game System, was released in 1987. Atari Corp. officially dropped all remaining support of their 8-bit computer line on January 1, 1992.

The following text was written by Chris Crawford and appears in De Re Atari (Atari#APX-90008), a book published and copyright by Atari, Inc., 1981-1982. It has been very slightly modified here for generality.

"The internal layout of the Atari 8-bit computer is very different from other systems. It of course has a microprocessor (a 6502), RAM,

ROM, and a (PIA). However, it also has three special-purpose (LSI) chips known as ANTIC, GTIA, and POKEY. These chips were designed by Atari engineers primarily to take much of the burden of housekeeping off of the 6502, thereby freeing the 6502 to concentrate on computations. While they were at it, they designed a great deal of power into these chips. Each of these chips is almost as big (in terms of silicon area) as a 6502, so the three of them together provide a tremendous amount of power. Mastering the Atari 8-bit computers is primarily a matter of mastering these three chips.

ANTIC is a microprocessor dedicated to the television display. It is a true microprocessor; it has an instruction set, a program (called the display list), and data. The display list and the display data are written into RAM by the 6502. ANTIC retrieves this information from RAM using direct memory access (DMA). It processes the higher level instructions in the display list and translates these instructions into a real-time stream of simple instructions to GTIA.

GTIA is a television interface chip. ANTIC directly controls most of GTIA's operations, but the 6502 can be programmed to intercede and control some or all of GTIA's functions. GTIA converts the digital commands from ANTIC (or the 6502) into the signal that goes to the television. GTIA also adds some factors of its own, such as color values, player-missle graphics, and collision detection.

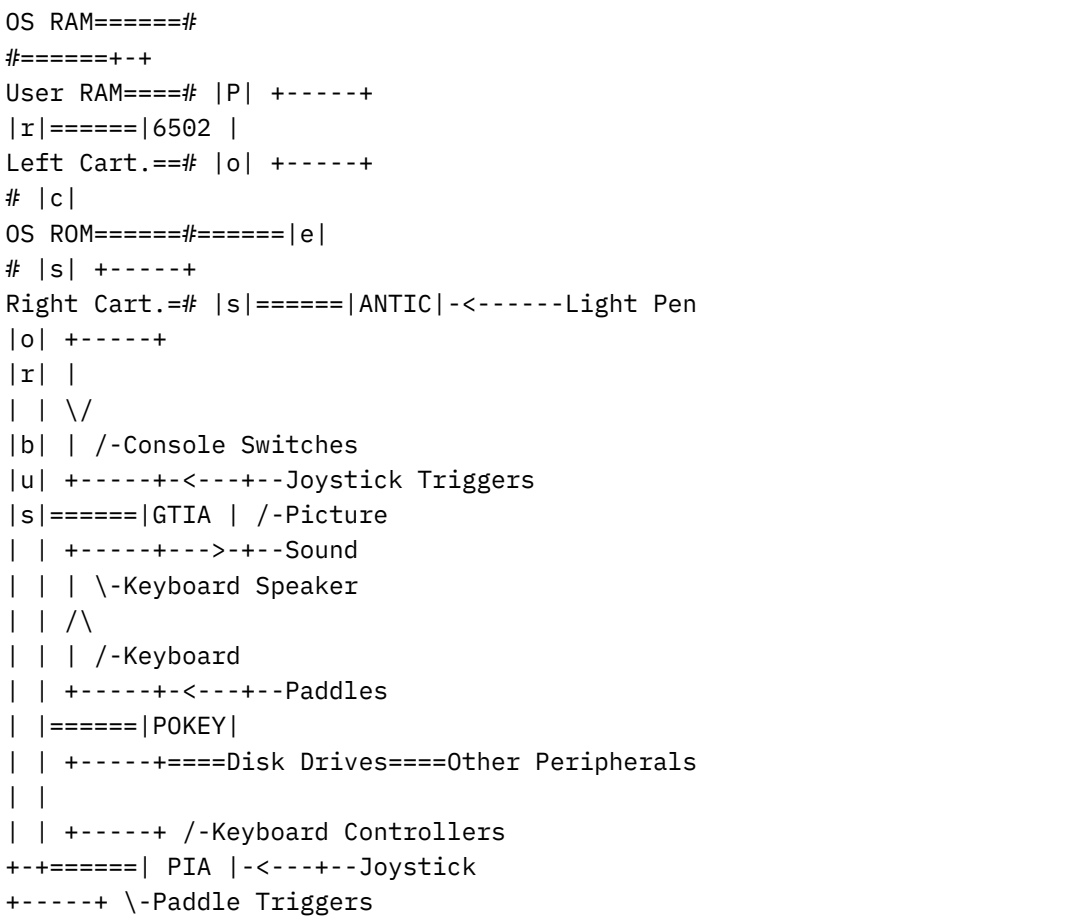
POKEY is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

The 130XE and XEGS contain a small additional LSI called FREDDIE. According to mailto:masstorage@closer.brisnet.org.au (Masstorage), "Freddy is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. Freddy also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a freddy but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from freddy, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to freddy for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say freddy

does the bank switching is beyond me. An 800XL can look like a 130XE with that 16-pin chip installed (That's right NO freddy) and an extra 8 RAM chips."

Hardware Arrangement



Beginners at using the 8-bit Atari platform may wish to contact Bill Kendrick, mailto:kendrick@sonoma.edu, for his Newbie/Emulator FAQ.

The following is taken from Bill's Newbie/Emulator FAQ.
Graphics:
The Atari has maximum resolution of 320 x 192 (standard, non-overscanned screen) x 2 colors. 160 x 192 x 4, 160 x 192 x 2, 160 x 96 x 4, 160 x 96 x 2, 80 x 48 x 4, 80 x 48 x 2, 40 x 48 x 4 graphics are also supported. 40 x 24 x 256-character (128 normal, 128 inverse, character set indirection available) text mode is standard (2 colors).
40 x 24 x 128-multi-colored-character (4 colors per character allowed, the other 128 characters have 4th changed into a color 5) and
40 x 12 x 128-multi-colored-character screen modes are available.
GTIA graphics support 80 x 192 x 16 shade-only, 80 x 192 x 16 hue-only, and 80 x 192 x 9 color screen modes.
Graphics Modes Summarized:
Mode Horiz.xVert.xColors text/graphics
0 40 x 24 x 2 text

1 20 x 24 x 5 text
2 20 x 12 x 5 text
3 40 x 24 x 4 graphics
4 80 x 48 x 2 graphics
5 80 x 48 x 4 graphics
6 160 x 96 x 2 graphics
7 160 x 96 x 4 graphics
8 320 x 192 x 4 graphics
9 80 x 192 x 16 luminence-only graphics
10 80 x 192 x 9 graphics
11 80 x 192 x 16 hue-only graphics
12 40 x 24 x 4-colored text
13 40 x 12 x 4-colored text
14 160 x 192 x 2 graphics
15 160 x 192 x 4 graphics
Normal (bordered), narrow (underscanned), and wide (overscanned) screen modes are available.
Screen modes can be mixed (by lines) down the screen using the Display List (a program which is executed by the ANTIC graphics chip every screen refresh (60 times per second on real NTSC Ataris).
Fine scrolling (both vertical and horizontal) can be enabled on any line on the screen.
All other screen attributes (color, player/missile horizontal position, screen width, player/missile/playfield priority, etc.) can be ajusted at any point down the screen via a "Display List Interrupt."
Four 8-bit wide, 128 or 256 byte high single color players, and four 2-bit wide, 128 or 256 byte high single color missiles are available.
A mode to combine the 4 missiles into a 5th 8-bit wide player is also available, as is a mode to XOR colors or blacken out colors when players overlap (good for making three colors out of two players!) Players and missiles have adjustable priority and collision detection.

Sound:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution, 8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4) can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only modes can be enabled for digitally sampled sound replay.
A fifth "voice" is produced by the internal speaker on Atari 400/800's (for keyclick and buzzer) and in the XL's and XE's this was (fortunately!) rerouted through the normal audio output, and the keyclick can be disabled.

[I'd like more system spec's here.]

Subject: 2.1) What is comp.sys.atari.8bit?

If you have Usenet newsgroup access you can access this discussion group through news:comp.sys.atari.8bit. This is an unmoderated newsgroup for discussion about the 8-bit Atari 400/800/XL/XE computing platform. All postings to news:comp.sys.atari.8bit automatically appear in the

Info-Atari8 Digest and in INFO-A8.

comp.sys.atari was split into comp.sys.atari.8bit and comp.sys.atari.st in approximately 1986. To the best of my knowledge, there is no charter for comp.sys.atari.8bit, presumably because the custom of drafting charters for new newsgroups did not exist at that time.

news:comp.sys.atari.8bit is archived by the INFO-A8 listserv.

Subject: 2.2) What is comp.sys.atari.announce?

news:comp.sys.atari.announce is the moderated Usenet newsgroup for news items and announcements related to all Atari computing platforms. This is a low-volume, high-signal newsgroup, useful for reaching the widest possible audience when making 8-bit Atari announcements. Moderated by Yat Siu from mailto:lexicor@world.std.com

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Subject: 2.3) What is comp.sys.atari.advocacy?

news:comp.sys.atari.advocacy is the unmoderated Usenet newsgroup for advocating for or against the various Atari computing platforms. If you enjoy making comparisons between Atari 8-bit and other computing platforms, this is the place to do it.

Subject: 2.4) What is comp.sys.atari.programmer?

news:comp.sys.atari.programmer is the unmoderated Usenet newsgroup for topics in programming on the various Atari computing platforms, including the Atari 8-bit.

Subject: 2.5) What is comp.emulators.misc?

news:comp.emulators.misc is the unmoderated Usenet newsgroup for the discussion of emulating computing platforms on other computing platforms. All emulator discussion that does not involve the Apple][, the Commodore 64, or the WINE MS-Windows emulator (which each have their own emulator groups) may be found on news:comp.emulators.misc.

Subject: 2.6) What is comp.emulators.announce?

news:comp.emulators.announce is the moderated Usenet newsgroup for news items about emulating one computing platform on another. This is a low-volume, high-signal newsgroup, useful for reaching the widest possible audience when making 8-bit Atari emulator announcements. The moderator may be contacted at mailto:emulators-request@qualcomm.com

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Subject: 3.1) What is the Info-Atari8 Digest?

If you have Internet e-mail access you can access this discussion group through the Info-Atari8 Digest.

The Info-Atari8 Digest originates from

mailto:info-atari8-request@pine.cse.nau.edu

Subscription requests should be sent to the above address with the subject:

SUBSCRIBE | UNSUBSCRIBE (that is, one or the other)

The first line of the body of the letter should be the person's full name followed by his/her mailing address. For example:

Mike Todd snyder10@convex1.tcs.tulane.edu

To contribute to discussion threads in the Info-Atari8 Digest, send your posting to mailto:comp-sys-atari-8bit@cs.utexas.edu. Postings sent here automatically appear on news:comp.sys.atari.8bit and in INFO-A8.

Note that any posting sent to mailto:info-atari8@pine.cse.nau.edu will NOT be cross-posted to news:comp.sys.atari.8bit. The Moderator is presently working to correct this.

The Info-Atari8 Digest is archived by the INFO-A8 listserv.

The Info-Atari8 Digest Moderator is Mike Todd, mailto:snyder10@convex1.TCS.Tulane.EDU

Subject: 3.2) What is INFO-A8?

If you have BITNET or Internet e-mail access you can access this discussion group through INFO-A8.

The BITNET subscription commands are:
tell listserv at marist register <your real full name>
tell listserv at marist subscribe info-a8

The Internet subscription command is:
mailto:listerv@vm.marist.edu, message says
subscribe info-a8 <your real full name>

To contribute to discussion threads in INFO-A8, send your posting to mailto:comp-sys-atari-8bit@cs.utexas.edu. Postings sent here automatically appear on news:comp.sys.atari.8bit and in the Info-Atari8 Digest.

Any postings sent to mailto:info-a8@vm.marist.edu or to INFO-A8@MARIST will not reach news:comp.sys.atari.8bit, so don't send your postings there.

You may leave the list at any time by sending a "SIGNOFF INFO-A8" command to LISTSERV@MARIST, or by sending a message to mailto:listserv@vm.marist.edu that says "unsubscribe info-a8". Please note that this command must NOT be sent to INFO-A8@MARIST nor to mailto:info-a8@vm.marist.edu.

The archive of comp.sys.atari.8bit, the Info-Atari8 Digest, and INFO-A8:

You can obtain a list of the available archive files by sending an "INDEX INFO-A8" command to LISTSERV@MARIST or by sending a message to mailto:listserv@vm.marist.edu that says "index info-a8". These files can then be retrieved by means of a "GET INFO-A8 filetype" command, or by using the database search facilities of LISTSERV. Send an "INFO DATABASE" command for more information on the latter.

The INFO-A8 Moderators are:
HARRY@MARIST (A Harry Williams)
mailto:ravi@mcnc.org (Ravi Subrahmanyan)
mailto:billw@score.stanford.edu (Bill Westfield)

INFO-A8 was created on December 9, 1986.

Subject: 3.3) How can I access the Merit/UMich Archive by e-mail?

For more information on the Merit/UMich archive, see the section of this FAQ list on accessing this archive by FTP.

Downloading - BART

Brode's Archive Retrieval Thang - the Merit/UMich Archive e-mail file server

To learn about using BART to access the Merit/UMich Archive, send e-mail to: mailto:atari@atari.archive.umich.edu. The subject of the message doesn't matter, but let the body of your message be:

help
send 8bit/0index

If you receive nothing within a day (it should take just a few minutes), try including a line of this form:

path [your e-mail address]

BART automatically uuencodes binary files (so they may be mailed over the Internet) and splits up large files into parts of about 30K or less.

Uploading

Simply uuencode the file, (please split it into parts of 60 K or less) and mail the result to mailto:lenn@atari.archive.umich.edu. Please name the parts in the subject line. This is really helpful as the parts usually don't arrive in the proper sequence. Also, please include a message labeled "file transmission," containing a short description of the file, etc. Shar files are also acceptable, but uuencoded is preferred.

Subject: 3.4) How can I retrieve files from FTP sites by e-mail?

There are several general-purpose FTP mail-servers. These may be used to
retrieve any files available from anonymous FTP sites on the Internet.

1) mailto:ftpmail@decwrl.dec.com with no subject line, and two-line
body with line 1 help and line 2 quit

2) mailto:ftpmail@grasp.insa-lyon.fr (body: help) Please, European
users only.

3) mailto:bitftp@pucc.princeton.edu (body: help or ftplist for a
list of anonymous ftp sites)

4) mail BITFTP@DEARN or to mailto:BITFTP@vm.gmd.de (body: help or
ftplist for a list of anonymous ftp sites) (Europe only)

Subject: 3.5) How can I post to Usenet newsgroups by e-mail?

There are a several 'public' mail/News gateways. Each one has their own
ways for addressing syntax. The three most common ones are:

Site: cs.utexas.edu
Syntax: newsgroup-name@cs.utexas.edu
Example: To send to the newsgroup 'comp.sys.atari.8bit',
address the message to
comp-sys-atari-8bit@cs.utexas.edu

Site: newbase.cs.yale.edu
Syntax: newsgroup.name-news@newsbase.cs.yale.edu
Example: To send to the newsgroup 'comp.sys.atari.8bit',
address the message to
comp.sys.atari.8bit-news@newsbase.cs.yale.edu

Site: decwrl.dec.com
Syntax: newsgroup.name@decwrl.dec.com
Example: To send to the newsgroup 'comp.sys.atari.8bit',
address the message to
comp.sys.atari.8bit@decwrl.dec.com

Mail-to-news gateways of this sort tend to be overloaded.
Therefore, please do not use these gateways or any other similar
gateways if you can post to Usenet directly.

Subject: 3.6) How can I access the World Wide Web by e-mail?

Swiped from the WWW FAQ, which is maintained by mailto:boutell@netcom.com
(Thomas Boutell), here is how to access a web page by email:

mailto:server@mail.w3.org (preferred) or to
mailto:listserv@info.cern.ch (older address) containing

the following single line. (What you put on the subject line doesn't
matter; blank is OK. This line should go in the text of the message.)
You will receive as a reply a simple page intended to help you learn
more about the Web.

send http://www.earn.net/gnrt/www.html

Subject: 4.1) How can I access the Merit/UMich Archive by FTP?

The Merit/University of Michigan Software Archives hold a huge number
of files for many computing platforms, including the Atari 8-bit
computers. Our 8-bit Atari Archivist is Jody Lenn,
mailto:lenn@atari.archive.umich.edu; the Atari Archive as a whole is
maintained by Mickey Boyd, mailto:boydm@atari.archive.umich.edu.

The convention for Anonymous FTP sites is to accept "anonymous" as your
username, and your e-mail address as your password. All of the
FTP sites mentioned in the FAQ list follow this convention.

Downloading (Try the site nearest you first)
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a) ftp://atari.archive.umich.edu/atari/8bit (141.211.120.11, United States)

b) ftp://wuarchive.wustl.edu/systems/atari/umich.edu/8bit
(128.252.135.4, United States)

c) ftp://src.doc.ic.ac.uk/computing/systems/atari/umich/8bit
(146.169.2.10, United Kingdom)
d)
ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit
(129.69.8.13, Germany)

e) ftp://ftp.orst.edu/pub/mirrors/archive.umich.edu/atari/8bit
(128.193.4.2, United States)

f) ftp://barnone.citi.umich.edu/afs/umich.edu/group/itd/archive/atari/8bit
(141.211.128.22, United States)

Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

Uploading

Place uploads in ftp://atari.archive.umich.edu/atari/8bit/New

No uploads may be made to the Archive's mirror sites.

Remember to set file type to BINARY when uploading non-text files
(.arc, .com, .dcm, etc.) by FTP. Also, please upload a short .text file
describing what your upload is, so our 8-Bit Archivist will be sure to place
it in an appropriate permanent directory.

Note that the 8bit/New directory is "write-only."

Newly uploaded items may be found in the 8bit/Newitems subdirectory.

Subject: 4.2) What is the Boston Archive?

Here's an 8-bit Atari FTP site located at Boston University. It is maintained by Adam Bryant, mailto:adb@albert.bu.edu. This site seems to have seen no uploads for years, but there are some files here that aren't on any of the other sites.

ftp://cs-ftp.bu.edu/PC/ATARI (128.197.13.20)

Subject: 4.3) What is the PVV Archive?

This is a mid-sized Atari FTP site maintained by Eyvind Bernhardsen, mailto:eyvind@lise.unit.no. PVV stands for ProgramVareVerstedet, or The Software Workshop, a student society at the University of Trondheim, Norway.

ftp://nova.pvv.unit.no/pub/Atari/8bit (129.241.36.207)

Uploads go to ftp://nova.pvv.unit.no/incoming/atari/8bit; Eyvind moves them to the appropriate directory. Please include a .readme file with each upload, so people know what they're downloading.

Subject: 4.4) What is the ClarkNet Archive?

This smallish 8-bit Atari FTP site is maintained by Kevin Atkinson, mailto:kevina@clark.net.

ftp://ftp.clark.net/pub/atari (168.143.0.2)

Write to Kevin for uploading instructions.

Subject: 4.5) What is the Gatekeeper's Archive?

This small FTP site offers most of the resources provided on the Atari 8-Bit Home Page. Kept by mailto:ipoorten@cs.vu.nl (Ivo van Poorten, The Gatekeeper).

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit (192.31.231.43)

Subject: 4.6) What is the Closer To Home Archive?

Here is a fairly large FTP site in Australia kept by mailto:Dave.Blears@closer.brisnet.org.au (Dave Blears).

ftp://closer.brisnet.org.au/pub/archive1/8_bit (203.4.149.97)

Support site for James Bradford's Super 8-bit Products including SuperDos, SuperRam, Super800<->XL and much more.

Uploads go in ftp://closer.brisnet.org.au/pub/incoming

Subject: 5.1) What is the Cleveland Free-Net Atari SIG?

The Cleveland Free-Net is the hub system of the NPTN, the National Public Telecomputing Network. It can be accessed by any of the following: telnet://freenet-in-a.cwru.edu, telnet://freenet-in-b.cwru.edu, or telnet://freenet-in-c.cwru.edu (129.22.8.32 or 129.22.8.51).
Type "go atari" to reach the Atari SIG.

Those who add their names to the Atari SIG user directories are automatically members of the official Atari user group C.A.I.N. - Central Atari Information Network.

The Cleveland Free-Net Atari SIG publishes the CAIN Newsletter, maintains the CAIN Home Page on the WWW, and keeps the "Who's Who in the Atari Community E-Mail Directory" listing. Send correspondence and press releases to mailto:xx004@cleveland.freenet.edu.

Subject: 5.2) What is the Youngstown Free-Net Atari SIG?

Youngstown Free-Net (Youngstown, Ohio USA)
telnet://visitor@yfn.ysu.edu (192.55.234.27)

Type "go atari" to reach the Atari SIG. Write to mailto:xx140@yfn.ysu.edu for more information.

Subject: 5.3) What is the National Capital Free-Net Atari SIG?

National Capital Free-Net (Ottawa, Canada)
telnet://guest@freenet.carleton.ca (134.117.1.25)

Type "go atari" to reach the Atari SIG. Write to Christopher Browne at mailto:aa454@Freenet.carleton.ca for more info.

Subject: 5.4) What is the Closer To Home BBS?

Kept by mailto:Dave.Blears@closer.brisnet.org.au (Dave Blears), this is a BBS in Australia which supports the 8-bit Atari.

telnet://guest@closer.brisnet.org.au (203.4.149.97)

Subject: 5.5) How can I access the World Wide Web by Telnet?

This section swiped from the WWW FAQ, which is kept by
mailto:boutell@netcom.com (Thomas Boutell).

An up-to-date list of these is available on the Web as
http://info.cern.ch/hypertext/WWW/FAQ/Bootstrap.html and should be
regarded as an authoritative list.

telnet://telnet.w3.org
A telnettable browser provided by the W3 coalition.

telnet://www@www.cc.ukans.edu
Offers Lynx, a full screen browser which requires a vt100
terminal. Log in as www. Does not allow users to "go" to
arbitrary URLs, so GET YOUR OWN COPY of Lynx and install it on
your system if your administrator has not done so already. The
best plain-text browser, so move mountains if necessary to get
your own copy of Lynx!

telnet://www@www.njit.edu
(or telnet 128.235.163.2) Log in as www. A full-screen browser
in New Jersey Institute of Technology. USA.

telnet://www@www.huji.ac.il
A dual-language Hebrew/English database, with links to the rest
of the world. The line mode browser, plus extra features. Log
in as www. Hebrew University of Jerusalem, Israel.

telnet://sun.uakom.cs
Slovakia. Has a slow link, only use from nearby.

telnet://www@info.funet.fi
(or telnet 128.214.6.102). Log in as www. Offers several
browsers, including Lynx (goto option is disabled there also).

telnet://www@fserv.kfki.hu
Hungary. Has slow link, use from nearby. Login is as www.

Subject: 6.1) How can I retrieve files from the Merit/UMich Archive through
Gopher?

The Merit/UMich Archive has a native Gopher server. Try

gopher://gopher.archive.merit.edu:7055/11/atari/8bit

to connect directly to the Merit/UMich Archive's 8-bit Atari directory. I
personally recommend this method for downloading from the Merit/UMich
Archive.

There is also a mirror archive site with a Gopher server:

gopher://src.doc.ic.ac.uk/11/computing/systems/atari/umich/8bit

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Subject: 7.1) What is the Atari Classic Homepage?

Maintained by Eyvind Bernhardsen, mailto:eyvind@pvv.unit.no, in Norway.
Last I checked there wasn't anything there, but perhaps there is by now.

http://www.pvv.unit.no/~eyvind/atari/

Subject: 7.2) What is the Atari 8-Bit Home Page?

Run by mailto:ipoorten@cs.vu.nl (Ivo van Poorten, The Gatekeeper), in
the Netherlands. Very nice.

Interesting resources include:
ASCII: About the 65c816...
Documentation about the 6502/6510/8500/8502 instruction set.
Schematic of a small MIDI interface for the C64
X-Modem/Y-Modem Protocol Reference
Atari System Reference Manual
Rob Funk's Reference Cards
PostScript: Opcode table for 6502c and 65C02
Hypertext: Atari System Reference Manual
Rob Funk's Reference Cards
Software: MODPlay v1.22 Distribution
UnZip v1.13 Distribution

Also FULLY supports this FAQ List.

Point you Web client to:

http://www.cs.vu.nl/~ipoorten/Atari.8bit.Homepage/index.html

Most resources offered are also made available through his FTP server, the
"Gatekeeper's Archive."

Subject: 7.3) What is the Atari 8-Bit Resort?

This one is kept by mailto:un55@rz.uni-karlsruhe.de, Marek Tomczyk, in
Germany. Last I looked, the only thing of significance was News from ABBUC
(German)

http://rzstud1.rz.uni-karlsruhe.de/~un55/8bit.html

Subject: 7.4) What is the Big Atari 8bit Home Page?

This home page is kept by Tomasz Tatar,
mailto:tatar@student.uci.agh.edu.pl, in Poland. Another nice one.

Interesting resources include:
* Atari System Reference Manual by Bob Duhamel
* "Famous Atarians" page
and the following original material by Thomas Tatar:
* Short description of the Disk Operating Systems for Atari 8bit
computers

* Short (so far) description of the Atari 8bit languages
* Atari 8bit copy party, Mirow near Czestochowa, 4-5 June 1994:
Results of the competitions
* Short list of the Input/Output errors

Supports the hypertext version of this FAQ list.

Point your WWW client to
http://www.uci.agh.edu.pl/student/airgrp/tatar/public_html/Atari/hp.html

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Subject: 7.5) What is the Central Atari Information Network?

CAIN, the Central Atari Information Network, is an independent
Atari user group dedicated to supporting ALL Atari products.
CAIN serves the Atari community by maintaining a FREE monthly
ASCII newsletter and an Atari Special Interest Group on The
Cleveland Free-Net Community Computer System. Furthermore, CAIN
has recently thrown the CAIN Atari Fun Fest, an Atari products
show in the Cleveland, Ohio (USA) area.

http://ace.cs.ohiou.edu/personal/mleair/cain.html

Subject: 7.8) How can I access the Merit/UMich Archive by AFS?

Downloading

Just cd /afs/umich.edu/group/itd/archive/atari/8bit
[What is the propsero:// URL for this?]

Uploading

Just cp the file into /afs/umich.edu/group/itd/archive/atari/8bit/New
[What is the propsero:// URL for this?]

Subject: 7.9) What is #Atari8?

There is a channel on Internet Relay Chat for 8-bit Atari users. Its
name is #Atari8. Join #Atari8 on port 6667 (EFNet) and enjoy (if you
meet somebody there).

There should be a small bot called XE_BOT on this channel. While on
channel #Atari8 use the command
/msg XE_BOT help
for more information.

The latest information on #Atari8 and the XE_BOT may be found here:
http://www.uci.agh.edu.pl/student/robo1grp/tatar/public_html/Atari/irc.html

Channel #Atari8 and the XE_BOT are the work of Tomasz Tatar,
mailto:tatar@student.uci.agh.edu.pl.

Subject: 8.1) What is the CAIN Newsletter?

The Central Atari Information Network Newsletter is the monthly online
magazine of the Cleveland Free-Net Atari SIG. The editor is Mark
Leair of the Atari SIG. 8-bit computers support is provided by Michael
Current and Craig Lisowski. For information, write to the Atari SIG at
mailto:xx004@cleveland.freenet.edu.

Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into
100% printable ASCII characters, so that the file may be posted or e-mailed
anywhere a text message can go. The 8-bit Atari is perfectly capable of
UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
Merit/UMich: Archivers/uudecode.bas, Archivers/uudecode.doc
Boston: comm/uudecode.lst, comm/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
Merit/UMich: Archivers/yau.arc
Boston: comm/yau.uue, comm/yaue.uue, comm/yau.doc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
Merit/UMich: Utilities/uue.arc

Dumas UU-coder by John Dunning - should work w/BART-style split files.
Merit/UMich: Cc65/dumasuu.arc

Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that
is common in the MS-DOS world. This is done to make the file shorter,
so it takes up less space on your disk and it takes less time to transfer
between computers. The archives contains several 8-bit Atari archivers
fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
Merit/UMich: Archivers/superarc.arc - both Super Un-Arc & Super Arc
Archivers/suprarc2.arc - Super Arc
Archivers/supunarc.com - Super Un-Arc
Archivers/supunarc.uue - Super Un-Arc
Boston: {comm,util}/superarc.uue, {comm,util}/superarc.doc

Subject: 9.3) Okay, how about a .dcm file?

A .dcm file is a format unique to the 8-bit Atari which is used to convert entire disk images into files. To work with .dcm files you'll need:

Disk Communicator 3.2 by Bob Puff.
Merit/UMich: Archivers/dskcom32.arc or Archivers/diskcomm.arc (same thing!)
Boston: {util,comm}/diskcomm.uue

Subject: 9.4) What is an .xmo file?

This section by mailto:winston@merk.com (Winston Smith)

In the recesses of my memory, I seem to remember ".XMO" as being a "download extender" for the download section of one of the very early ATARI BBSes such as A.M.I.S. BBS. I seem to recall that ".XMO" implies that the file has been transfered with an early version of XMODEM and has therefore had CONTROL-Z pad characters appended onto the end of the file. To retrieve a working file again, the CONTROL-Z trailer padding needs to be stripped off. A copy of the file is made, and then a utility such as Disk Doctor (the original program, not the SpartaDOS utility) / Download Doctor is used to strip off the trailing padding. You probably could just load the file into TEXTPRO and just back over the trailing bytes. The reason to always use a copy of the file is in case of the rare instances where the file actually ends with the CONTROL-Z character. In that case, you don't want to back up all of the way. Bob Puff's SUPERARC was the program that finally saved everyone from the task of manually having to strip off the pad bytes. (Please correct me if I am wrong. In any event, that is what I remember about ".XMO" extenders....)

Subject: 10.1) What 8-bit Atari emulators exist for other computing platforms?

These are the emulators that are usable.

1) ST Xformer 2.55, from Branch Always (see companion Vendor/Developer List for complete contact info). A freeware 8-bit Atari emulator for the Atari ST.
Merit/UMich: /atari/Emulators/stxf255.lzh

2) PC Xformer, from Branch Always (see companion Vendor/Developer List for complete contact info). The 8-bit Atari emulator for DOS/Windows/OS/2. Versions 2.0 and 2.5 are freeware; 3.0 is the commercial version.

The following further info on PC Xformer provided by Bill Kendrick, mailto:kendrick@sonoma.edu. Contact him for his Newbie/Emulator FAQ.

2.0 emulates an Atari 800. It requires about 300K of
free memory, 320x200x256 (MCGA/VGA/SVGA) graphics, and a 286 CPU.
It does not support ROM files, disk image swapping within the
program, player/missile graphics collision detection, sound,
PC joystick support, modem/printer support, but is free.

2.5 is the replacement for 2.0. It emulates either an Atari 800
or an Atari 800XL. It requires about the same as 2.0. It does
support ROM files and the PC speaker is used to emulate the old
Atari 400/800 internal speaker clicks. It is also free.

3.0 is the first commercial release. It emulates an Atari 800,
800XL, or 130XE (128K RAM; I heard it was to do 320K but I think
that was reduced). It requires a 386 and 512K of memory. It
supports Sound Blaster, player/missile graphics collision detection,
modem/printer and PC joystick support. It
comes with a disk with the software, an ammendum to the printed
documents, and a bunch of Atari 8-bit software (example programs:
demos/games, and a few useful utilities). It supports disk swapping
through a (currently) simple menu.

All versions support .XFD (Xformer disk) format disk images, and
all versions of PC Xformer support SIO2PC disk images (.ATR's).

PC Xformer 3.0 comes with a 36-page printed manual and reference.
It includes appendicies explaining graphics, sounds, colors, BASIC,
subdirectory paths (for MSDOS which in turn explains Sparta/MyDOS),
a quick keyboard reference, ATASCII characters (all 128 drawn out),
the Atari editor, error codes, file IO (commands, devices, XIO calls)
as well as giving breif information on how to contact other Atari
users, common file extenders, and it includes a LARGE glossary
explaining Atari BASIC / TurboBASIC XL commands, Atari computer
terms, and general computer terms.

Merit/UMich: Xf2/xf2.zip, Xf2/xf25.zip

Of importance to PC Xformer users is:
DcmToDsk, freeware by Jason Duerstock. It converts most .DCM files into
SIO2PC .ATR's for use with SIO2PC and PC Xformer.
Merit/UMich: Sio2pc/dcm2dsk2.zip

Subject: 11.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal
programs available.

BobTerm 1.22, shareware by Bob Puff
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; excellent for BBSing
Merit/UMich: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100

Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
Merit/UMich: Telecomm/k65v37.arc - latest version
Telecomm/k65doc.arc - documentation
Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Combination VT100, XMODEM, Kermit; buggy at file Xfers
Merit/UMich: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Excellent at VT100 on the XEP80; 1200bps top speed
Merit/UMich: Telecomm/vt850b1.arc

FlickerTerm 80 0.37, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus
Merit/UMich: Telecomm/ft80v037.arc

Ice-T 1.0 by IceSoft (Itay Chamiel)
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: XMODEM download
Autodial: No
Backscroll buffer: yes (One screen)
Capture-to-disk: No
Summary: Excellent for high-speed VT100 emulation
Merit/UMich: Telecomm/icet.arc

Subject: 11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with an
Atari-format diskette. The following require a DOS and disk drive on the
Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
Merit/UMich: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
Merit/UMich: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
Merit/UMich: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett and Mark Vallevand - The latest version!
Merit/UMich: Diskutils/myutil.zip
PVV: utilities/disk/myutil.zip

While the above work with SS/DD 180K Atari-format disks, the following
combination of utilities can be used to work with SS/SD 90K Atari-format
disks, and is currently the best bet for reading SS/ED 128K Atari-format
disks.

AnaDisk 2.07, shareware by Sydex - Reads/Writes "any" 5.25" diskette
Merit/UMich: Xf2/anad207.zip, Xf2/anadisk.txt
Deana by Nate Monson - converts AnaDisk dump files from Atari format
Merit/UMich: Xf2/deana.com, Xf2/deana.txt

Explanation --> According to mailto:preston.f.crow@dartmouth.edu,
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.
For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

Subject: 11.3) Can I read/write MS-DOS disks on an 8-bit Atari?

a) Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050
drive or equivalent. Very limited.
Merit/UMich: Diskutils/mule.arc, Diskutils/mule.exe, Diskutils/mule.txt

b) SIO2PC, described elsewhere in this FAQ List (section 12.4), can be
used to read/write to a hard drive connected to an MS-DOS system. This
can also be a very effective file-transfer solution.

c) The XF551 3.5" Upgrades from Computer Software Services (see the
companion vendor/developer list) allow the Atari XF551 disk drive to read
720K 3.5" MS-DOS disks.

d) The Floppy Board, the add-on to the Black-Box from Computer Software Services (see the companion vendor/developer list), allows both low density (360K 5.25", 720K 3.5"), and, in the case of the Deluxe Version, high density (1.2M 5.25", 1.44M 3.5") external MS-DOS-standard floppy drives to be used on the Atari. A utility is included to read/write MS-DOS formatted floppies in all supported densities.

Subject: 11.4) How do I transfer files using a null modem cable?

This section by mailto:cb541@cleveland.Freenet.Edu (James R. Gilbert)

A: Simply put, you need a terminal program and an RS 232 port on each computer. The RS 232 ports need to be connected together using a 'null modem cable'.

For up to 4800 bps, no flow control lines need be connected. Just cross the transmit and receive lines and join the grounds together. (Transmit is pin #2, receive is pin #3 and ground is pin #7 on the 25-pin port.)

The right hand pin on the 'long' side of a female 'D' connector is #1. There are 13 holes on this 'long' side, 12 holes on the 'short' side. The numbers go from #1 on the right to #13 on the left on the 'long' side and from #14 to #25 from right to left on the 'short' side. #25 is closest to being under #13. A male connector is the mirror image of this.

Most terminal programs allow a null connection, without a carrier detect. Notably, '850 Express!' does not.

A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors and some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modem and plugging in the null modem cable. This also avoids the confusion of the wide variety of serial port jacks on different computers. Almost all computers connect into the modem via a DB25 connection.

The SIO port on the Atari cannot be used directly. An 850 Interface Module, P:R:Connection, Multi I/O, Black Box (by Computer Software Services) or similar device that provides an RS232 port must be used.

On the Atari, the port is a female DB9. So you need a male DB9 to male DB25 modem cable to connect to your modem. So why not use this cable as your null modem cable as well?

For higher speed connections, above about 9600 bps on the 8-bit, you need the flow control lines. You also need

a Multi I/O or Black Box, which use the PBI (parallel bus),
then you can go higher than 9600 bps.

Following are pin assignments for a DB25 pin RS 232 C
port.
13 1
o o o o o o o o o o o o o
o o o o o o o o o o o o
25 14

(Above is female, male is mirror image.)

1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

A high speed cable would need not only pins 2 and 3 crossed
but also pins 4 and 5 as well as 6 and 8. Or better
yet, make a true 25 wire, straight through cable and use
a commercial null modem. A commercial null modem is
just a small device with the correct lines already
crossed.

(DTE = Data Terminal Equipment, i.e., your computer.
DCE = Data Communications Equipment, i.e., your modem.)

Subject: 12.1) What 5.25" floppy disk drives are available?

Major contributors to this section:
mailto:Krishna@max.tiac.net (Glenn M. Saunders)
mailto:tatar@student.uci.agh.edu.pl (Tomasz M. Tatar)
mailto:Masstorage@closer.brisnet.org.au (James Bradford)
mailto:conradus@plearn.edu.pl (Konrad M. Kokoszkiewicz)

==> Atari 810
SS SD 19.2Kbps standard

==> Happy 810
SS SD Warp speed

==> Atari 1050
SS SD/ED 19.2Kbps standard

==> Happy 1050
SS SD/ED/DD Warp speed US Doubler/19.2 and 52k. track
buffering

==> Super Archiver 1050
SS SD/ED/DD Ultra Speed 50+K

==> Speedy 1050
SS SD/ED/DD 78K mode (European) unknown DOS restrictions

==> Supermax 1050
SS SD/ED/DD 19.2k and 52k (ultra speed)
by Super products. Compatiable with superdos and US Doubler

==> Atari XF551
SS/DS SD/ED/DD 38K burst mode usable only with SpartaDOS X,
SuperDOS 5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2. XF DS system now
considered "standard".

==> CSS XF551
SS/DS SD/ED/DD US Doubler compatible. Updates drive to work
better and faster. Also 3.5" upgrade available

==> Percom Various/RFD
Various. Any IBM mech from SS/SD 5.25 to 720K 3.5" NOTE: no ED
19.2K standard only. Unique DS system

==> Trak ATD1
SS SD

==> Trak ATD2
SS SD/DD
Built in Diagnostics. Track indicator. Write protect switch. Built in
parallel printer interface. 2k printer buffer (expandable). Optional
Turbo software on Eprom.

==> Trak AT-1
SS SD/DD Slave

==> Indus GT
SS SD/ED/DD Synchromesh mode usable with SpartaDOS X and
DOSXL only.

==> Astra Double-D?
SS/DS SD/DD? standard /LEDs and such

==> Rana 1000
SS SD/ED/DD standard /LEDs and such can format disks on a
stand alone basis

==> TOMS 720
double head disk drive, 5.25", with mounted interface Centronics,
chips: CPU 8085, WD2797, PIA 8255 (for handle Centronics), 32 KB ROM, 8 KB RAM
ROM contains: OS of drive, MYDOS 4.50 and some utilities (copy, format, etc.)
ROM is seen by computer as drive D1: (if drive is open), and D3: (when drive
has number D1:) or D4: (when drive has number D2:). It makes possible load DOS
from ROMdisk during booting system.
Formats of disks:
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB

- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB

Transmition modes:
- normal - 19200 bps
- Turbo - 70000 bps
- Ultra Speed - 70000 bps

Also tracks buffering.

==> AS SN-360
double head disk drive, 5.25", CPU 8051, controler WD2797
19200 bps
Available formats:
- SS/SD - (FM) single sided, single density - 90 KB
- SS/ED - (MFM) single sided, enhanced density - 130 KB
- SS/DD - (MFM) single sided, double density - 180 KB
- DS/DD - (MFM) double sided, double density - 360 KB

==> TOMS 710
(The newest polish disk drive and probably the best one)
Similar to TOMS 720, one more format:
- double sided, 80 tracks, IBM (720 KB)

Transmition modes:
- standard 19200 bps
- TOMS Turbo (loaded from ROMdisk if drive is open) - 67000 bps
- Ultra Speed (QMEG-OS, Sparta DOS) - 67000 bps

Also tracks buffering.
ROMdisk contain:
- MYDOS 4.50
- COPY
- INIT
- TURBO - turn on/off TOMS Turbo mode
- BASIC - turn on/off Atari Basic
- AUTORUN.SYS - ramdisk
- README

Also TOMS Navigator instead of DUP.SYS. It is program similar to Norton
Commander on PCs.
IBM-ST copier on additional disk.

==> LDW Super 2000
SS SD/ED/DD 19200 bps or 38000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA-2001
SS SD/ED/DD 19200 bps or 38000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA-2002
SS/DS SD/ED/DD 19200 bps, 70000 with SpartaDOS

CPU 8040, ROM 4 KB, RAM 256 B

==> Floppy board various
Any standard very fast parallel
DOS-transparent. Requires Black Box. DS system configurable for
XF Percom or ATR style

==> HDI various
Any standard very fast SIO? European

==> SWP ATR-8000
Any standard standard except 1.2 and unique DS system 1.44
meg (HD) nice Z80 CP/M system in which CP/M drive acccess is parallel
only thus faster.

==> Atari 1450XLD drives
DS SD/ED DD? standard, requires DOS4. unusual DS system
Only prototypes exist.

==> KARIN MAXI
Double head disk drive 360 KB/5,25" or 720 KB/3,5", controller WD 1772.
Available formats:
= standard SS/SD 90 KB
= standard SS/ED 130 KB
= standard SS/DD 180 KB
= 'cylindric' DS/DD 360 KB (XF-551 uncompatible)
= 'cylindric' DS/QD 720 KB (TOMS-compatible; 720 KB drives only)
Any other capabilities depend on a special software.
Transmission mode:
- parallel: real speed 11.25 kilobytes per second with DOS or 22.5 kilo-
bytes per second with special track-copier.
Notes:
Because of the 1772-registers available in 6502 i/o pages ($D100),
the KARIN MAXI drives look full-programmable.
Preferred systems: My-DOS, SDX.

==> XFD-601B
Double head 360 KB/5,25" disk drive. Controller WD 1772, CPU 8051.
Available formats:
- standard SS/SD 90 KB
- standard SS/ED 130 KB
- standard SS/DD 180 KB
- standard DS/DD 360 KB (XF-551 compatible)
Transmission modes:
- normal 19200 bps
- Top Drive 1050 70000 bps
- Indus GT (synchromesh) 70000 bps (GTSYNC.COM and INDUS.SYS are not necessary;
full-compatibel with the SDX)
- Ultra Speed 70000 bps (full-compatible with the older SpartaDOS)
Notes:
Customized sector skew. In fact, the XFD-601B is a original clone of the
XF-551.

==> XFD-602B
The two XFD-601B drives in the one unit.

Subject: 12.2) How can I use 3.5" floppy disks with my 8-bit Atari?

to be written. volunteers?

- Amdek
- XF551 upgrades
- Floppy Board

==> Atari XF521
3.5" system Unreleased

Subject: 12.3) What do I need to connect a hard drive to my 8-bit Atari?

original by mailto:Krishna@max.tiac.net (Glenn M. Saunders)

Corvus ? 10 megabytes Fast but still relatively
slow I/O, kludge through
joystick ports for 800.
Rare
Supra/K-P N/A various Some limitations on drive
type and size and total
number of drives in sys.
FTe Multi I/O various 256 byter per sector
restriction. 256K and
1 meg ramdisk models.
Printer and modem, modem
will handle 19.2K bps
CSS Black Box various Will handle all SCSI drives.
Allows 9 drive access for
MYDOS. Currently the only
modem interface with CTS/RTS
hardware flow control. 19.2K
ready.
SWP ATR-8000 unknown limits Rare daughterboard for hard
drives. I/O is probably
fairly slow on this baby and
there may be DOS restrictions.

==> IDE/AT-BUS hard disk (still under construction)

Subject: 12.4) How can I use an IBM-PC as a storage device for my Atari?

Original by Dave Paterson, mailto:d.paterson2@genie.geis.com

SIO2PC is a cable and software combination that lets you use your PC as up
to 4 drives for your 8-bit. Drives can be SD, ED, DD or custom sizes up to
16 megs. SIO2PC also lets you redirect the printer output to your PC

printer or to a file on the PC. High speed drives are emulated (a la US Doubler).

All these functions are transparent at the Atari end; you never notice the difference between SIO2PC and regular drives, except that the SIO2PC drives are faster than any others (except Ramdisks and PBI interface drives).

SIO2PC 3.19i is shareware by Nick Kennedy.
Merit/UMich: Sio2pc/sio319i.exe

Of importance to SIO2PC users is:
DcmToDsk, freeware by Jason Duerstock. It converts most .DCM files into SIO2PC .ATR's for use with SIO2PC and PC Xformer.
Merit/UMich: Sio2pc/dcm2dsk2.zip

Subject: 13.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g is disk-based; SpartaDOS X 4.21 is cartridge-based and includes many additional features. SpartaDOS is available from Fine Tooned Engineering (see companion vendor/ developer list); MYDOS 4.53/4 is freeware from Wordmark Systems (Charles Marslett and Bob Puff).
It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the archives.
Merit/UMich: Os/dos25.arc (DOS 2.5)
Merit/UMich: Fte/fte32g.arc (SpartaDOS 3.2)
Merit/UMich: Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Subject: 13.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 Personal Computer (1979) 8-16K, membrane keyboard, 400/800 OS
800 Personal Computer (1979) 8-48K, two cartridge slots, 400/800 OS
1200XL Home Computer (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL Home Computer (1983) 16-64K, BASIC, PBI, XL OS
800XL Home Computer (1983) 64K, BASIC, PBI, XL OS
800XE Home Computer (1987?)same as 130XE but 64K. Mostly eastern Europe.
65XE Personal Computer (1985) same as 800XL minus PBI
130XE Personal Computer(1985) same as 65XE with 128K plus ECI
XE Game System (1987) same as 65XE plus Missle Command, detach keybd

Peripherals:
410 Program Recorder -Japan and Hong Kong versions
810 Disk Drive -SS/SD 90K with DOS 1 or DOS 2.0S,MPI&Tandon vers.
820 Printer -40 col.
822 Thermal Printer -40 col.
825 80-Column Printer -req. 850
830 Acoustic Modem -300 baud req. 850, with Telelink I
835 Direct Connect Modem -300 baud, with Telelink II
850 Interface Module -4 9-pin serial, 1 15-pin parallel ports, beige &
black metal versions
1010 Program Recorder -Sanyo and Chelco versions
1020 Color Printer -40 col., print/plot in 4 colors
1025 80-Column Printer -7-pin dot matrix
1027 Letter-Quality Printer-80 col., letter quality
1029 Printer -7-pin dot matrix, same as Commodore MPS-801
1030 Direct Connect Modem -300 baud, with ModemLink
1050 Disk Drive -SS/ED 128K with DOS 3 or DOS 2.5
1064 -64K RAM module for 600XL
XC11 Program Recorder
XC12 Program Recorder
XM301 Modem -300 baud, with XE Term
XMM801 Printer -80 col. Ribbon: Mannesman/Tally MS80
XDM121 Printer -80 col.letter quality. Ribbon: Silver Reed CF130
XF551 Disk Drive -DS/DD 360K with DOS XE
XEP80 Interface Module -80 col. video display and DB25 parallel port
SX212 Modem -1200 baud, rarely with SX-Express! package

Atari 8-bit vaporware computers: (note some are more vaporous than others)
1200 1200XL internally, many slight cosmetic differences
800XLF 800XL incorporating a FREDDY chip (as in the XE's)
1250XLD Earlier concept of the 1450XLD
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL Earlier concept of the 1450XLD
1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D
1090 XL Expansion System-for PBI, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XTM201 -non-impact printer
XTC201 -non-impact color printer

Subject: 13.3) What are the power-supply requirements for my Atari
components?

Please let me know if any of this information conflicts with the units
you have!

The most important information is the voltage (in volts) required, and whether you need a transformer (AC output) or an adapter (DC output). The power (in watts) and current (in amperes) specifications of the original equipment as presented here should be regarded as minimum values. Higher-than-specified power and current capacities are entirely usable, and often preferable because such supplies run cooler and last longer.

Power (in watts) = current (in amps) * voltage (in volts)

9 V AC 5.4 VA (600 mA) Atari#CO62195 transformer:
1030

9 V AC ???? VA (??? A) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA014748 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA016804 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551,256K FTe MIO
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551,256K FTe MIO

9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027

5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982 adapter:
600XL,800XL,65XE,130XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CA024814 adapter:
600XL,800XL,65XE,130XE,XE Games System
5 V DC ??? A (??? W) Atari#CO81982 adapter:
XL/XE

6 V DC 300 mA (1.8 W) Atari#??????? adapter:
"410P"

9 V DC 500 mA (4.5 W) Atari#CO16353 adapter:
XEP80,SX212,2600
9 V DC 500 mA (4.5 W) Atari#CA014034 adapter:
XEP80,SX212,2600

9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,1 Meg FTe MIO,5200
11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter:
Indus GT

5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297 adapter:
1400XL,1450XLD

These draw their power from the SIO +5 V:
XM301 (60 mA),XC12;FTe P:R: Connection

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

The power supply requirements for the following are still needed:
??? V DC ???? A (???? W) Atari#CA016751 adapter:
830
??? V DC ???? A (???? W) Atari#CA060535 adapter:
835
XC11 program recorder (no brick needed -> internal or SIO source?)

Subject: 13.4) What are the pinouts for the...?

Serial I/O (Peripheral) Port (all machines):
2 4 6 8 10 12
1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V
6. Ground 13. Interrupt
7. Command

Cartridge Slot (all machines; two on the 800):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4 A. RD4
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5 N. A11
13. +5V P. A10
14. RD5 R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX

D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400 and XE Game System):
3 1
5 4
2
1. Composite Luminance (not on 600XL)
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800xl ; grounded on 600xl)

Power Adapter Plug (all but 400, 800):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
1. (Joystick) Forward Input
2. (Joystick) Back Input
3. (Joystick) Left Input
4. (Joystick) Right Input
5. B Potentiometer Input
6. Trigger Input
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10

15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5v on 600xl only) 48. NC (+5v on 600xl only. used to power 1064)
49. Audio input 50. GND

--850 R1-4 pinouts from: mailto:generic@rahul.net (Chris Rosenthal)
R1: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Data Terminal Ready (DTR, Ready Out)
2. Carrier Detect (CRX, In)
3. Send Data (out)
4. Receive Data (In)
5. Signal Ground
6. Data Set Ready (DSR, Ready In)
7. Request to Send (RTS, Out)
8. Clear to Send (CTS, In)

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

--850 P: pinout from: Jim Evans, mailto:donor@max.u.washington.edu
P: Parallel port (850 Interface Module):
8 7 6 5 4 3 2 1
15 14 13 12 11 10 9
1. Data Strob
2. D0
3. D1
4. D2
5. D3
6. D4
7. D5
8. D6
9.
10. Data pins pull up + 5v
11. Ground
12. Fault
13. Busy
14. -
15. D7

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

Subject: 13.5) What BBS software can be used on the Atari?

This section by mailto:winston@merk.com (Winston Smith)

Here is the run down of ATARI 6502 8-BIT BBSes that I am aware of:

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
This BBS was written in BASIC by the Atari Computer
Enthusiasts computer club (was it the Michigan chapter?). It included
designs for a ring-detector. You needed a sector editor and had to
allocate message space by hand, hex byte by hex byte.

o F.O.R.E.M. BBS -- Friends of Rick E. Moose BBS.
At the time, there were a lot of BBSes around

called things such as "FORUM-80" and "BULLET-80", ergo the name. FOREM BBS was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed in BASIC and was somewhat crashy. I think that this is the great-grandparent of the FOREM-XE BBSes that survive today.

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported features such as intra-line editors. Unfortunately, the coding of the ABBCS was really poor. You could practically blow on your keyboard and crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston, Massachusetts, USA, area. I'm not sure whether his BBS for the ATARI 8-bit has been placed into the public domain or not. This BBS was the first to support a RAM-disk, which Paul Swanson called a "V:" device for "virtual disk". This BBS was written in ATARI BASIC and required a joystick hardware "dongle" device. This was notable as being one of the first ATARI 8-BIT BBSes that could actually go for a week without having to be rebooted. Pointers to the message base were kept in an ATARI "very long string" (for which ATARI BASIC is famous). The BBS would only have problems (for the most part) if this string became corrupted.

o ATKEEP -- An ATARI 8-BIT version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of the commercial BASIC-XE cartridge to run. This BBS program was very popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It expects to be running under a SPARTA-DOS environment. This was a problem until very recently, when SPARTA-DOS was released into the public domain. This BBS program uses a "modem clock string" rather than an R-TIME-8 cartridge in order to retrieve the current time. It also comes with an ATARI BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC-XE.
This version of FOREM BBS requires the commercial BASIC-XE cartridge in order to run. It is in the public domain and can import and export messages from the ATARI PRO! BBS EXPRESS-NET (7-BIT text only, control ATASCII graphics are reserved for message data-structure bytes). FOREM-XE BBS is still currently in use as we speak, and may be reached via the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS, which is the Keith Ledbetter companion project of the EXPRESS!-TERM terminal program of days gone by. I am not familiar with this program. I think that it is written in ACTION! and only supports XMODEM Checksum transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE--
demo version of the OASIS BBS program. OASIS is very crash-resistant and comes with a "dial out" screen so that the Sysop can use the BBS as a terminal program to call and fetch files without having to bring the BBS down and reload a terminal program. OASIS supports "Door programs" which it refers to as "OASIS PAL modules". This OASIS demo module comes with an excellent message system. The OASIS file system is one of the most complicated that I have ever seen. It consists of "file libraries" with suites of "file types". There is quite a bit of overhead involved in performing a download (which may be a good thing, as it discourages file hogs). There is a commercial version of OASIS called "OASIS IV" that performs networking. There was an OASIS network between Boston, Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word of the OASIS IV developers reaches the network from New Zealand or Canada.

o Frank Walters BBS -- I know nothing about this BBS except that Frank Walters wrote it.

OASIS IV, CARINA, and BBS-EXPRESS-PROFESSIONAL! are all commercial programs. I haven't heard anything about OASIS IV and CARINA for a while, but PRO!-BBS is still a viable commercial enterprise last that I had heard.

Subject: 14.1) What vendors, developers, or publishers support the 8-bit Atari?

1) See the "Atari 8-Bit Computers Vendors and Developers List." The latest version may be obtained in the following locations:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html
news:comp.sys.atari.8bit news:comp.answers news:news.answers
mailto:mail-server@rtfm.mit.edu, message says:
send usenet/news.answers/atari-8-bit/vendev
quit

You can also ask me for a copy at mailto:mcurrent@carleton.edu

2) "The Official **AC** Vendor List" is maintained by Atari Classics magazine's Advertising Editor, Bob Scholar, mailto:r.scholar@genie.geis.com. This list focuses on North America, but all sources listed have been personally confirmed by the AC staff.

Subject: 14.2) Where is my nearest 8-bit Atari BBS?

The "ATARI CLASSICS Atari Bulletin Board System listing" is maintained by Lawrence Estep, AC's Telecommunications Editor, mailto:71450.1050@compuserve.com.

Subject: 14.3) Where is my nearest 8-bit Atari user group?

An 8-bit Atari user group listing is maintained by Atari Classics magazine's Exchange Editor, James King, mailto:KAMARO_KID@delphi.com.

Subject: 14.4) How do I use my new or emulated Atari?

"The Unofficial Atari 8bit Newbie / Stupid Question / Emulator Help FAQ" is maintained by Bill Kendrick, mailto:kendrick@sonoma.edu. You can write to Bill at New Breed Software, 59 Palm Lane, Novato, CA 94945.

Subject: 14.5) What prominent Atarians are reachable by e-mail?

The "Who's Who in the Atari Community E-Mail Directory" listing covers people involved in all of the Atari computing and gaming platforms. This file is maintained by Len Stys, SIG Manager of the Cleveland Free-Net Atari SIG. Write to the Atari SIG at mailto:xx004@cleveland.freenet.edu.

End of atari-8-bit/faq
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731. Re: Bill Wilkinson responds

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 22:57:37 UTC
From: krishna@primenet.com
Message-ID: <3gh6h1$s48@news.primenet.com>
Source record: 95018

Mere mortal Rob Funk provoked me by writing:

: And last night I was re-reading parts of "Hackers", and noticed a line
: about the Atari 800 -- something about a great machine that the company
: wouldn't reveal anything about.

Oh, please, don't tell me you came to the same pro-Apple II conclusion
that Levy did. By the time De Re Atari came out, there was enough info
on the inner workings of the Atari8 for anyone. There was only a
relatively brief period of a year or two when people were frustrated by
not knowing how to manipulate DLIs or PMGs. As it happened, the main
threat to the Atari8, the C=64, arrived on the scene long after the
deepest secrets of the Atari8 were fully explored and exploited by lots
of programmers.

Those who talk of the closed-system that the Atari8 was aren't looking
beyond 1981.

732. Re: IBM FILES ----> ATARI DISKS

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 23:00:23 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3gh6m7$jqv@nic-nac.CSU.net>
Source record: 95019

Why would PC Xformer have an SIO2PC cable with it!?!?!?

I'm (and I'm sure Branch Always Software) assuming that most PC Xformer 3.0 buyers will be people who don't HAVE an Atari 8-bit any more, or at least can't get one near their IBM! SIO2PC on the other hand REQUIRES that you have both an Atari 8-bit and an IBM to get any use out of it (other than making blank ATR files).

Read my FAQ (New Users / Emulator Help) for some help.. (and if you can't find it, BE SURE TO E-MAIL ME and I'll do my best to answer it in the next revision (0.8)).

Good lcuk!
-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **
My inability to type is beginning to bthoer me
ZZ

733. Re: HEY ! YO ! YES ! YO ! HELP ME !

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 23:04:15 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3gh6tf$k2l@nic-nac.CSU.net>
Source record: 95020

Ok.. to use XFD and ATR files, it's best to have some utilities:
SIO2PC and a cable
PC Xformer 2.5 or 3.0
A 5.25" disk drive on your PC
A DD 5.25" disk drive on your Atari
S2PC or AtarImg for the PC
DCM2DSK on the PC
DiskComm3.2 on the Atari

What I don't get is you said your Atari is 20 feet away but that you don't
HAVE an Atari. !?!?

You question really confused me. Look at the above list and get some info.
on all of it and BE SURE to check both the c.s.a.8 FAQ and my emulator help
FAQ!

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **
NEW BREED SOFTWARE: Atari 8-bit and IBM PC software! E-mail for info!
Keeper of the Atari 8-bit Newbie/Emulator FAQ file!

734. Atari 2600 Tech info

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 23:07:09 UTC
From: rh_warre@ece.concordia.ca
Message-ID: <3gh72t$l3f@newsflash.concordia.ca>
Source record: 95021

Does anyone out there know anything about the internal guts of the 2600? I cracked it open and the thing runs on a 6205 chip. Does anyone know what kind of chips are contained in the cartrige (I lost mine :() and how hard it would be to write custom code on one of these puppies? I'm thinking of converting it to an RF/TV test set and a tone generator.

Please reply by mail as I do not read this group often.

RW

735. Re: Take this stuff for free

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 23:07:54 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3gh74a$k8u@nic-nac.CSU.net>
Source record: 95022

What exactly does "Hackers special, does not work" mean?

I assume "does not work" means what it says, but what do you mean by
"Hackers special"?

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **
???

736. Re: Ignorance ISN'T bliss! Need help upgrading video (maybe).

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 23:10:38 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3gh79e$kbu@nic-nac.CSU.net>
Source record: 95023

I'm not MAD! I'm just ANGRY! (quote from Inspector Gadget)...

Anyways.. well, I've had pretty much ZILCH to compare it to! I mean,
I saw my friend's 65XE a few times LONG LONG ago. And before I got my
1200XL I saw an 800XL or 600XL.. I've seen an 800 but it was on a VERY
crappy old TV (it must've been THAT type of model which made Atari decide
to set LMARGIN to 2 as a default! (hehehehe)).

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **

737. Re: Disk directory - how?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 23:24:01 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <D36x03.MGG@iglou.com>
Source record: 95026

```
The general procedure for reading a disk directory from a program is
OPEN #1,6,0,"D1:*.*"
INPUT#1,A$
Some disk operating systems give a different directory format if you use
OPEN #1,7,0
DOS 2.5 shows some file names in < >; DOS XE, and I think Spartados,
show the long directory format with dates and size in bytes.

--
Bill Marcum bmarcum@iglou.com
filling the bathtub with brightly colored power tools
```

738. Re: Whats a .xmo?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-29 23:36:04 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <D36xK5.Mro@iglou.com>
Source record: 95027

In article <27JAN199503133743@pavo.concordia.ca>,
PATERSON, DAVID ANDREW <da_pate@pavo.concordia.ca> wrote:
>
>CIS also took the standard, barely readable 8+3 for filenames and cut it to
>6+3. Reminds me of "We're IBM. We're the biggest. We don't have to care."
>
Actually, it's "We're DEC". The 6.3 filenames come from the DECsystem-10
computers that Compuserve runs on (or used to run), a system several
years older than the first IBM PC.

--
Bill Marcum bmarcum@iglou.com
filling the bathtub with brightly colored power tools

739. Re: More questions on XF551

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 00:46:32 UTC
From: koutchin@mail1.sas.upenn.edu
Message-ID: <3ghct9$hrd@netnews.upenn.edu>
Source record: 95028

Masstorage (Masstorage@closer.brisnet.org.au) wrote:
: >Once again the XF551 is crossing my mind, as I get closer to
: >stealing back the Atari stuff from the kids. What I would like to
: >know now is ... what type of microprocessor is used to control the
: >XF551 drive? Slightly related, are prints of the XF551 available,
: >thru Sams or whatever?

: The processor in all XF551's i have seen is an 8040. It is a single chip

8040 is a prototype od 8080 that is a prototype of 8086 and Z80. Cool
isn't it . Therefore IBM and Sinclair machine are BROTHERS !!!
And by the way, ATARI and MAC brothers too.

740. Re: Bill Wilkinson responds

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 00:59:18 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <xcxZqLe.ransom22@delphi.com>
Source record: 95029

Rob Funk <rfunk@magnus.acs.ohio-state.edu> writes:

>Wait, don't I remember some old articles in Creative Computing saying
>that Atari would only let them publish info that Atari didn't tell them?
>
>And last night I was re-reading parts of "Hackers", and noticed a line
>about the Atari 800 -- something about a great machine that the company
>wouldn't reveal anything about.

First, don't believe everything you read in Hackers. JJohn Harris
has said that many of the things he told Mr. Levy were distorted in the
book. There are other inconsistencies in the book, and technical errors
as well.
Aside from that, I believe that Atari was only closed-mouthed
about the computer in the beginning. After all, they did publish the
tech ref notes, OS source listing, and hardware manual, not to mention
De Re Atari. So, they did put the informatin out there, even tho it
did take them a couple of years (1981 or 1982, I think).

-Joe

741. Re: Bill Wilkinson responds

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 01:14:45 UTC
From: Mark Crispin <mrc@CAC.Washington.EDU>
Message-ID: <Pine.NXT.3.92.950129163440.3122D-100000@Tomobiki-Cho.CAC.Washington.EDU>
Source record: 95030

Glenn Saunders:

Your form of advocacy is not helpful. There were people like you in the early/mid-80s too. They were so thoroughly unpleasant to deal with that many software developers decided that the Atari 8bit market wasn't worth the hassle.

This wasn't the only cause of the platform's premature demise -- market factors and especially Atari Inc. had a lot to do with it! -- but it was a factor nonetheless. It was certainly a factor in my cancelling my development plans for the 8bit Atari.

In a few short years Bill Wilkinson made amazing contributions to the 8bit Atari platform, more than you are likely to contribute to any portion of the computer industry in your entire lifetime. What is more, he shared information with other developers, including honest assessments of technical weaknesses in both hardware and his own software. When you flame someone for sharing information, you discourage them from sharing any more information.

Think on that before you open your big mouth the next time.

I would have hoped that in the 10 years since 8bit Ataris died that the remnants of the Atari 8bit community would have matured. There were some really neat hacks on the Atari 8bit, much as there were on the PDP-8 10 years earlier (try doing display/audio hacks in 4K with no ROM!). It's sad to see that a few twerps haven't matured yet, and are dedicated to spoiling pleasant reminiscences for everyone else.

Get a life!

-- Mark --

742. Re: ST Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 01:43:02 UTC
From: talbo07@ibm.net
Message-ID: <3ghg76$1fck@news-s01.ny.us.ibm.net>
Source record: 95031

In <131773@cup.portal.com>, Rick_Michael_Cortese@cup.portal.com writes:
>
>There's a copy of the Xformer software on Portal, but I've never D/L'd
>it so I don't know if it's intact. It's kind of huge. B&C also sells a
>disk of the software for $4-5.
>Rick

Rick,
Do you know the ftp addres for portal? Also, are you talking about a PC program to use the Xformer cable, or an ST program?

Thanks,
BRett

743. Where to buy 850 cables?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 02:15:11 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950129181150.6362B-100000@PEAK.ORG>
Source record: 95033

Can someone name a source to obtain printer and modem cables for the Atari 850 interface module?

I'D LIKE TO SET UP AN INTERNET TERMINAL WITH AN 8-BIT ATARI.

Does anybody know if this can be done? Has anybody tried it? Am I wasting my time here?

Needless to say, 80-col is a necessity. Whether or not the XEP-80 can do 9600-14.4K baud is not known....but I'll figure that it's doubtful. However, I'd like to at least be able to LOG ON at 2400 baud in 80 columns. What software is necessary? Does BOBTERM offer a VT terminal emulation in 80-columns with the XEP-80? How about the OMNIMON (or whatever)? I'd like to know if this is possible asap.

Thanks!

james

744. Where to buy new 8-bit floppy disks

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 02:16:55 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950129181601.6362C-100000@PEAK.ORG>
Source record: 95034

I'd like to know where to buy "low density" flopy disks for my 8-bit
Atari. All I can find are HD disks in town.

Thanks

James

745. I APOLOGIZE !!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 02:47:54 UTC
From: koutchin@mail1.sas.upenn.edu
Message-ID: <3ghk0q$qev@netnews.upenn.edu>
Source record: 95035

Recently i was really tough and rough to the creators of PC XFORMER.
I think I overeacted a little bit. You can understand someone who
spent , what was that, 35$ or so dollars and got the thing that
does not work the way it was expected to work. Well, anyway, i
really apriciate the try. Even though the thing does not work
completely basic concepts are established and the emulator has
a great future. Therefore I'd like to apologize to Darek Mihocka
and Branch Always software. And even though i am going to return
the emulator back i hope for better and i know that next versions
will be just great. Meanwhile, i'm gonna buy a real atari and
play some games. Oh ! I'd like to thank Darek personaly because
he helped me and other people so many times that he should be paied for
that :-) And his FAQ just priceless !!!! It helped me a lot !!!

GOOD LUCK !!!!
WE ALL HOPE AND BELIEVE !!!!

Artem Koutchine koutchin@sas.upenn.edu
Russian man koutcha1@hp800.lasalle.edu
in Philadelphia primeart@aol.com

Cyber Lynx BBS (215)-464-7917 (USA)

---

746. Copyright ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 03:03:55 UTC
From: koutchin@mail1.sas.upenn.edu
Message-ID: <3ghkur$qev@netnews.upenn.edu>
Source record: 95036

HI !

I have some thoughs about the software for ATARI 8bit. NObody dares
to exchange it or give it or put it on ftp cites. Why ? Oh ! You say
that is so called "copyright" software. Well, you're absolutelly right
but look at C64 or ZXS 48/128 soft. What do you see ? YOU SEE IT ALL
OVER THE WORLD ON FTP CITES !!! Isn't that software the "copyright"
software ? Yes, it is. Than why they put it on ftp cites ? Simple.
As long as they do not want to make any money from it nobody minds.
You can say:
"Hey, lotsa stores still have ATARI soft and they sell it. So, they
will loose money in that case and they WILL mind"
Well, go to that stores and you will find C64 and ZXS software as well
as atari software. And furthermore, the software practicaly is created
in the same year. So, what's the difference ? Well, the only difference
that ATARI CORP. still exists and CBM and Sinclair Inc don't. BUt
excuse me, we are not talking about machine macking companies, we are
talking about soft making compnies. And Atari corp. has nothing to do
with soft for 800XL or 65XE or 130XE. I found some paradoxes. For example,
there is a game called MOON PATROL created by OCEAN Soft (yes, now
the company which created EPIC and F29 for IBM platform, they are pretty
cool) So, OCEAN made MOON PATROL for ZX SPECTRUM 48, Commodore 64 and
ATARI 800XL (who knows which one exactly ?) and know we can get
this game for C64 and ZXS from every C64 and ZXS ftp cite but we cannot
gat it for ATARI because evryone thinks it is strictly illigal. THAT IS
NUTS !!!! Ocean does not mind, users want it but nobody dares to get it.
Every other groups of fans of 8bit stuff (C64, ZXS, AMSTRAD) have
their ftp sites (frodo.hiof.no for C64 and a buch for ZXS) but WE
ATARIANS DO NOT ! Why ?

Actually i am obsessed with 8bit computers. I spent more than 1000
bucks last year buying the things but i had to leave to my little
bro who has that obsession too. So, i want to "recover" again.

Please people think about ....
and reply here not buy emal. Let everyone to read what you think.

Now i am gonna watch PASSENGER 57 8th time. :-)

Artem Koutchine
koutchin@sas.upenn.edu

HAVE A NICE DAY EVERY ONE !! (OR NIGHT) !!!

747. Windows Atari Helpfile Beta Testers Needed

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 03:45:56 UTC
From: nagual69@aol.com
Message-ID: <3ghndk$l30@newsbf02.news.aol.com>
Source record: 95037

Windows Hypertext Atari Helpfile/FAQ Beta Testers Needed.

I am currently writing a hypertext windows helpfile (and possibly WWW site ;o)) and I need some feedback as to it's overall usability and appearance. I've tried to gear it towards both New and old users, so it could cover the widest possible section of users. Therefore, if you run a PC with windows, and can load a Helpfile, then I would like you to D/L it, (I will be placing it probably at UMICH, but I will look for other options (ones not so busy.) Either way, I'll post again when and where its up at (in the next couple of days...)

E-mail me if you have any questions at:

Nagual69@aol.com

748. Re: Copyright ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 03:58:59 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Jan29.225714.29064@wariat.UUCP>
Source record: 95038

```
(Artem K. says something like lets start putting commercial software on
ftp sites like C=64 and others do, if I understood him correctly.)
Nahh..... Artem, we do things our own way around here. I think you
missed a bunch of copyright discussions in the past, but basically we
are trying to preserve what few vendors we have and it just ain't
right.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
**********************************************************************
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
**********************************************************************
```

749. Re: Disk directory - how?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 04:30:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <29JAN199523301004@pavo.concordia.ca>
Source record: 95039

In article <FA4MBHUWUp@stingray.manawatu.gen.nz>, richard@stingray.manawatu.gen.nz (Richard MORRIS) writes...
>How do you get the directory from a disk? That is, from a program, and not
>from DOS...
>
>I want to be able to give a list of files from a program, so that the user
>can choose the one they want to transfer (i.e. a file selector).
>
>Is this going to be one of those, allsorts of ways of doing it depending on
>the DOS I am using? As I want the program to run under anything if poss.
>
>Thanks,
>Richard.
>
This is is pseudo-code, but it contains the gist of it.

```
Open #1,6,0,"D:filemask.ext" ; include path, drive spec, etc.
While Not EOF do
Read filename$
Print filename$
End ; do loop
```

This will also print the free sectors count. It will work with all DOSes, though Sparta will only give you the short directory (no time /date).

Dave

750. PBI for 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 04:47:25 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <199501300446.XAA16049@postbox.acs.ohio-state.edu>
Source record: 95040

I managed to get the file (written by Bob Woolley) describing the 1200XL PBI
modification. It's now available at
http://www.cis.ohio-state.edu/~funk/Atari/ but I haven't been able to get
into umich yet to send it there.
------------- R o b F u n k -------------|------> Funk.17@osu.edu <----------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

751. Re: Using SNES controllers as 8bit joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 05:10:21 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <1995Jan29.231022.7501@atlas.tntech.edu>
Source record: 95047

In article <Rk-Y6ZG.lmcclure@delphi.com>, Lonnie McClure <lmcclure@delphi.com> writes:
> In a message dated 1-25-95, Mark Fontana said:
>
> "I'm interested in connecting a few Super Nintendo controllers
> to an 8-bit Atari to use as joysticks... doesn't seem like
> too hard a task, but before I reinvent the wheel..."
>
> It should be easy to connect a controller meant for the Sega Genesis,
> connecting up the ones for the SNES is another matter.
>
> The following is an excerpt from a message back in July in another
> newsgroup, from someone investigating hooking an SNES controller to
> a PC:

There was an article in either Popular Electronics or Electronics Now that details a device that does both cases: SNES to a PC or an Atari type connector, and also I think an Atari type joystick to a PC port. If anyone is interested, I can see if I can find the original article and post the magazine and issue.

Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com

752. Re: Copyright ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 05:12:39 UTC
From: koutchin@mail2.sas.upenn.edu
Message-ID: <3ghsg7$842@netnews.upenn.edu>
Source record: 95041

Russ Gilbert (Russ.Gilbert@apk.wariat.org) wrote:
: Nahh..... Artem, we do things our own way around here. I think you
: missed a bunch of copyright discussions in the past, but basically we
: are trying to preserve what few vendors we have and it just ain't
: right.

Do you know the word "CHANGE" or "CHANGES" ? I think here came time
to change things as they are supposed to be. Ok, vendors, they are
selling hardware that is really copyright and pretty often made
in 90th (so it is new hard). But, it is a shame too keep users out
of software. Besides, when i was in my antique shop i found alot
of people buying C64 soft even though they could take it for free from
inet. NOt too many people have access to inet and what kind of
care is care of vendors. DO you really care about the vendors (unless
you are a vendor and hate all other vendors :-) They will continue making
money on people who wants to buy hardware (like me) and on people who do not
have i-net access. And on protected soft and on people who prefer to have
soft in an emazing box with documentation and maybe protected.
Where do you think i got my ATARI soft ? Bought ? You've
gotta be joking. I am not crazy. I am obsessed with 8bit stuff but i pay
only for hard. Soft is too out of date to pay for (it's cool though)
And i didn't miss discussions about copyright. I just think we
have to continue the talk.

753. Where to get 8-bit upgrades/labor????

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 05:13:20 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950129210736.20794A-100000@PEAK.ORG>
Source record: 95042

There sure seems to be a shortage of firms which offer 8-bit upgrades and service. I'd like to get the following done:

1) All of my 8-bit floppy drives are old, but seem to work well. I've had some problems losing data, however. I run old Sparta 3.2d. (Yes, I need to upgrade...I just don't have my 8-bit with me at the moment). I figured perhaps the belts are just old....Hell, I don't know. I'd like to have someone check 'em out, and maybe clean, align, and replace the belts.

2) My only memory-modified machine died; probably a bad ROM. Need it fixed.

3) My 130XE cart. slot doesn't work - like to have it fixed, and perhaps the memory upgraded.

4) I'd like memory upgrades on some of my other machines.

5) I'd like **someone** to help me get a hard drive working....I don't know what I need to get one going on the BB, and I don't know what software/formatters I need to run, once I get the cables plugged in.

6) I'd like to get those neat Video/Audio upgrades done, on at least ONE of the machines. Has anyone ever done the stero sound thing (Gumby?)

Thanks in advance.

James

PS- WHY DOESN'T ANYONE EVER REPLY TO MY POSTS? HAS MY DEODERANT FAILED ME???? :)

754. Disk filesizes - how?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 05:25:50 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FA5SBDUUUp@stingray.manawatu.gen.nz>
Source record: 95043

```
OPEN #1,6,0,"D:*.*"

OK - thanks for the replies - I remember this now.

One more thing - is it possible to find out the size of a file from Basic,
or any other language? I only have basic (well and assembler too, but that
doesn't really count), but want to get Action!!!!!! some time (when I have
the nec. funds - although I forget how much...)

Thanks,
Richard =8-]

--
_ _
/(. .)\ )
(*)____/|
/ |
/ |--\ |
(_)(_) (_)
Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first
```

755. Wanted: Atari 800s (original)

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 05:41:07 UTC
From: dfevans@bbcr.uwaterloo.ca
Message-ID: <D37EGK.3Fn@watserv2.uwaterloo.ca>
Source record: 95044
Cross-posted to: ont.forsale,kw.forsale,uw.forsale,comp.sys.atari.8bit

Hi. I'm looking for two (one for me and one for a friend) Atari 800s--the original beige ones, *NOT* XLs. The GTIA chip would be nice. So would floppy drives--the 810, the big mother, would be ideal.
Programming tools would make me a very happy person as well. Joysticks do not affect my mood whatsoever.

--
David Evans dfevans@bbcr.uwaterloo.ca
Computer/Synth Junkie "Default is the value selected by the
University of Waterloo composer overridden by your command."
Waterloo, Ontario, Canada - Roland TR-707 Manual

756. 8 Bit Mods list?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 05:50:09 UTC
From: joneil@infi.net
Message-ID: <3ghumh$344@lucy.infi.net>
Source record: 95045

Is there a list somewhere of all the known hardware mods for
the 8 bit Atari? Maybe a mods FAQ? This would really be helpful
to me! I've heard many video and memory mods talked about but
I'm unfamiliar with most of them as I am just returning to
my 400/800/800XL due in large part to this newsgroup!

Thanks!
John P. O'Neil
joneil@infi.net

757. Re: PBI for 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 05:56:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <30JAN199500564364@pavo.concordia.ca>
Source record: 95048

In article <199501300446.XAA16049@postbox.acs.ohio-state.edu>,
rfunk@magnus.acs.ohio-state.edu (Rob Funk) writes...
>I managed to get the file (written by Bob Woolley) describing the 1200XL PBI
>modification. It's now available at
>http://www.cis.ohio-state.edu/~funk/Atari/ but I haven't been able to get
>into umich yet to send it there.
>------------- R o b F u n k -------------|------> Funk.17@osu.edu <----------
> "A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
> One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
> -- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk
>
Does BART receive mail as well as sending it? I'm asking because I too can
never seem to get to Umich.

Dave

758. Re: Disk filesizes - how?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 06:09:57 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Jan30.010824.4837@wariat.UUCP>
Source record: 95046

(R. Morris asks about finding a file size from BASIC.)
I wrote a program in BASIC that did just that before SpartaDOS. It was
for DOS 2 type DOSes, like SmartDOS it worked on. There were some
locations in DOS itself that I used. Look in Mapping in the area that
explains some of DOS 2.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

759. Re: THIS IS URGENT !!! HELP !!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 06:30:47 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950129221808.24884A-100000@PEAK.ORG>
Source record: 95049

On 29 Jan 1995, Artem Aleksandrovich Koutchine wrote:

> HI !
>
> I NEED THE ANSWER WITHIN 24 HOURS. I AM REALLY IN A HURRY. HOW CAN
> I TRANSFER ATARI DISK IMAGES FROM IBM TO REAL ATARI DISKS. AND IS IT
> POSSIBLE AT ALL ?
>

I sympathize with you on that account. I can't get the guys on comp.sys.atari.8bit to reply to my posts, either. Looks like posting is best left to a few guys who interact with each other, while the rest of us dummies talk to the walls.

About the transfer of files: The only way that I have ever done it was with a null-modem cable: I ****ALWAYS**** keep one of these around, along with a slew of adapters (gender changers, DB25-DB9 adapters, etc) so I can plug my Atari into ANYONE's machine and transfer files....with terminal programs. With an Atari 850, I can get 9600 baud...or 19,200 with a Black Box. Fortunately, the 8-bit files are relatively small, so 19.2K doesn't take that long. It is a pain in the ass to bounce back and forth between keyboards of the two machines, but using a batch transfer protocal (like Ymodem) helps.

I know that doesn't help you, because you need an 850 interface module and null-modem cable. It would probably be a good idea to keep an 850, however. Heck, I'd give you one for free if I was home in Alaska....where I have a whole stack of them.... When I get back home in summer, hopefully I can peddle a few pieces of Atari hardware for free....buyer just pays shipping costs. Seems like I'm the only Atari 8-bit user (probably Atari-anything users) in Alaska, when I'm home in the summer.

What might help you is some program that I have heard about on the Umich archive - supposed to allow MS-DOS to read Atari disks. I do NOT know the specifics.....I do NOT know whether or not it can write to Atari disks, or how it handles the difference in speeds of the Atari disk (288Rpm) vs. PC (300rpm).

There is, I believe, a way to hook the 1050 right up to the PC's serial port. All I've ever seen is vague references about this over the net, and, as with other subjects, my questions don't seem to appeal to others....I do not know how feasible this is. There was once a way of doing this on the Atari ST - to hook a 1050 up to the serial or parallel port - I don't know which! I have this cable - although I never tried it on the Atari ST. I wonder if it is the same cable (if one exists) as on

the PC. I wish I knew the name of a reliable source to ask! Good luck!
Sorry I couldn't be of more help!

James Wood

760. User Group Meetings (Phx, AZ)

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 07:53:26 UTC
From: bosco@host.yab.com
Message-ID: <Pine.3.89.9501300017.A27715-0100000@host.yab.com>
Source record: 95050

```
Atari User group meetings in Phoenix, AZ.

The Northwest Phoenix Atari Connection (NWPAC) - 8 bit
2149 W Dunlap - Room 112
Phoenix AZ
Second Saturday of each month at 9:00 a.m.

Phoenix Area ST (PHAST) - 16 bit
2149 W Dunlap - Room 107
Phoenix AZ
Second Saturday of each month at 10:00 a.m.

Please drop in, if only just to say hello! See ya!
```

761. Re: I APOLOGIZE !!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 08:06:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3gi6l8$b2m@nic-nac.CSU.net>
Source record: 95051

Psst... Artem.. I'm the guy with the FAQ (at least the Emulator one,
Micheal Current takes care of the c.s.a.8 and Vendors/Developers ones) and
I'm not Darek Mihocka. I'm Bill Kendrick.. the OTHER name on the front of
the PCXF3.0 Manual! :)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **

762. Re: Copyright ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 08:10:32 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3gi6to$b5k@nic-nac.CSU.net>
Source record: 95052

Yikes.. it's people like Artem who keep me from making *commercial* software.
(Him and people like me :))..

Artem seems to want to Pirate everything, which would ruin any of my sales.
I wouldn't want to spend money on anything, which would keep me from having
any sales in the FIRST place. (Yeah, I just bought Alternate Reality,
but it was for SIX BUCKS! That's like two days of lunch to me!)

Anyways.. in the end, both of us are cheap even though they're not exactly
for the same reason.. and in the end, both of us ruin the sale of software.

Hmm.. am I just as bad as Artem? (nah.. I think I'd be more pissed if, say,
David Davies PIRATED my software than if he didn't buy it! :))

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **

763. barnone.citi FTP

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 08:17:31 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9501310215.AA05685@emh.kunsan.af.mil>
Source record: 95054

A few days ago, someone posted the path to the Atari8 files on the barnone.citi.umich.edu FTP server, which I've foolishly misplaced. Now I'm lost in a maze of poorly and cryptically named subdirectories... Help!

--
Clay Halliwell | ATARI XL/XE DO + THE
ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
Lonersoft ... Solutions you don't want, for problems you don't have!

764. Re: Copyright ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 08:17:48 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3gi7bc$ba2@nic-nac.CSU.net>
Source record: 95053

<sigh> Once again Artem Koutchine speaks..

Artem.. it seems that this time of "change" is only for your own good.
Now that you're getting an Atari, you decide that it's time for us to tall
(all) give up on actually supporting vendors and developers and repairers
and go around acting irresponsably like the C=64 crowd...

I think most of us here are above that. (Yes, I've techincally pirated
before, but from what I've seen, 99% of us have at least once at one time.)

Anyway.. you say that it's not necissary to have, say, documentation.
Well, if I could, I'd send you a copy of one of the most excellent games
ever made for the Atari, Alternate Reality: The Dungeon.. pirated, of course,
and without documentation. How much would you other c.s.a.8'ers like to bet
that he wouldn't even like the game? WHY wouldn't he like the game? Because
it'd be frustrating or impossible or confusing. WHY? Because he didn't read
the documents. WHY? Because he didn't HAVE the documents!

I could of course go on about how lucky folks like >I< am because of the lack
of document reading out here, but that realm lies more in the masses of
idiot PC and Mac users who are too afraid or stupid to read the documents to
their computer and rather than READING, for FREE (minus time), they spend
$25-50 an HOUR (minus time here, too.. it doesn't make SENSE!?) to hire
someone like ME to either hook it up or show them around.

Anyway.. 2c
-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **
huhhu cool i said "dung"

765. Re: AT-to-DOS--how to read Side 2?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 08:19:51 UTC
From: crow@coos.dartmouth.edu
Message-ID: <3gi7f7$3i2@dartvax.dartmouth.edu>
Source record: 95065

siano@cceb.med.upenn.edu (Brian Siano) writes:

>Preston F. Crow (crow@coos.dartmouth.edu) wrote:

>: >>P.S. Anadisk is available from:
>: >>ftp://ftp.cs.dartmouth.edu/pub/crow/anad207.zip

>: They're still at ftp://ftp.cs.dartmouth.edu/pub/crow/*.
And Umich in .../Xf2/

> Anadisk just can't seem to read the single-density Atari disks
>I have. I configure the program, put the disk in, and Anadisk tells me
>that the disk appears to be blank. (They're not.)

Apparently this means that your hardware won't let you read FM (single
density) disks. I can't get it to work either. We don't, as of yet,
have a definitive statement on how to tell if your hardware will do
it, short of trying it out.

> On the other hand, perhaps someone has a way of wiring a PC
>and an Atari 8-bit together, maybe through the serial interface (yeah,
>I got one of those) so I can simply copy the stuff onto my HD.

You should look at SIO2PC. It plugs into the Atari like a drive, but
sends all the commands to the PC via the serial port, so the PC can
pretend to be a disk drive, printer, or whatever. I use my 386 as a
file server for my Atari, using 8 Meg virtual disks (MyDOS supports
them).

> Please respond by Email.

I'll cut and paste this to you, but I'm posting, to avoid "me-to" posts.

--PC
--
sigs/: Permission denied.

766. Joining of comp.sys.atari.8bit and the Atari Pro! Network?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 08:22:43 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950130002010.5775A-100000@PEAK.ORG>
Source record: 95055

I've been logged on (long distance - ugh!) the Repair Shop BBS, one of the several nodes on the Atari network.

In some messages there, I saw references to the possible incorporation of the comp.sys.atari.8bit as a networked message base over the Atari net.

That would be fantastic. Nothing promotes the survival of the platform as does the bringing together of users. Nothing brings users together like the Pro! network, and the Internet.

Is this really possible, or was it idle chatter? Anybody have the word?

James Wood

767. XEP speedup (from Atari network)

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 08:25:05 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950130002250.5775B-100000@PEAK.ORG>
Source record: 95056

I found this post so interesting, that I'm reposting it here....it is a posting from some brilliant German user about problems and speedups for the XEP 80. It was several of the small messages that the Atari Pro! network uses. here goes:

Message: 163 (#29220)
Title: XEP 80
Author: Mathy Van.Nisselroy
To: All
Posted: Sat 31-Dec-94 at 1:38:11am
Replies: 0
Origin: BECO TEL +31-20-6326859
Amsterdam NL (node X_176)

Howdy Folks

The following article was translated by me, Mathy Van Nisselroy (mathniss@link.xs4all.nl), with permission of the original autor, Erhard Puetz, a.k.a. Atreju.

Please keep in mind, that I translated this from German to English, while Dutch is my mother language.

Yes, I hated the XEP 80 too, but I read the following article (I was VEEERRRYYY bored) and it seems this baby is quite capable and can be really fast, even with BobTerm.

The XEP 80

Ever since the 1993 ABBUC Annual meeting (Jahreshauptversammlung) I've been working with the XEP 80 and gained quite a bit of knowledge and experience. I've used the XEP under BASIC, MAC65, BobTerm and from DOS to read texts.
At this time I want to ask everybody

who's got information not mentioned in the manual, to send it to me. I'm especially interested in Information about the Hardware. Like, what graphicsprocessor was used?
While working with the XEP some very annoying things cought my attention. First there is this constant need to switch video plugs. Really nerve recking is readjusting of screen height, horizontal screen position and brightness. The height of the screen is almost right when the XEP is working in the American TV-standard with 50 Hz. But then the screen flickers and who knows how long the monitor will put up with the imposed 60 Hz. I once read that the higher screen frequency increases the current in the coils (Comment by Mathy: I don't quite know what these□ coils are called in English, but the direct the electronic beams that draw the picture on your cathode ray tube (according to this booklet I have)). This increases the load on both the electronics, which might not be designed to handle this higher□ current, and the coils, which might burn out. After switching to 50 Hz though, the screen is significantly higher than the standard XL/XE screen, pushing both upper and lower parts of the graphics off the screen. And the characters look really course. Once readjusted, one is rewarded with a good 80 character screen.

(163/246+) I.A.N. Network::

Message: 164 (#29221)
Title: XEP 80 part 2
Author: Mathy Van.Nisselroy
To: All
Posted: Sat 31-Dec-94 at 1:38:11am
Replies: 0
Origin: BECO TEL +31-20-6326859
Amsterdam NL (node X_176)

I've heard people say, the XEP would be slow. Well, when I print text to the XEP screen (X:) (original device driver), it rushes by so fast I hardly have time to press Ctrl-1 to halt the screen. Slow you say? Absolutely not, rather fast actually, in my opinion much faster then the original screen editor (E:). So I tried out some demo's. So this is it, they really are slow. But why? For this purpose I printed out one of the BASIC-listings and read through it. And read it again, and again, and again... Oh my God, who committed this crime...Oops, programmed this. At that time I didn't understand the programme, but it was one big chaos and even on the first glance one would find the slowest BASIC solutions. So, I'm gonna cut this thing short and state: the XEP 80 is fast. And this is mentioned in the manual really: Data transfer speed between XEP and computer takes place at 15.7 kBit. That's quite fast, but why this rare number? Why not 19.2 kBit? In that case the XEp would be able to keep up with the highest transfer rate of BobTerm. And why on the other hand, can the XEP only keep up with speeds of 4800 baud under BobTerm, where it should at least get 9600 baud?
Let's start with the number 15.7 kBit. This means 15700 bits per second. The duration of one bit in this case is approximately 63.7 us (micro seconds = 10^-6 or 0.000001 sec.). The time the microprocessor in our computer needs to execute a command is measured in cycles. With the Atari 8bit every cycle takes approximately .564 us. One bit therefore takes about 113 cycles. The execution of a command takes 2 to 7 cycles. While one bit is send, the computer could execute 16 to 56 commands. Let's use an average of 35. Then we can say one thing for sure: our 8 bitter can handle a

transfer rate of 15.7 kBit hands
down. Back to the question why it
only works up to 4800 baud under
BobTerm.

(164/246+) I.A.N. Network::

Message: 165 (#29222)
Title: XEP 80 part3
Author: Mathy Van.Nisselroy
To: All
Posted: Sat 31-Dec-94 at 1:39:09am
Replies: 0
Origin: BECO TEL +31-20-6326859
Amsterdam NL (node X_176)

Here's part of the XEP driver (V1.2)
for BobTerm:

```
LDX #$00 ; Load X with zero
SEI ; don't execute
IRQ's
STX $D40E ; disable NMI's
STA WSYNC ; pause
STX PORTA ; send startbit
STA WSYNC ; pause
STA PORTA ; send bit 0
ROR ; next bit
STA WSYNC ; pause
STA PORTA ; send bit 1
ROR ; next bit
STA WSYNC ; pause
STA PORTA ; send bit 2
ROR ; next bit
STA WSYNC ; pause
STA PORTA ; send bit 3
ROR ; next bit
STA WSYNC ; pause
STA PORTA ; send bit 4
ROR ; next bit
STA WSYNC ; pause
STA PORTA ; send bit 5
ROR ; next bit
STA WSYNC ; pause□
STA PORTA ; send bit 6
ROR ; next bit
STA WSYNC ; pause
STA PORTA ; send bit 7
ROR ; next bit
STA WSYNC ; pause
STA PORTA ; send Mode bit
```

```
LDA #$FF
STA WSYNC ; pause
STA PORTA ; send stopbit
STA $D40E ; enable NMI's
CLI ; IRQ's permitted
LDX #$20 ; wait 90 us
DEX
BPL LOOP
LDA PORTA ; read XEP status
AND #Mask ; ($02 or $20)
BEQ Busy ; XEP not ready yet
RTS ; ready, 1 byte
sent
```

Everywere, where it reads "pause" the computer does the following: NOTHING. This command tells the computer it should halt the microprocessor until one screen line is processed. This seems to take up as much time as one bit at 15.7 kBit, or 63.7 microseconds. This command was issued 11 times, add to that the 166 cycles in the 90 us waiting loop, where the computer can't do much either. That makes 866 cycles or maximum 431, on average 250 commands, the computer can not execute, just because it is halted. The data BobTerm receives via the RS232 interface however, come in faster then they can be processed. The data not processed in time are lost. And this only because the computer is busy doing nothing while transfering data to the XEP.

(165/246+) I.A.N. Network::

Message: 166 (#29223)
Title: XEP 80 part 4
Author: Mathy Van.Nisselroy
To: All
Posted: Sat 31-Dec-94 at 1:39:09am
Replies: 0
Origin: BECO TEL +31-20-6326859 Amsterdam NL (node X_176)

How could one change this and why could the XEP print to screen even faster yet? The computer has to the

whole job, like for instance preparing the next byte that should be send to the XEP, in the time between 2 bytes. But what if the next byte to be send would instantaneously be available? The computer should get it from the buffer or wherever, while 1 byte is send to the XEP. To achieve this, the byte should be automatically - without the CPU having anything to do with it - be send and this is done by HARDWARE. Such a device is built into the computer and calls itself POKEY. That's the chip that, among other things, handles the datatraffic with your disk drive, printer and cassette. If we then think about how fast the data transfer with a disk drive can be, namely 51 kBit/s with a Speedy or even 78 kBit/s with the HSS Copier (Mathy: both are German hardware upgrades for the 1050 disk drive), it becomes clear what advantages there are to use a hardware solution. As far as I can see, POKEY can not be used for datatrafficing with the XEP, because the XEP uses 9 bit data words during data transfer, where POKEY only uses 8 bits. A standard SIO chip, like the 6551, should do it. Th nineth bit, used to distinguish between data and commands, could be emulated by the parity bit. And here the 6551 has five possibilities: None, odd, even, mark and space parity. How we would handle the nineth bit when the computer receives it is one of the things I have to think about, but it should be possible.
So we take an EPROM, in which we place the new XEP 80 driver, a bit of electronics to decode some signals, a 6551 and a triple DIP switch. The DIP switch is used to select a device number (Mathy: Hmm, nice idea! Where have I heard that one before :-)) and connect the whole thing to the parallel bus of the XL/XE. For the

electrical engineers among you I have to add that the XL/XE first of all needs a couple of powerfull bus drivers in the shape of two 74AS244 and one 74AS245, especially if you're running a BlackBox!

(166/246+) I.A.N. Network::

Message: 167 (#29224)
Title: XEP 80 part 5
Author: Mathy Van.Nisselroy
To: All
Posted: Sat 31-Dec-94 at 1:40:11am
Replies: 0
Origin: BECO TEL +31-20-6326859 Amsterdam NL (node X_176)

The memory map of the driver:

The driver for the XEP 80 basically exists of two parts. One of those parts is a so called Relocator, meaning, it moves the main programme to the top of the memory.
Now I've recently worked with TurboWord+ und while reading the manual, I bumped into something strange. The driver of the XEP 80 should be called AUTORUN.SYS under TurboWord+ and SpartaDOS, because otherwise the MEMHI would be too low. Read it, tried it, seen it. But why? With AUTORUN.SYS, MEMHI is set at $95FF, when run by hand with XEP80 (RETURN) or from a batch file, it's set at $8FFF. I accepted it for a long time, but since it kept bugging me, I checked into this. I'm not gonna tell you how. But what came out will knock you off your socks. When run by hand, the driver will install itself twice. But only the last one installed will be used. And it installs itself twice, because the file XEP80 ends with an INIT address, instead of a RUN address. DOS jumps to the INIT address ($2E2) after loading the file and when returning, tries to jump to the RUN address. But since there is none, it jumps to

the beginnign of the file, which
starts the relocator once again.
Using a disk monitor, I changed INIT
to RUN and that was it. I was
rewarded with 1.5 kByte more free
memory.

(167/246+) I.A.N. Network::

Message: 168 (#29225)
Title: XEP 80 last part
Author: Mathy Van.Nisselroy
To: All
Posted: Sat 31-Dec-94 at 1:40:11am
Replies: 0
Origin: BECO TEL +31-20-6326859
Amsterdam NL (node X_176)

RESET

One thing you can not do is press
RESET or otherwise cause a warm
start. A warm start will
reinitialise the device drivers,
including the XEP 80 driver. One
would think that all values are
entered again, but the value for
MEMHI is NOT entered. Sigh, those
programmers at ATARI, real pro's.
But even they can forget some things.
However, after a warm start, MEMHi
is set to the start of the display
list. With BASIC this is $9C1F. If
you now fill up the memory nicely,
you'll eventually overwrite the XEP
driver, which is located between
$9600 and $9C1F. If at this point
you press RESET again, not even DOS
will be reinitialised and you will be
unable to save anything. And that's
by far not all. Small error, big
results.
Well, that's about all I want to say
about the XEP 80 for now, but the
text is over 10 kByte anyhow. Maybe
it's even usefull to somebody. I'm
always happy to get an echo.

Greetings, your Floppydoc

Erhard Puetz

Erhard Puetz is the floppy repair guy
of the ABBUC. He can be reached via
there snailmail address: ABBUCev,
Wieschenbeck 45, D-45699 Herten,
Germany, or via IAN or USF-net under
the name Atreju.

He also developed the HDI interface.

------------------------------>end

768. More disk info rqrd please =8-]

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 08:25:20 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FA5UEEUUUp@stingray.manawatu.gen.nz>
Source record: 95060

OK, so I use open #1,6,0,"D:*.*" and read until an EOF - is there a command in Basic to detect this? I can't remember it if there is. Is there in any language for the 8bit?

What I would like to know (this time), is:

- How do you detect an EOF, without having to resort to a TRAP?
and,
- When I get a file entry from the dir list, do all DOS's share the same format? I want to be able to mask off the sector size, and insert a . between the name & extension.

Thanks,
Richard.

--

```
_ _
/(. .)\ )
(*)____/|
/ |
/ |--\ |
(_)(_) (_)
```

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

769. Re: Disk filesizes - how?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 08:25:55 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3gi7qj$bhh@nic-nac.CSU.net>
Source record: 95057

Richard, for file sizes, you just multiply the sector count at the end of the listing by:

1 if it's a SpartaDOS (extended; you know, time, date, etc.) listing
128 if it's an vanilla (Atari/MyDOS) style listing for a SINGLE density disk
256 if it's a vanilla DOUBLE density disk

There was some BASIC code to determine a disk's density posted here a LONG time ago (almost a year maybe!? maybe longer?) but I think it might be DOS-dependant? Maybe not... some sort of CIO or SIO routine...

Anyway.. also, this assumes you know how to use VAL() and LEN() in BASIC. ;)

(PSsstt!!!! HEY! Check out "COM_RUN" at UMich. It's a TurboBASIC XL DOS CLI. It doesn't execute DOS binaries but is full of neat utilities (FIND, TREE, etc.) and other programs (APLAY, PLAY, VIEW, DD3VIEW, DD3CLOCK, etc.))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **
>I< happen to think COM_RUN is VERY cool! Oh, it req. TBXL and MyDOS.

770. Black Box printer problem (from Atari net)

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 08:29:35 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950130002511.5775C-100000@PEAK.ORG>
Source record: 95058

Here's an interesting message, I believe from the same guy who discussed the prior XEP message. He encountered a problem with his Black Box printing....

Read in the message that he had similar luck contacting Bob Puff - sort of like I did. Bob must be awfully busy, eh??

Here goes:

1¾
Title: Black Box Speed Up (1)
Author: ATREJU
To: All
Posted: Sat 14-Jan-95 at 12:36:10am
Replies: 0
Origin: ABBUC-BBS [node #408]
Germany [+49+5439+3265]

New facts about the BlackBox

(c) Erhard Puetz November 10th, 1994

This article has been written for the ABBUC magazine. It may be freely distributed but not changed in any way without the authors consent. (Translated by Mathy Van Nisselroy, December 19, 1994)

Some time ago, I printed a letter using StarTexter (Mathy: a German Wordprocessor). I just had bought the BlackBox and therefore played around with it a lot. The transfer from data to the printer struck me as taking very much time. And this with my nice Laserprinter. I prepared a Test text with StarTexter. This ment, totally filling a page. E.g., 79 times the character "A" on a line, with 66 lines.

Printersettings; 12 cpi, Left margin 10, Buffer 10kB.

So, off with the text, stopwatch started. WHAAAAATTT, 14 seconds?!?! This can not be true. a) the BlackBox provides parallel datatransfer, which should be about 10 times faster than serial datatransfer (No Start- and Stopbits, and eight bits are send at the same time) and b) there is a 10kB printerspooler. So that handfull of characters should have flown to the printer in no time. But whatever I tried, nothing helped. So I read the technical page of the printer manual. It says: After a dataword arrived at the interface, the HOST, in my case a 130XE, has to wait 0.5 us and then activate the STROBE-signal, for at least another 0.5 us. Then the printer needs approximately 10 us for the processing, which adds up to

11us. Which means that the printer is able to receive the above mentioned 5280 characters in approx. 0.06 seconds. The difference between 14 seconds and 0.06 seconds was a bit much for my taste. 1.2 seconds (or twenty times 0.06 seconds) should be about enough for the 130XE I thought, we do have to call CIO, which calls the parallel bus and then there are some read and write operations. Well, some of you might think, why is this guys p*ssing his pants for 14 seconds? Easy. Now write a letter with Daisy Dot III. Two pages. That should be about 250 kByte of data. This would take about 7 minutes to transfer, but that's just the transfer. Add to that the time Daisy Dot needs to convert. And Daisy Dot can not convert while printing, so a slow datatransfer really slows down the system. You loose a quarter of an hour for a stupid letter, you could have written by hand in the same time. Since my XE should be able to transfer the data ten times faster, the only remaining source of error seemed to be the printer. So what does this idea do? I wrote to EPSON, raging around about their not so cheap printers being lame. They, being far from stupid, run a small test program under my conditions (text 66 x 80) and achieve 0.14 seconds transfer time.

One fine day I got the idea to try the whole thing with my old Wiesemann Interface. Ready, GO. Measured time: 8 seconds. Say what? Whattheheckisthis? The ancient interface is faster than the BlackBox? So, at it. Letter to Robert Puff. Including return-postage. No answer. Via Internet. No answer. Via the ABBUC BBS. No answer. Fax. No answer either. (Bull sh*t!). I can't see through this BlackBox. Looks complicated. I'll have to accept that.

And yesterday I came to the conclusion that I'm not gonna accept it. So I delved into the operation system of the BlackBox. Looking for what? For a $40 for the printer in DDEVIC = $300. To my own suprise, I found it relatively soon. The reassembling then took quite a bit of time and brain power, but below you'll find the listing I want to talk about. The actual printer routine starts on page 4 in line 2370 with the label IOV. Boldly speaking you could say that it checks if the printerport of the BlackBox will be used. In case the answer is "YES", the data will branch to either send data directly to printerport or save data in a printerspooler. The printerspooler can either be RAM inside the XL/XE, or extra RAM on the BlackBox itself. If the spooler is used, as much data as possible will be put in. As long/soon as this is less than approximately 60kB of data, the wordprocessor or whatever and load other files. The data will then be send from the spooler, per timerdriven interrupt, at about 173 characters per second, if I got my calculations right, to the printer till the spooler is empty. But the slow datatransfer happened without the spooler, so the direct printer routine is the one we need to look at. The most important part you'll find at page nine. And only after a long time I saw what really stood there, in line 4940. It says: BNE WR_OK, which when translated reads, the computer should wait, as long as the printer is ready. This is baloney. It should read, wait as long as the printer is NOT ready. So it should say: BEQ WR_OK. I've tried that out immediately. Once with the original, once with the corrected bug and once with changed STROBE-Timing (Lines 4780 and 4840). All this using Turbo-Basic and BW-DOS:

(Mathy: BW-DOS is a SpartaDOS compatible and written by Jiri Bernasek of BEWESOFT.)

```
10 DIM A$(66*80)
20 A$(1)="A":A$(5280)="A":A$(2)=A$:REM fill A$ with 'A's.
30 FOR I=80 TO 5280 STEP 80
40 A$(I,I)=CHR$(155):REM the 80th char in each line is an EOL
50 NEXT I
60 OPEN #1,8,0,"P:"
70 TIME$="000000"
80 ? #1;A$;:?TIME,TIME$
90 CLOSE #1:END
```

Here are the test results:

- originally the printout would take 664 jiffies = approx. 13.28 seconds
- after the first change 118 jiffies = approx. 2.36 seconds
- after the first change & DMA OFF 87 jiffies = approx. 1.74 seconds
- & new STROBE timing 95 jiffies = approx. 1.9 seconds
- & new STROBE timing & DMA OFF 71 jiffies = approx. 1.4 seconds

With th new operating system of the Black BOX, the BB Enhancer:

(Mathy: this probably goes for the Floppy Board as well, since it also contains the BB Enhancer.)

- after all changes 102 jiffies = approx. 2.04 seconds
- after all changes & DMA OFF 75 jiffies = approx. 1.5 seconds

Wow, really cool to see that data zap to the printer. And I was really surprised about how close my estimated 1.2 seconds came to the 1.4 seconds it really took. I'm happy. But also suspicious, this might not be the only bug Robert Puff left inhere. There always is the possibility of a serious bug hiding somewhere. On the other hand though, the BlackBox has been working for me for a very long time and doing very good. I've got to make a few remarks here. The new STROBE-timing now takes approximately 7 us, about 10 times more then the printer needs. BUT this works on MY printer. How this works out for other printers, I don't know. And then something I've been talking to many people about, including Robert Puff, who even happened to have time for an answer. I said, or bettter yet wrote: Whenever the interface encounters the XL/XE's end-of-line character, called EOL, ASCII value 155 or $9B, changes into CR = 13 ($0D) or CR + LF = 13 + 10 ($0D, $0A), graphicdata might be changed in my opinion. When a 155 appears in a picture, the interface changes this into a 13, resulting in an error in the picture. It's even worse if a LF is added. In that case, the printer will not receive the amount of bytes announced in the graphics data command, e.g. 641 bytes instead of 640 bytes, confusing the printer. For the interface has no way of knowing if it's converting graphic or text data. Let's look at page 6, line 3120 and following. There it says; take a character from the buffer. Is it EOL? If yes, convert it into CR. Which creates an error if it's graphics data. And there are so many commands for graphic print-outs, that an interface would have trouble recognizing all of them. What if one sends downloaded

charactersets to the printer? It's been 10 years ago already since I first found this error. At that time, I had just written a driver, that would pass-through all ATASCII characters when printing a BASIC listing. The special characters where send to the printer as graphic data. The character Ae (upper case character A with two dots over the A) always made trouble. When I looked at the graphics data a bit closer, the value 155 actually showed up. I then changed the character in such a manner, that 154 or something related came out, it worked.

Last remark. The operating system of the BlackBox has a checksum. At least with the Enhancer, the change did not stay unnoticed. It always beeps for a second, when I open a certain menu (no food on this one). But maybe good old Robert will get his hands on an ABBUC magazine.

So that's it, goodbye and thanks for all the fish.

Your Floppydoc

```
0890 .TAB 17,23,40
0900 .TITLE "Black Box: part of the printer driver"
0910 .SET 0,4 ;(1-4) ,0 Byte und .SByte Listing Format
0920 .SET 1,0 ;(1-31) ,0 Left margin
0930 .SET 2,125 ;(40-132) ,80 Max length of line
0940 .SET 3,12 ;(0-255) ,12 Form feed char
0950 .SET 4,66 ;(28-255) ,66 Number of lines per page
0960 .SET 5,0 ;(0-255) ,0 # spaces in comment field
0970 .SET 6,0 ;($0000-$FFFF),0 Offset:PC+Offset
0980 ;
0990 .PAGE " Sytem Equates"
1000 ************************************************************************
1010 * *
1020 * Black Box: Part of the printer driver *
1030 * *
1040 * Sourcecode reassembled by: Erhard Puetz *
1050 * (c): November 1994 *
1060 * *
1070 * Without any warranties *
1080 * *
1090 ************************************************************************
1100 ;
1110 ;System page zero equates
1120 ;
1130 POKMSK = $10
1140 BRKKEY = $11
1150 RTCLOK = $12
1160 BUFRLO = $32 printer buffer address, moved from DCB ($0304-$0305)
1170 BUFRHI = $33 to zero page
1180 BFENLO = $34 save Y register, counts from 0 to ($0308)
1190 BFENHI = $35 BFENHI is used with CRETRY similar to BUFRLO for the
1200 CRETRY = $36 XE ram spooler buffer address.
1210 DRETRY = $37
```

```
1220 SOUNDR = $41
1230 CRITIC = $42
1240 ;
1250 ;Seite 2
1260 ;
1270 PDVMSK = $0247
1280 ;
1290 ;Seite 3 - Der Device Control Block (DCB)
1300 ;
1310 DDEVIC = $0300
1320 DUNIT = $0301
1330 DCOMND = $0302
1340 DBUFLO = $0304
1350 DBUFHI = $0305
1360 DBYTLO = $0308
1370 ;
1380 ;The Hardwareregister: The VIA from the Black Box
1390 ;
1400 CENTSTAT = $D170 R Bit 4: BUSY (H), Bit 5: FAULT (L)
1410 CENTDATA = $D171 W Dataoutput to Centronics-Inteface (inv)
1420 DDRB = $D172 R-W Data-direction-register. 0=Input, 1=Output.
1430 DDRA = $D173 R-W Data-direction-register. 0=Input, 1=Output.
1440 T1C_L = $D174 ; R: Low counter W: Low latch
1450 T1C_H = $D175 R-W High counter
1460 T1L_L = $D176 R-W Low latch
1470 T1H_L = $D177 R-W High latch
1480 T2C_L = $D178 ; R: Low counter W: Low latch
1490 T2H_L = $D179 R-W High counter
1500 SR = $D17A R-W shift register
1510 ACR = $D17B R-W Auxiliary Control Register
1520 CENT_CLK = $D17C R-W Peripheral Control Register (PCR)
1530 IFR = $D17D R-W Interrupt Flag Register
1540 IER = $D17E R-W Interrupt Enable Register
1550 DRA = $D17F R-W Port A without Handshake
1560 ;
1570 ;Adresses of the Parallel Bus
1580 ;
1590 RAMPAGE = $D1BC R-W Black Box. Pagenumber of the active RAM.
1600 PBIBANK = $D1FF R-W Actual PDVS, but the BB uses it differently
1610 ;
1620 ;I-O groups
1630 ;
1640 AUDF4 = $D206 W POKEY
1650 AUDC4 = $D207 W
1660 AUDCTL = $D208 W
1670 IRQST = $D20E R
1680 IRQEN = $D20E W
1690 SKCTL = $D20F W
1700 PORTB = $D301 R-W PIA
1710 WSYNC = $D40A W ANTIC
```

```
1720 ;
1730 ;End of system equates
1740 ;
1750 ;External reference equates
1760 ;
1770 BB_RAM = $D600 Banked Memory, $D600 - $D6FF.
1780 BB_03 = $D680
1790 BB_BADR = $D688
1800 BB_BSIZ = $D690
1810 BB_CFG1 = $D6ED ;only valid on page $F5 active
1820 BB_CFG2 = $D6ED ;only valid on page $F5 active
1830 BB_01 = $DA55
1840 BB_02 = $DE6F
1850 ;End of external references
1860 .PAGE " The actual Programm"
1870 *= $D800
1880 ;
1890 .WORD $734E ;Checksum
1900 .BYTE $00 ;Version Nr. 0
1910 .BYTE $80 ;ID 1 = 128
1920 .BYTE $00 ;Device Type
1930 PDIOV JMP IOV ;$D84B
1940 PDIRQ JMP IRQV ;$D84A
1950 .BYTE $91 ;ID 2 = 145
1960 .BYTE $00 ;Device name
1970 ;
1980 .WORD IRQV ;OPEN All entries into this Handler tables
1990 .WORD IRQV ;CLOSE point to RTS. They are apparently
2000 .WORD IRQV ;GET not used. That they appear here
2010 .WORD IRQV ;PUT is required by the Busdefinitions.
2020 .WORD IRQV ;STATUS
2030 .WORD IRQV ;SPECIAL
2040 JMP INIT ;$D842
2050 ;
2060 SEL_ROM STX PBIBANK ;$D1FF Selectionregister
2070 RTS
2080 ;
2090 BRK
2100 CLC
2110 JMP BB_01 ;$DA55
2120 ;
2130 JMP BB_02 ;$DE6F
2140 ;
2150 SEC
2160 JSR $DA54
2170 LDX #$02
2180 BNE SEL_ROM always ->
2190 ;
2200 RAM_MISC PHA
2210 LDA #$FE
```

```
2220 BNE SEL_RAM
2230 RAM_MCFG PHA
2240 LDA #$F5
2250 BNE SEL_RAM
2260 RAM_NORM PHA
2270 LDA #$FF
2280 SEL_RAM STA RAMPAGE
2290 PLA
2300 RTS
2310 ;
2320 INIT LDA PDVMSK ;$0247
2330 ORA #$08
2340 STA PDVMSK ;$0247
2350 IRQV RTS
2360 ;
2370 IOV JSR RAM_MCFG
2380 LDA BB_CFG1 Is printerport of BB switched on?
2390 AND #$20
2400 BEQ EXIT No ->
2410 LDA DDEVIC Should I speak to printer?
2420 CMP #$40
2430 BNE EXIT No ->
2440 LDA BB_CFG1 All printernumbers active?
2450 AND #$08
2460 BNE IOV_1 Yes ->
2470 LDA BB_CFG1 No, only one between 0-7
2480 AND #$07
2490 CLC
2500 ADC #$01
2510 CMP DUNIT Is this the one?
2520 BEQ IOV_1 Yes ->
2530 EXIT CLC
2540 JMP RAM_NORM
2550 ;
2560 IOV_1 LDA CENTSTAT Does the printer give an 'ERROR'?
2570 AND #$20
2580 BEQ EXIT Yes ->
2590 LDA DBUFLO
2600 STA BUFRLO
2610 LDA DBUFHI
2620 STA BUFRHI
2630 LDA BRKKEY Was BREAK pressed?
2640 BNE NOTBRK No ->
2650 DEC BRKKEY Erase
2660 BNE ERR_BRK Break abort ->
2670 ;
2680 NOTBRK LDA DCOMND Status Command?
2690 CMP #$53
2700 BNE WRITE No ->
2710 LDY #$03
```

```
2720 :01 LDA PSTAT_TAB,Y
2730 STA (BUFRLO),Y
2740 DEY
2750 BPL :01 All 4 Bytes ->
2760 ;
2770 NO_ERR LDY #$01 Status ok
2780 .BYTE $2C
2790 ERR_NAK LDY #$8B
2800 .BYTE $2C
2810 ERR_WP LDY #$90
2820 .BYTE $2C
2830 ERR_BRK LDY #$80
2840 ;
2850 LDA SOUNDR I-O Sound on?
2860 BEQ GO_EXIT No ->
2870 JSR RAM_MCFG
2880 LDA BB_CFG1 I-O Sound suppressed?
2890 BPL GO_EXIT Yes ->
2900 LDA #$00
2910 STA AUDF4
2920 STA AUDC4 Volume 0
2930 GO_EXIT SEC
2940 JMP RAM_NORM
2950 ;
2960 PSTAT_TAB .BYTE $80,$28,$1F,$00
2970 ;
2980 WRITE CMP #$57 Write Data?
2990 BNE ERR_NAK No. Then unknown command ->
3000 LDA SOUND
3010 BEQ WR_1 Non ->
3020 LDA BB_CFG1 I-O Sound allowed?
3030 BPL WR_1 No ->
3040 LDA #$03 Just the keyboard
3050 STA SKCTL
3060 LDA #$00 Base frequency 64 KHz
3070 STA AUDCTL
3080 LDA #$A4 Volume 4, pure Tone
3090 STA AUDC4
3100 LDA #$30 Pitch
3110 STA AUDF4
3120 WR_1 LDY A$00
3130 WR_2 LDA (BUFRLO),Y Read character from buffer
3140 CMP #$9B Is it EOL
3150 BNE WR_3 No ->
3160 LDA A$0D Send CR
3170 JSR WR_4
3180 BCS ERR_WP
3190 JSR RAM_MCFG
3200 LDA BB_CFG1 create linefeed?
3210 AND #$10
```

```
3220 BEQ WR_X No ->
3230 LDA #$0A Send LF
3240 JSR WR_4
3250 BCS ERR_WP
3260 WR_X JMP NO_ERR
3270 ;
3280 WR_3 STY BFENLO Y salvage
3290 JSR WR_4 output or buffer data
3300 BCS ERR_WP
3310 LDY BFENLO Buffer end reached?
3320 INY
3330 CPY DBYTLO
3340 BCC WR_2 No ->
3350 BCS NO_ERR Yes ->
3360 ;
3370 WR_4 EOR #$FF Invert data
3380 TAX into X-Register
3390 JSR RAM_MCFG
3400 LDA BB_CFG2 Is printer spooler allowed?
3410 BMI SPOOL_1
3420 JMP WR_5
3430 ;
3440 SPOOL_1 PHA
3970 ROR A
3980 LSR A
3990 STA BFENHI+1
4000 LDY DRETRY bank number as index
4010 LDA PORTB
4020 PHA
4030 AND #$E3
4040 ORA XE_TAB,Y Read table value
4050 STA PORTB
4060 LDY BB_BADR
4070 TXA
4080 STA (BFENHI),Y Buffer dataword
4090 PLA
4100 STA PORTB
4110 JMP SPOOL_4 ;$D95A
4120 ;
4130 XE_TAB .BYTE $E3,$E7,$EB,$EF
4140 BB_TAB .BYTE $50,$73,$70,$6F
4150 .BYTE $6F,$6C,$65,$72
4160 ;
4170 CHK_RAM JSR RAM_MISC
4180 LDY #$07
4190 CHK_1 LDA BB_03,A,X ;$D680 are those 8 values still present?
4200 CMP BB_TAB,Y
4210 BNE RAM_INI ;$D9C5 Error ->
4220 DEY
4230 BPL CHK_1 ;$D9B9 Still OK, continue ->
```

```
4240 RTS
4250 ;
4260 RAM_INI SEI
4270 LDY #$07
4280 :02 LDA BB_TAB,Y Enter testvalues
4290 STA BB_03,Y ;$D680
4300 LDA #$00
4310 STA BB_BADR,Y Set Bufferstart to zero
4320 STA BB_BSIZ,Y Bufferlength also zero (no data in it yet)
4330 DEY
4340 BPL :02
4350 STA T1L_L Timer 1 creates interrupt for spooler.
4360 STA T1C_L He's loaded with the value $2800 = 10240.
4370 LDA #$28 Timer 1 devides the systemfrequency of 1.77 Mhz by
4380 STA T1H_L this value, resulting in approx. 173 IRQs / second
4390 STA T1C_H Which comes down to approx. 1400 Bd!!!
4400 LDA #$C0 Timer 1 Interrupt switched on.
4410 STA IER
4420 RTS
4430 ;
4440 WR_ERR SEC
4450 RTS
4460 ;
4470 EOR #$FF
4480 TAX
4490 WR_5 LDA #$FF
4500 STA DDRA Port A all Bits as Output
4510 LDY #$08
4520 STY BFENHI+1
4530 STY BFENHI ;$0035
4540 LDA IRQST Was BREAK pressed?
4550 BMI WR_6 No ->
4560 LDA POKMSK Yes, Reset
4570 STA IRQEN
4580 SEC
4590 RTS
4600 ;
4610 WR_6 LDA CENTSTAT Test printer 'ERROR'
4620 AND #$20
4630 BEQ WR_ERR Error ->
4640 LDA CENTSTAT Test printer 'BUSY'
4650 AND #$10
4660 BEQ WR_7 Ready ->
4670 ;
4680 STA WSYNC Timeout-Routine 8^3*145 + 8^3 + 8^2
4690 DEY comes down to approx. 42 ms BUSY-Timeout?
4700 BNE WR_6
4710 DEC BFENHI+1
4720 BNE WR_6
4730 DEC BFENHI
```

```
4740 BNE WR_6
4750 BEQ WR_ERR
4760 ;
4770 WR_7 STX CENTDATA ;$D171
4780 LDX #$04 Wait atleast 2+(4x5)+2+2 = 26 cycles
4790 WR_8 DEX This comes down, at 1.77 MHz to 26 x 0.56 = 14.6 us
4800 BPL WR_8 For the EPL-5200 0.5 us will do.
4810 LDA CENT_CLK 'STROBE' active LO
4820 AND #$DF PCR sets CB2 to Low (% 110XXXXX)
4830 STA CENT_CLK
4840 LDX #$10 Wait 2+(16*5)+2+2 = 86 cycles = 48.6 us
4850 WR_9 DEX For the EPL-5200 0.5 us will do.
4860 BPL WR_9 Wait ->
4870 ORA #$20 Reset 'STROBE'
4880 STA CENT_CLK PCR sets CB2 to High (% 111X XXXX)
4890 WR_A LDA CENTSTAT printer 'ERROR'?
4900 AND #$20
4910 BEQ WR_ERR Yes ->
4920 LDA CENTSTAT Printer 'BUSY'?
4930 AND #$10
4940 BNE WR_OK No ->
4950 DEX
4960 BMI WR_A Yes, test another 126 times, then ok.
4970 WR_OK CLC
4980 RTS
4990 ;
5000 .END
```

771. Re: Disk directory - how?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 08:44:26 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3gi8ta$bvp@nic-nac.CSU.net>
Source record: 95059

I just though I'd let folks know a REALLY neat trick which lets you
convert a directory listing into a file listing.

ie:

```
* ABCDEF 123 0054
QWERTYUIABC 0003
1234 FREE SECTORS
```

into:
ABCDEF.123
QWERTYUI.ABC

The first type is one which assumes all files have the same extenders.
Say you did a directory listing of "*.TXT".

```
Step 1: Get the 1-8 letter part of the name
NAME$=FILENAME$(3,10) : rem FILENAME$ is what's read from INPUT #1
Q=INSTR(NAME$," "):IF Q=0 THEN Q=11 : rem find first space character
NAME$(Q)=".ext" : rem append the extender (like .TXT)
```

For those who don't know, INSTR is a function which returns the first
occurance of the second string (in this case, the " " (space)) within the
first string (NAME$) or 0 if it's not there. (Which means that my "Q=11"
should be CHANGED to Q=9! I forgot that NAME$ isn't FILENAME$! :) It's
9 because since there are no spaces in the name, it uses up all 8 available
characters so you of course put the extender AFTER that (starting at position
9 in the string)).

Oh.. this message is a mess. :) (I put the "MESS" in "messages!") I forgot
to keep going with the "Step"'s up there. Oh well.. ANY-*WAY*!

The OTHER type is one which reads a "*.*" directory.. some IF/THEN block
may determine if the files listed are ones you want (ie, say you wanted
not only ".GIF", but also ".JPG", ".RLE", and ".PCX"...)

```
Now it's like this:
NAME$=FILENAME$(3,13) : get all of it, including the extender
Q=INSTR(NAME$," "):IF Q<>0 THEN NAME$(Q,Q)=".":GOTO sameline
Q=INSTR(NAME$,".."):IF Q<>0 THEN NAME$(Q)=NAME$(Q+1):GOTO sameline
IF LEN(NAME$)=11 THEN TEMP$=NAME$(11):NAME$(11)=".":NAME$(12)=TEMP$
```

The 2nd line changes all spaces into dots:
ABCDEFG TXT -> ABCDEFG.TXT
ABCDE TXT -> ABCDE...TXT
ABCDEFGHTXT -> ABCDEFGHTXT

The 3d line changes all ".."s into just "."s:
ABCDEFG.TXT -> ABCDEFG.TXT
ABCDE...TXT -> ABCDE.TXT
ABCDEFGHTXT -> ABCDEFGHTXT

The 4th line forces a dot in between the name and the extender.. well, oops.. the "IF" part is wrong. It should be "IF INSTR(NAME$,".")=0", not "IF LEN(NAME$)=11" because when you have a 7-letter name and a 3-letter extender, the dot in between will make it a total of 11 characters, in which case the THEN part as listed ABOVE would add a 2nd dot.

Also, the 4th line is useless if you're using only MyDOS 4.53. It allows missing "."s.. "**"="*.*", "ABCDEFGHTXT"="ABCDEFGH.TXT", "ABC*TXT"="ABC*.TXT", etc. For compatibility with SpartaDOS, Atari DOS, etc., it's best though to keep the "add a dot if there is none" part of it.

......

Other useful things I can write off the top of my head nowadays include things to determine the path, things to determine the filename from within a string (which has the path and filename), etc. I could probably even write my own routine to emulate a DOS's built-in "*" and "?" wildcards!

(This is useful because, say you had a directory with these files:
ABC.TXT
: MORETEXT
QWE.COM
A1.TXT
A2.DOC

And you were making an editor program. The user said he wants the directory mask to be "*.TXT". It'd be useful to ALSO list the directory "MORETEXT", even though the DOS would not (since it does not have ".TXT" at the end!).

Step one would be to change any "*"s into sequences of "?"s.
Step two would be when reading the directory listing, you compare the strings which were read in with the string containing the wildcards (or no wildcards at all! Why not list both "A1.TXT" and "MORETEXT" when the user says the mask is to be "A1.TXT" <- no wildcards here!).

)

Anyway.. I could keep going on all night about this but I've REALLY got to go to bed! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **

PS - it is REALLY great to see the quantity of posts being made these days! Makes me happy...

PPS - I'm still offering to send UUE'd copies of v.0.4beta of HyperIt! to people for beta testing! :)

772. Re: Wanted: Atari 800s (original)

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 08:46:50 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3gi91r$bvu@nic-nac.CSU.net>
Source record: 95061
Cross-posted to: ont.forsale,kw.forsale,uw.forsale,comp.sys.atari.8bit

Why not get an XL and then either run TRANSLATOR or install an 800 OS into it?
My one 1200XL is stock: 64K RAM, 1200XL OS
My 2nd 1200XL is not: 256K RAMbo, 800XL OS and 800 OS (switchable)

Of course; if you want 4 stick ports, that's another question..

compatibility wise (PBI, RAM upgrades, OS, etc.) the 800XL is best choice!!

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **
How many 800XLs were MADE, anyways!?

773. Re: Windows Atari Helpfile Beta Testers Needed

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 08:51:01 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3gi99l$c4j@nic-nac.CSU.net>
Source record: 95062

I'm interested, but unfortunately don't have access to a Windows machine
right now. (OH WELL! BAHAHAHHAHAAAAHAHAHAHAHAAHHAHAHAHHAHAHAHA!)

Anyways.. my interest derives from:
My work with HyperCard
My programming on HyperIt!
My writing of the PC XF3.0 docs and Atari new user / emulator FAQ
My upcoming WWW home page
My work in the ADOS team

If you end up making a WWW page with it, I'll be sure to add a link to it
when I make my own page! :)

NOW.. on another note: PEOPLE! USE GOPHER TO GET TO THE UMICH ARCHIVES!
IT'S BEAUTIFUL! :) Gopher to "gopher.archive.umich.edu." Now.. about
SENDing files to it, just send them to Jody Lenn (either his address or
the "archive" address, niether of which I can remember right now!) via
e-mail UUencoded.

Can you upload via Gopher?

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **

774. Re: ***** 520 STFM system and 8-bit Stuff For Sale *******

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 08:53:31 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3gi9eb$c6c@nic-nac.CSU.net>
Source record: 95063
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

What is with all of these "for sale" and "auction!" posts which are

all double spaced!?

I mean, is it something with Usenet that when it sees "for sale" in the

subject line, it has to double the height of the post? Or are all of

these posts from the same person? Or maybe it's a PC thing with the

useless LF characters.. Man, PC ASCII is OUT OF >DATE<!

-bill!

kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!

William (Bill) Kendrick / | \ ** New Breed Software **

775. Re: More disk info rqrd please =8-]

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 08:58:29 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3gi9nl$c76@nic-nac.CSU.net>
Source record: 95064

Richard! :) See my posts re: file size and re: adding dots! Wow! I answered your questions before I even read them! I'm >GOOD<! Heheh..

Now, as for EOF.. yes, you can detect it. I think MyDOS sets error 3 on the channel when you do a STATUS, but I don't know if ALL DOSes do. In BASIC, your best bet is a TRAP. It's simple. It works. You can even make a trap which emulates a GOSUB. Say you did this:

```
10 ERROR$="Can't open":TRAP 1000:G=10:OPEN #1,4,0,"file"
15 ERROR$="Error reading":TRAP 1000:G=15:INPUT #1,A$
20 ERROR$="Error closing":TRAP 1000:G=20:CLOSE #1
30 END
1000 ? "Error ";PEEK(195);". ";ERROR$
1005 ? "Press [Return] to Retry":INPUT DUMB$
1010 GOTO G
```

Action! (which btw was for sale for >$3!<.. what funds did you need to get up to $3!? hehehe :)) has an EOF() function. I don't remember, but TurboBASIC MIGHT.. but I think I'm wrong about this.

People who know: How does Action! do it? It might just emulate a TRAP/GOSUB just like I did!? HHEHEHE!

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **

776. Re: PBI for 1200XL & BART

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 09:52:16 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FA5UEEVIUp@stingray.manawatu.gen.nz>
Source record: 95066

>Does BART receive mail as well as sending it? I'm asking because I too can
>never seem to get to Umich.

I don't think so - I think you'd have to e-mail Jody Lenn the file.
Her address is: lenn@mentor.cc.purdue.edu

You might want to check with her first though.

Richard =8-]

--

```
_ _
/(. .)\ )
(*)____/|
/ |
/ |--\ |
(_)(_) (_)
```

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

777. PC-Filesystem - does anybody has coded it yet

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 10:57:21 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.150.000AF50D@genesis.informatik.rwth-aachen.de>
Source record: 95067

Hello !!!

I have heard a lot of putting original PC-stuff to Xl in the last time (f.
e. floppy disks).
Now I'm wondering if anybody has made the PC-filesystem readable so that you
will get your Atari-Files on PC-disk (f.e. 720k 3 1/2 ").
I couldn't understand the programmers of Sparta-Dos - they created a
filesystem that differs from the old ATARI one, included some PC-features (
look at subdirs, date, time) - but didn't use the PC-one.
Anybody here could give me explanations ? (some weeks ago I didn't know,
that something like Spartados exists on XL B-) .

Matt

778. Re: I APOLOGIZE !!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 11:05:47 UTC
From: koutchin@mail2.sas.upenn.edu
Message-ID: <3gih6b$pcq@netnews.upenn.edu>
Source record: 95069

Sorry, it seems like screwed up with names. I apologize to BRASOFT and
Darek Mihocka and would like to thank Bill (we all know him). Sorry,
it is kinda tough to write apology at 1:30am concidering that you have
to wake up at 5:30. :-)

779. Re: ATR8000 floppy drive questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 11:10:58 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <3gihg2$q6k@nyheter.chalmers.se>
Source record: 95068

In article <FA2RDAUUUp@stingray.manawatu.gen.nz>,
Richard MORRIS <richard@stingray.manawatu.gen.nz> wrote:

>Apparently, you shouldn't use 1.44M disks on a 720K drive as the 1.44 disks
>are more sensitive (makes sense - higher density) - this is why I lost lots
>of files.
>
In fact they are LESS sensitive! :-)

Fredrik Lundholm DDD OO L
D D O O L - RECORDS
d1dol@dtek.chalmers.se DDD OO LLLL
---

780. Re: ST Xformer and more.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 11:15:19 UTC
From: ipoorten@cs.vu.nl
Message-ID: <D37txL.Hy6@cs.vu.nl>
Source record: 95070

mcurrent@blue.weeg.uiowa.edu (Michael Current) writes:

>CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK (R. GORE) writes:

>>I understand 'Ivo' is going to post the schematics for the ST Xformer
>>cable onto the Digest shortly, but the software is copyrighted!
>>Of course I wouldn't want him to post copyrighted software so does
>>anybody know where I can legally BUY this software from and possibly
>>a ready made cable???

>This myth just won't go away!

>We can split all software into one of two categories:

> 1) Public Domain software. Software released into the PD by the
>creator/copyright owner can be freely used by anyone for anything, period.

> 2) Copyrighted software. The creator/copyright owner retains most rights.

>Copyrighted software comes in 3 forms:

> 2.1) Commercial software. May not be copied except for personal use.
>Payment is expected at the time the software is obtained.

> 2.2) Shareware. May be freely copied. Users are asked to pay for it
>on their own initiative.

> 2.3) Freeware. May be freely copied.

>ST Xformer is available through many PD/freeware/shareware vendors. I
>happen to know that both the software and cable may be purchased from B&C
>ComputerVisions. I'm not sure about vendors in the UK.

I thought we were talking about software on the ST side which accesses the
atari 8-bit hardware through the XFormaer cable, not ST XFormer itself!
I own a copy of a program which enables you to use atari 8-bit hardware as
if it was 'normal' Atari ST hardware. For example, if you hook up an atari
1050 to your ST, it creates a standard atari ST file system on the disks by
using 4 physical sectors for 1 logical sector. I stated it was copyrighted,
which is true, but you might be right that it's not commercial and that
I can distribute it through the net. Have to check for that...

l8r,
Ivo

781. Re: Bill Wilkinson responds

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 12:04:16 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <3gikk0$qli@nyheter.chalmers.se>
Source record: 95071

In article <3ggdfo$atg@news.primenet.com>,
Glenn Saunders <krishna@primenet.com> wrote:
>Mere mortal richard.b.dell provoked me by writing:

>I don't have any specs on overall 6502 throughput, however, I'm pretty
>sure that it will blow a Z80 out of the water at the same clock speed. I

Certainly, isn't the MSX computer clocked at 8 MHz?

>don't know how it would fare against a 6809 at the same clock speed. Each

Blow it out of the water! sure the 6809 has a lot of registers and complicated
opcodes, but since there are so many, the processor require a lot of
tics to decode and process the instructions.
I agree in that you could make nicer looking programs with 6809, but
it in a way becomes like comparing Basic vs. Assembler once again, on another
level, though...

Fredrik Lundholm DDD OO L
D D O O L - RECORDS
d1dol@dtek.chalmers.se DDD OO LLLL
---

782. Re: Whats a .xmo?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 12:06:38 UTC
From: krishna@primenet.com
Message-ID: <3gikof$iu5@news.primenet.com>
Source record: 95072

Mere mortal Bill Marcum provoked me by writing:
: Actually, it's "We're DEC". The 6.3 filenames come from the DECsystem-10
: computers that Compuserve runs on (or used to run), a system several
: years older than the first IBM PC.

CI$ is such an anachronism. If it didn't have its long history and were
just starting out today, it would never compete.

783. Re: PC-Filesystem - does anybody has coded it yet

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 12:09:12 UTC
From: krishna@primenet.com
Message-ID: <3gikt8$iu5@news.primenet.com>
Source record: 95073

The true PC filesystem may require too much memory overhead to be viable on an 8-bit CPU.

There is also the issue of copyright. I don't know how Atari's ST got away with its MS-DOS ripoff filesystem.

784. 2600 Tech Info

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 12:24:18 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9501310621.AA24877@emh.kunsan.af.mil>
Source record: 95075

> Does anyone out there know anything about the internal guts of the
> 2600? I cracked it open and the thing runs on a 6205 chip. Does
>
> Please reply by mail as I do not read this group often.
>
>
> RW

I wonder how exactly we're supposed to reply in e-mail to someone who
neglected to include their email address?

Oh well...

(coulda swore that was a 6507 in the 2600)

--
Clay Halliwell | ATARI XL/XE DO + THE
ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
Lonersoft ... Solutions you don't want, for problems you don't have!

785. Re: Bill Wilkinson responds

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 12:24:28 UTC
From: krishna@primenet.com
Message-ID: <3gilps$iu5@news.primenet.com>
Source record: 95087

Mere mortal Mark Crispin provoked me by writing:

: I would have hoped that in the 10 years since 8bit Ataris died that the
: remnants of the Atari 8bit community would have matured. There were some
: really neat hacks on the Atari 8bit, much as there were on the PDP-8 10
: years earlier (try doing display/audio hacks in 4K with no ROM!). It's
: sad to see that a few twerps haven't matured yet, and are dedicated to
: spoiling pleasant reminiscences for everyone else.

: Get a life!

Forgive me for thinking more of the PRESENT than the past tense where the Atari8 is concerned. Reminiscences are nothing but boring to me. The Atari8 has been around for over 15 years. How many times can people on this newsgroup say 'Bill Wilkinson was great for developing OSS'? We know it already. Why should we be stuck in a timewarp and do nothing but rummage over the past? It's NOT necessary to do this no matter what people say. Any recent Ol Hackers disk will prove that, with how it puts new spins on old or overlooked software as well as other new tools and stuff gleaned from Europe.

It was endless reminiscences that turned my usergroup into a phucking BORE.

You obviously equate the level of usership of the PDP-8 to the Atari8, but it's not quite there yet. As long as there are lingering developers around, I choose to reserve my maximum reverence to them. Did Bill go out on a limb and buy out the 8-bit rights from ICD when everyone around was rolling their eyes over what they wanted for it?

You are free to deify anyone you want, but I think my emphasis on the present and not the past is far more productive than endless reminiscences and I refuse to put Bill on the same level as those select few who are still with us. Your haste to resort to invectives only undermines your 'holier than thou' attitude. What we have here is simply a difference of opinion on who deserves our respect. Just because you think I should bow down and worship Bill for his decade-old acheivements and I don't think he deserves any more accolades these days isn't cause for a flamewar.

786. Re: Best 8-Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 12:24:47 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3gilqf$l5p@dux.dundee.ac.uk>
Source record: 95074

kylemol moron (bruck@brachot.jct.ac.il) wrote:
: Actually, some 800XL's have a different keyboard (keys are all flat on one
: plane rather than like stairs), which is *quite* phriendly. Hard to find,
: though.

Which keyboard are you referring to? As far as I know there are two different keyboards for the 800XL, the older one with the control keys and arrows having boxes round them, and if I remember, flattish looking keys, and the newer ones with the control key and arrows etc in "inverse video". The letters on the keys are different, and the keys also seem to be a different shape.

--
Thought:
What does the growth of Cyberspace mean?
More people getting more oppurtunities to talk more and more pretentious crap about it, that's what!

Graeme Fenwick gfenwick@mcs.dundee.ac.uk
---

787. Low IBMASCII

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 12:30:34 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9501310628.AA24995@emh.kunsan.af.mil>
Source record: 95076

PAB!

Since you don't have your email address in your .sig...

Someone who shall remain unnamed keeps pestering me to include
support for the low IBMASCII characters in FlickerTerm-- the
characters from 0-31. Only problem is, these are also control
characters. Any suggestions?

--
Clay Halliwell | ATARI XL/XE DO + THE
ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
Lonersoft ... Solutions you don't want, for problems you don't have!

788. im so sad.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 12:57:16 UTC
From: chaos@oo.com
Message-ID: <3ginnc$1k9u@tequesta.gate.net>
Source record: 95077

Last night i gooked up my vector maxx VR helmet up to my atari GS
and played megablast for hours on end.

ok, so im a nerd. leave me alone.

:P

789. Auction: European XE cartrides

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 13:01:48 UTC
From: zeist@serc.nl
Message-ID: <1995Jan30.130148.29957@cc.ruu.nl>
Source record: 95078

```
// Auction //

I have the following for sale:

European versions of Atari XE video game carts. All games are brand new.
These are PAL versions, I don't know if they can be played on other systems.

The games are:

* Barnyard Blaster, RX8086. Light Gun game, blue box says "Also plays on all
XE and XL computer systems". Game is in box, shrink wrapped.

* Lode Runner, RX8082. Blue box says same as above. Game is in box, shrink
wrapped.

* Bug Hunt, RX 8087. Just a brand new cart, in shrink wrap (No Box!). I
think this game came with the XE computer and Light Gun set, so it's
probably a light gun game (picture on cart also makes me think so).

Minimum bid on each cart is $10, because shipping is included.

Auction rules:

* minimum increment is $ 1
* I pay shipping, your bid is all you have to pay
* if you bid high enough, I will open the shrik wrap to see what manuals
(in which language) are included
* auction ends friday 17 februari unless bidding is still frequent
================================================================================
Name : Bob van Zeist SERC (Software Engineering Research Centre)
E-mail: zeist@serc.nl P.O. Box 424, 3500 AK Utrecht, The Netherlands
WWW : http://www.serc.nl Tel: +31-30-545412, Fax: +31-30-545948

My home page: http://www.serc.nl/People/zeist
================================================================================
```

790. Re: Best 8-Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 13:04:58 UTC
From: chaos@oo.com
Message-ID: <3gio5q$1k9u@tequesta.gate.net>
Source record: 95079

James King (jeking7@delphi.com) wrote:
: This is a BIT off subject, but my version of the best 8bit Atari would
: be something like this:
:
: Atari 800, upgraded to 1meg with an XL/XE OS upgrade and useable on a
: CSS Mux! What a dream that'd be! 4 joysticks, two cart ports, the BEST
: keyboard in existance - with tons of ram and useable on a hard disk via
: the MUX!
:
: --
: @ @ @ ------------------------------------ @ @ @
: @ @ @ James King - jeking7@delphi.com @ @ @
: @ @ @ ------------------------------------ @ @ @

Well, just to add my 2 cents, the XE i like best is the one i
own...the atari GS. and as far as i know, the only atari 8 bit made with
a detachable keyboard. And as for the keyboard itself i like it much
better over the XL i own. (800xl)

Of course, i had to paint my 1050 disk drives a battleship grey
to match the 'puter and modem, but thats just vanity i suppose. :P

791. Re: im so sad.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 14:50:52 UTC
From: koutchin@mail2.sas.upenn.edu
Message-ID: <3giucc$aa9@netnews.upenn.edu>
Source record: 95080

chaos (chaos@oo.com) wrote:
: Last night i gooked up my vector maxx VR helmet up to my atari GS
: and played megablast for hours on end.

: ok, so im a nerd. leave me alone.

: :P

EXCUSE ME, WHAT ARE TALKING ABOUT ? IS VR EXISTS AS A PUBLIC COMERCIAL
SYSTEM ? I DON'T THINK SO ... ANYWAYS ... EXPLAIN WHAT YOU MEANT

792. Searching for Scott Adams...

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 17:27:11 UTC
From: rkowalski@nixonvan.com
Message-ID: <1995Jan30.172711.6078@nntpxfer.psi.com>
Source record: 95082

Some of you die hard Atari fans out there should remember the great games from Adventure Internation and Scott Adams. I am searching for Scott and was hoping that someone here might know where he is or where he could be living now...

Any information would be helpful.
Thanks!

<<respond through e-mail if you can>>
rkowalski@nixonvan.com

793. Re: Disk filesizes - how?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 17:56:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <30JAN199512565717@pavo.concordia.ca>
Source record: 95083

In article <FA5SBDUUUp@stingray.manawatu.gen.nz>, richard@stingray.manawatu.gen.nz (Richard MORRIS) writes...
>OPEN #1,6,0,"D:*.*"
>
>OK - thanks for the replies - I remember this now.
>
>One more thing - is it possible to find out the size of a file from Basic,
>or any other language? I only have basic (well and assembler too, but that
>doesn't really count), but want to get Action!!!!!! some time (when I have
>the nec. funds - although I forget how much...)
>
>Thanks,
>Richard =8-]
>
The sector count in a directory can be used as a guide. The only problem is distinguishing between SD and DD disks (125 or 253 bytes/sector).

Dave

794. Re: ST Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 18:00:09 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <132037@cup.portal.com>
Source record: 95084

Well from the portal ftp area, once when I got frustrated trying to ftp to get a free line to umich I went & did an "open portal.com" and got connected to my own service. I guess I could've done it multiple times to see what happen, but never tried it<g>. It's a commercial service so I don't know if they'd support file transfers via ftp to non-portal users. The ST Xformer cable I have is just [any Atari disk drive]=ST printer port, but my hunch is Derek will support (if he doesn't already) the same cable on the IBM.
I would guess STXformer would be available at the archive.umich.atari.st via ftp, but I've never even been in the ST directory there. If you really want the thing & can't get it, let me know & I'll see about getting you a copy.
Rick

795. Re: More disk info rqrd please =8-]

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 18:05:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <30JAN199513053924@pavo.concordia.ca>
Source record: 95085

In article <FA5UEEUUUp@stingray.manawatu.gen.nz>, richard@stingray.manawatu.gen.nz (Richard MORRIS) writes...
>OK, so I use open #1,6,0,"D:*.*" and read until an EOF - is there a command
>in Basic to detect this? I can't remember it if there is. Is there in any
>language for the 8bit?
>
>What I would like to know (this time), is:
>
>- How do you detect an EOF, without having to resort to a TRAP?
> and,
>- When I get a file entry from the dir list, do all DOS's share the same
> format? I want to be able to mask off the sector size, and insert a .
> between the name & extension.
>
>Thanks,
>Richard.
>
All DOSes except mydos use a 3 character length field;nMyDos 4.50 uses 4.
MyDos 4.53 uses the three character file length field.

You'll have to resort to a TRAP to emulate a while not EOF in Atari BASIC.
My preferred technique to to have the line that the TRAP send the program to
check the error number, in location 195 ($C3). An EOF error is 136, I think.
(Check that before you use it).

Dave

796. Re: Bill Wilkinson responds

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 18:47:09 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950130104249.17092C-100000@PEAK.ORG>
Source record: 95086

On 29 Jan 1995, Glenn Saunders wrote:

> The 1802 was not considered a mainstream processor for home computer
> applications although it was pretty cool (cool enough for Voyager I and
> II).

I've never heard of the 1802. (Other than the Commodore monitor :)
Who was this processor by?

> It's funny, though, when it comes to game consoles, the 6809 showed up
> only in the Vectrex. Most of them used either 6502 or Z80 variants up to
> including Gameboy (Z80), and NES 8-bit (6502), both still in production.

I'm getting a little off topic, here.... But have you guys
noticed the "Super Game Boy" adapter for the Super NES? THis allows you
to put your Game Boy (Z80) games in your Super NES (65816) and play. How
is this done? To my knowledge, the 65816 in the SNES only runs at
3.something Mhz. Is this fast enough to do Z80 emulation in software?
(How fast is the Z80 in the Game Boy?) Is there some trick hardware in
the "Super Game Boy" that does the work?

>
> I believe John Harris has more documentation regarding throughput
> comparisons, at least with 65816 vs. 68000.
>
What were the results?

James

797. Re: im so sad.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 20:46:50 UTC
From: chaos@oo.com
Message-ID: <3gjj7q$1a5i@tequesta.gate.net>
Source record: 95088

Artem Aleksandrovich Koutchine (koutchin@mail2.sas.upenn.edu) wrote:
: chaos (chaos@oo.com) wrote:
: : Last night i gooked up my vector maxx VR helmet up to my atari GS
: : and played megablast for hours on end.

: : ok, so im a nerd. leave me alone.

: : :P

: EXCUSE ME, WHAT ARE TALKING ABOUT ? IS VR EXISTS AS A PUBLIC COMERCIAL
: SYSTEM ? I DON'T THINK SO ... ANYWAYS ... EXPLAIN WHAT YOU MEANT

ungh. i hate it when people shout at me.

VR = virtual reality. the VICTORMAXX is a chap virtual reality
helmet for the SNES and sega systems. i modified the cables for
audio/video inputs. plugged it into my atari and played megablast. about
the same as stairing at a 6 foor screen from across a room.

'public comercial system'? hmm *I* think so.

798. Re: XFORMER 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 21:52:47 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D38nG0.t0@itex.jct.ac.il>
Source record: 94978

Kenneth L Siders (cp576@cleveland.Freenet.Edu) wrote:

: The DLI problem could cause a lot of other problems. Simple programs
: like Analog's Elevator Repairman don't work. Others like unprotected
: copies of Donkey Kong (except for minor problem of no collision detection),
: Joust, Pengo work without a hitch (all bitmap games, HMM). Even some
????? ???????

Joust bitmapped? Are you kidding?
I think Joust on XF sucks because
A) The screen is 160x192 and doesn't support wide-screen (on a true 8-bit
the image goes beyond the horizontal borders)
B) The virtual keyboard joystick sucks, and doesn't handle holding down
an arrow key while repeatedly pressing 0 (fire) properly. Instead, pressing
0 causes it to ignore the fact that you're still holding down an arrow key.

A comment on Joust: Collisions seem to work, since they don't use the hardware
registers, it's calculated by the software (in Archon no-one wins in battles!).

Defender is REALLY cool, but I still find the game unplayable due to the
inept joystick emulation.

-itay

Itay Chamiel!&$@#?}%?Jerusalem)%-\|=+':bruck@brachot.jct.ac.il"~/_*#$@?Phish
GREVOOLAJOXRASDEPOLISWAQUIFROLINOMINUYIGSHIVABOZUXOPITKASWERUVACSIDFERIPONEL

799. building printer interface box for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 22:04:53 UTC
From: wing@research.canon.oz.au
Message-ID: <D38o06.Bt3@research.canon.oz.au>
Source record: 95089

Hi,

I remember a few years ago there were people selling printer interface that connects the parallel port of the 800xl to the centronics printer. I cannot remember who these people are anymore.

Anyway, I would like to connect my 800xl to my epson mx80 (just for fun. I can do serious printing with my pc/linux and laserjet 4l :->). I am wondering if anyone in this newsgroup have tried building similar interface for their centronics printer. It would be interesting to see a design implemented using programmable devices like EPLD (electrically programmable logic device) or FPGA (field programmable gate array) or other similar devices. Timing diagrams of the various signals used by the printer port would also be useful.

In addition, does anyone know if we can use the SIMMs for PCs on my 800xl memory upgrade?

Thanks in advance.

Regards

Wing C.
--
Wing Chung wing@research.canon.oz.au
Canon Information Systems Research Australia Phone +61 2 805 2976
P.O. Box 313 North Ryde, NSW, Australia 2113 Fax: +61 2 805 2929

800. Hang it up??? Atari8 really dead?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 22:52:04 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950130142536.9098B-100000@PEAK.ORG>
Source record: 95090

On Sun, 29 Jan 1995, James Wood wrote:

>
> There sure seems to be a shortage of firms which offer 8-bit upgrades and
> service. I'd like to get the following done:
>
> 1) All of my 8-bit floppy drives are old, but seem to work well. I've
> had some problems losing data, however. I run old Sparta 3.2d. (Yes, I
> need to upgrade...I just don't have my 8-bit with me at the moment).
> I figured perhaps the belts are just old....Hell, I don't know. I'd like
> to have someone check 'em out, and maybe clean, align, and replace the belts.
>
> 2) My only memory-modified machine died; probably a bad ROM. Need it fixed.
>
> 3) My 130XE cart. slot doesn't work - like to have it fixed, and perhaps
> the memory upgraded.
>
> 4) I'd like memory upgrades on some of my other machines.
>
> 5) I'd like **someone** to help me get a hard drive working....I don't
> know what I need to get one going on the BB, and I don't know what
> software/formatters I need to run, once I get the cables plugged in.
>
> 6) I'd like to get those neat Video/Audio upgrades done, on at least ONE
> of the machines. Has anyone ever done the stero sound thing (Gumby?)
>
> Thanks in advance.
>
> James
>
> PS- WHY DOESN'T ANYONE EVER REPLY TO MY POSTS? HAS MY DEODERANT
> FAILED ME???? :)
>

Just wanted to say that it's a GODDAMNED good thing that I do have a PC
Clone computer, because if I didn't I wouldn't even be able to get
online. I can find floppy disks everywhere, repair shops everywhere,
modifications/upgrades everywhere, software everwhere.....and if there's
anything that I can't find, there's AT LEAST some kind soul thoughtful
enough to hit the [R]eply key.

However, this is the state of my Atari stuff:

1) Out of several machines, the best ones (130XE, 256K 800XL) have problems.
2) My floppy drives are getting old and in need of a tune up

3) My disk media is all getting old and important titles should be backed-up if I could find disks.
4) Don't know where/who to get upgrades/repairs from (audio, memory)
5) Nobody volunteers any information

I can only conclude that:

1) Users on comp.sys.atari.8bit don't give a shit
or
2) Users on comp.sys.atari.8bit have no need/never did/never will for the strange things that I ask for (disks, service)
or
3) Users on comp.sys.atari.8bit are all experts with hardware, and perform all their OWN hardware modifications/upgrades
or
4) Users on comp.sys.atari.8bit never have problems with their Atari hardware so they don't need repairs, and they use the equipment in stock form so they don't need upgrades (use stock & toss when broken)
or
5) Users on comp.sys.atari.8bit find the questions that I ask to be rather difficult.
or
6) Any combination of #1 and any of the above.

Geesus..... I *love* my 8-bit Atari (I have gobs of hardware/software at home), and I have no intention of giving it up. However, I do not find it indicative of a healthy 8-bit following when such simple (but necessary) questions go unanswered. Is there a charge for such information? Should I post my VISA card number on here?

There are a few exceptions. However, while I can't pronounce this newsgroup "dead" because of the traffic, it may as well be. Why?? I can post a question on rec.autos.vw about how to get heater boxes for a '71 VW van and get a flurry of replies. I can ask about putting 11:1 pistons in a 350 on another conference with equal success. BUT on this newsgroup....my FAVORITE of them all....I can't even find out where to get disks or a RAMBO installed.

Thanks a lot. Thanks for nothing. This does little to perpetuate the existance of my all-time favorite computers. However, I suppose in proper perspective, the sad situation here can do little to harm the 8-bit..... I suppose it just instilled in me a false sense of hope, once I started reading this newsgroup. I now know better.

James

801. Re: 8 Bit Mods list?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 22:56:39 UTC
From: esok@park.uvsc.edu
Message-ID: <D38qEH.AMw@park.uvsc.edu>
Source record: 95091

In article <3ghumh$344@lucy.infi.net> joneil@infi.net (John O'Neil) writes:
>Is there a list somewhere of all the known hardware mods for
>the 8 bit Atari? Maybe a mods FAQ? This would really be helpful
>to me! I've heard many video and memory mods talked about but
>I'm unfamiliar with most of them as I am just returning to
>my 400/800/800XL due in large part to this newsgroup!

I second the motion. I have heard of many video upgrades, and types of memory
upgrades, etc., etc., but I don't really know anything about any of them.
I'd be most interested in this.

802. Re: More disk info rqrd please =8-]

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 23:18:49 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3gjs4p$gro@nic-nac.CSU.net>
Source record: 95092

Yes, the error register is kept at RAM location 195 (decimal) and an End Of File is error 136. (I believe it's an OS error, so it's not DOS-dependant).

Also, not all versions of MyDOS 4.53 support 3-letter sector counts. I have (and always use) MyDOS 4.53/4 and it presents 4-digit sector counts. There is also of course a MyDOS 4.53/3, AND there is a way (I think Rick Cortese might've posted this a while back (or long ago and I saw a printout I made a while back :))) to change back and forth between the two yourself.

I think all versions of MyDOS 4.5x (4.50, 4.53/3, 4.53/4) use 4-digit FREE sector counts, and also I think some might support 5-digit. I'm pretty positive that 4.53/4 does, so I'm guessing 4.53/3 does too. I'm not sure about 4.50 though.

Later!

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **

803. Re: Bill Wilkinson responds

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 23:19:06 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3gjs5a$pgg@news2.delphi.com>
Source record: 95094

As much as Glenn doesn't want anyone to talk about the past (I believe he called it a 'phucking bore') most of the software available to 8-bitters are 10+ year old efforts. We owe the current level of success the 8-bit has to the software that has been built up over the years. Concentrate only on what is new and you don't have much (I'm sure I'll get flamed with a list of new developments, but they aren't enough to make the 8-bit viable IMHO). Why not split the group into:

comp.sys.atari.8bit.users

and

comp.sys.atari.8bit.developments.this.month

and then we won't 'bore' anybody.

-Bry

804. Re: im so sad.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 23:21:42 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3gjsa6$h7u@nic-nac.CSU.net>
Source record: 95093

Ok, well, was it WORTH playing MegaBlast with a simulated 6-floor screen
from across a room? :)

How does it work? Does it warp the screen or something and then you get
to "scroll" it by looking up and down? Actually, now that I think about it
(6 FLOORs high and across just a ROOM) that sounds pretty awesome!

Did you try Pole Position with it? Hehehehehehe...

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **

805. Re: XFORMER 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 23:30:34 UTC
From: David@holodeck.demon.co.uk
Message-ID: <375935143wnr@holodeck.demon.co.uk>
Source record: 95095

Hello to James Wood and all you other Atari 8-bitters.
I was really glad to have read
yours and Artem Ateksandovich Koutichine upload regarding PCX Former.

Thanks also go out to other Atari News readers who answered my request and sent me the FTP address of the shareware version (atari@atari.archive.umich edu). Although I have tried numerous times I have been unable to log on to this address. It appears that have restricted access times.

David Wyn Davies (The Atari Classic Programmers Club) sent me the address of the Uk's largest Atari 8-bit supplier who also supplies the commercial version (ver 3.0 I believe) in the West Midlands, Uk. The address happens to be about two miles from where I live. I shall be visiting there within the next day or two and because I would also like this emulator for my PC, will be asking a few questions on all our behalfs. I'll let you know how it goes.

Although I'm new to this particular group my 8-bit Atari experience started about 11 years ago. I started off with the Atari 400, then joined the BUG club (atari Birmingham Users Group), any Uk members out there? Moved on to the Atari 800 and then straight upto the 130XE and 1050 disc drive. We even designed and marketed (for a short time only) a doubler board which allowed the user to double the space and speed of discs. It's been onwards and upwards since then, ST's, Amiga's and finally my trusty PC.

One memory sticks in my mind. Some years ago not long after Jack Tramiel took over Atari I visited a computer show in London and there he was. It was like standing next to a film star. For months the Uk magazines were printing story after story about the new Atari family. Where are they these days. I haven't heard their name mentioned for years.

It was only a week or so ago when a mate brought his XL down from the loft and it got me thinking about the good old Atari days (thanks Jon). So here I am looking for a decent 8-bit emulator. Are we going to be stuck with the working Sinclair ZX Spectrum and C64 emulators!!!! Stay tuned...

Dave....

David@holodeck.demon.co.uk
Birmingham England U.K.
Happy as a pig in muck!
---

806. Scott Adams

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-30 23:30:37 UTC
From: David@holodeck.demon.co.uk
Message-ID: <287646264wnr@holodeck.demon.co.uk>
Source record: 95096

Having read some recent mail about Scott Adams I have a question...

Where and what is he doing now?

Like many innovators of their time, they are here one minute and gone
the next. Never to be heard of again.

Dave....

David@holodeck.demon.co.uk
Birmingham England U.K.
Happy as a pig in muck!
---

807. Re: Saving my old disks!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 00:56:50 UTC
From: kling@whqvax.picker.com
Message-ID: <1995Jan31.005650.13806@picker.com>
Source record: 95097

bodysurf@netcom.com (Tim) wrote:
>
> In article <3gb774$ed9@newsbf02.news.aol.com>,
> richczeta@aol.com (RichCZeta) wrote:
> > Does anyone know of a program that can duplicate
> > copy-protected disks, including ones like AR? My
> > collection of Atari 5 1/4" disks isn't getting any
> > newer & I desperately want to back them up before
> > they become unreadable. Seriously, I only need to
> > backup my collection. It wouldn't be easy, or cheap,
> > to replace them all. (The ones I COULD replace, that
> > is. I've already lost two.)
>
> Yes, there is a product that used to be sold by Central Point Software
> for the IBM PC called the "Deluxe Option Board". This was able to copy
> all Atari protected disks except those that have been physically
> modified (e.g., a laser hole). This board only functions well on an
> 80286 or LESS based machine. Go buy and 8088/8086-IBM PC for $100.00 with a
> monochrome monitor and get a used DOB for $50 or so and you're set. To
> get either of those, post on one of the Usenet groups that deal with
> selling IBM PC hardware. I bet you'll find someone anxious to sell you
> them.
>
> Lates!
> ---------------------------------
> Tim <bodysurf@netcom.com>
> "Finger" for PGP v2.6.2 Public Key

It might be cheaper to buy a happy modified 1050 for $60, I seem to remember that
it (happy) could backup most software. My happy board eventually
died but not for 10 years first. The only program that I couldn't
backup was Seven Cities of Gold, something to do with spiral sectoring

Mike KLing

kling@whqvax.picker.com

808. Re: Copyright ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 01:24:52 UTC
From: koutchin@mail1.sas.upenn.edu
Message-ID: <3gk3h4$5s7@netnews.upenn.edu>
Source record: 95098

```
From kendrick@zippy.sonoma.EDU Mon Jan 30 15:57 EST 1995
Return-Path: <kendrick@zippy.sonoma.EDU>
Received: from zippy.sonoma.EDU (zippy.sonoma.edu [130.157.2.99]) by orion.sas.upenn.edu
(8.6.9/5.10) with SMTP
id PAA05017 for <koutchin@sas.upenn.edu>; Mon, 30 Jan 1995 15:57:41 GMT
Received: by zippy.sonoma.EDU (4.1/SMI-4.0)
id AA16799; Mon, 30 Jan 95 07:58:09 PST
Posted-Date: Mon, 30 Jan 1995 15:57:41 GMT
Received-Date: Mon, 30 Jan 1995 15:57:41 GMT
From: kendrick@zippy.sonoma.EDU (William Kendrick)
Message-Id: <9501301558.AA16799@zippy.sonoma.EDU>
Subject: Re: Copyright ?
To: koutchin@sas.upenn.edu (Artem Aleksandrovich Koutchine)
Date: Mon, 30 Jan 1995 07:58:09 -0800 (PST)
In-Reply-To: <199501301447.OAA14708@mail2.sas.upenn.edu> from "Artem Aleksandrovich
Koutchine" at Jan 30, 95 02:47:40 pm
X-Mailer: ELM [version 2.4 PL20]
Content-Type: text
Content-Length: 1337
Status: RO

Well Artem.. you can keep saying this and saying this, but you're going to
affect very few people.

I never said I'd plan to make a living on Atari. I said if I were to release
some of my software as _commercial_ software versus PD/Share/Freeware.
I think the farthest I'd go is Shareware unless something like Geneocide
comes out being VERY good in which case I might actually consider selling
the full, final version and releasing a demo version (like many others do).

I'm a student too. I have no job either. Spending $35 on a new Atari is
a bit steep for me, even though I do have a savings account. Lately I've
been getting FREE stuff. My 1200XL was free. My Action! cart. was free.
My ComputerEyes and Parrot were free. My monitor cable was free. My
monitor was $25. My SIO2PC cable was free.

Where did I get this stuff from? From all of the people on c.s.a.8 who
don't seem to agree with you about pirating. Does this make sense? YES!
In a twisted way. They did that to HELP me. If they were to pirate my
software, or I was a vendor and they pirated ANY software, THAT would be
hurting me.

It's not intelligence. It's not the money. It's a mix of morals and
COMMON SENSE.
```

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software **

809. Re: Copyright ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 01:39:42 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3gk4cu$nmg@nic-nac.CSU.net>
Source record: 95099

So Artem.. it looks to me that by posting that message I sent you, you've changed your mind about pirating!?

Good!

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX

810. Re: Copyright ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 01:48:21 UTC
From: koutchin@mail1.sas.upenn.edu
Message-ID: <3gk4t5$5s7@netnews.upenn.edu>
Source record: 95100

: Well Artem.. you can keep saying this and saying this, but you're going to
: affect very few people.

I will keep saying that and this and i will affect people one by one.

: I never said I'd plan to make a living on Atari. I said if I were to release
: some of my software as _commercial_ software versus PD/Share/Freeware.

good for you

: I think the farthest I'd go is Shareware unless something like Geneocide
: comes out being VERY good in which case I might actually consider selling
: the full, final version and releasing a demo version (like many others do).

good for >you< but get real and do not spend too much time on it

: I'm a student too. I have no job either. Spending $35 on a new Atari is
: a bit steep for me, even though I do have a savings account. Lately I've
: been getting FREE stuff. My 1200XL was free. My Action! cart. was free.
: My ComputerEyes and Parrot were free. My monitor cable was free. My
: monitor was $25. My SIO2PC cable was free.
: Where did I get this stuff from? From all of the people on c.s.a.8 who
: don't seem to agree with you about pirating. Does this make sense? YES!
: In a twisted way. They did that to HELP me. If they were to pirate my

Unfortuanatelly i and most of people do not have such great friends (
you're really lucky one) and i and most of people have to pay lotsa
bucks for the stuff and lotsa people do not want to return to ATARI
>> ONLY <<< because it will cost them lotsa bucks and as we all
remember there are 100s even 1000s applications for atari and
since the computer is pretty weak (compare to pentium) you can't play
a game for a long time and you will want another bunch games in a week
escpecially if you just returned to atari and want to taste all that
soft again. And it will cost you more that the actual computer.

: software, or I was a vendor and they pirated ANY software, THAT would be
: hurting me.

What ? I don't like vendors. Do you ? They're never online, they never
ask what people want. DId you see more than 3 messages from vendors in
this newsgroup ? I did not see one. Besides, most of vendors make their
money om HARDware not on SOFTWARE. And as long as we cannot upload
hardware (:-) Certain technical problems) They will continue suck your
money for stuff that should be free by now.

: It's not intelligence. It's not the money. It's a mix of morals and
: COMMON SENSE.

Oh really, It is not a mix of morals and common sense. The common
sense is people do not want spend their money and the morals say
that if nobody cares about something that something belongs to
everyone (that's about soft).

| There was another argument:
| If we make all soft pd nobody will want to make new soft for atari.

Get real !!! ATARI 8bit is dead for a long time already and we are
the only once who still crazy about it (it is kinda mental illness)
And the people from EUROPE who still create soft for ATARI will continue
to do it. Again, look at C64 users. Thay all old soft and they have vendors
(LOTSA NICE VENDORS that do not mind that all old soft is pd). By OLD SOFT
i mean all sotf created before sunset of CBM. And they have lotsa people
who continue making new soft for c64 and they fill find about the
fact that all old soft is pd.

: kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!

You've got terrific .plan. And say hi to your gal. May be i am interested
in seing HER gif ? hehehe ...

CAN ANYONE GIMME A REALLY GOOD REASON WHY ATARI SOFT CANNOT BE PUBLIC DOMAIN?

Post your opinios here. Do not reply by email. I will post
all email replies here w/o any notification. C ya ...

811. Re: Bill Wilkinson responds

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 01:50:38 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D38yGE.79M@nntpa.cb.att.com>
Source record: 95101

In article <3gikk0$qli@nyheter.chalmers.se>,
Fredrik Lundholm <d1dol@dtek.chalmers.se> wrote:
>In article <3ggdfo$atg@news.primenet.com>,
>Glenn Saunders <krishna@primenet.com> wrote:
>>Mere mortal richard.b.dell provoked me by writing:
>
>
>>I don't have any specs on overall 6502 throughput, however, I'm pretty
>>sure that it will blow a Z80 out of the water at the same clock speed. I
>

above quote, by the way, was in reply to a post of mine, not from
me.

>Certainly, isn't the MSX computer clocked at 8 MHz?
>
>
>>don't know how it would fare against a 6809 at the same clock speed. Each
>
>Blow it out of the water! sure the 6809 has a lot of registers and complicated
>opcodes, but since there are so many, the processor require a lot of
>tics to decode and process the instructions.
>I agree in that you could make nicer looking programs with 6809, but
>it in a way becomes like comparing Basic vs. Assembler once again, on another
>level, though...
>

Not just nicer looking programs, though. More complicated
programs become somewhat more efficient when written on the 6809
because of the ease and efficiency with which 16 bit values can be
manipulated. Small tight loops are more efficient on the 6502,
while code manipulating tables of data, for example, can become
more efficient on the 6809.

In defense of the Z80/8080/Intel line of CPUs, one cannot simply
compare clock rates in comparing microprocessors. It would be
more approriate to compare memory cycle times, which on the
6800/6502/6809 family is the same as the clock rate, but on the
Intel line is 1/4 the clock rate. To compare a Z80 to a 6502 or
6809 one need to compare a 4 MHz Z80 with a 1 MHz 6502 ... or in
the case of the Atari, where the effective clock rate is something
like 1.3 or 1.4 MHz, the comparison would be with a 5.4 MHz Z80.

--
Richard Dell

812. BW dos sparta compat?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 02:18:20 UTC
From: chaos@oo.com
Message-ID: <3gk6lc$22bk@tequesta.gate.net>
Source record: 95102

Hey folks, i picked up an anari XE os called BW-dos version
1.00. The docs say that this is pretty much compatable with sparta dos. i
was wondering, how come ive never heard much about this OS on this
usegroup? is there somehting flakey about it?

hmmm...

813. Re: Scott Adams

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 02:25:14 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3gk72a$3r3@news2.delphi.com>
Source record: 95103

David@holodeck.demon.co.uk (David Somen) writes:

>Having read some recent mail about Scott Adams I have a question...

>Where and what is he doing now?

>Like many innovators of their time, they are here one minute and gone
>the next. Never to be heard of again.

He wrote his adventures in the Orlando, FL area (Longwood) I believe, but
I have no idea what he does now. When I'm up there I'll check the
phone book (I'm 2 hrs from Orlando).

-Bry

814. Re: 256K or better 800XL or compatible needed!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 02:47:39 UTC
From: ab588@yfn.ysu.edu
Message-ID: <3gk8cb$b4t@news.ysu.edu>
Source record: 95104

what is an MIO II?
--
Joe Sabatino -->ab588@yfn.ysu.edu

815. Re: Whats a .xmo?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 02:50:45 UTC
From: ab588@yfn.ysu.edu
Message-ID: <3gk8i5$ba2@news.ysu.edu>
Source record: 94955

I think it stand for xmodem...I got a few old files from compuserve
with that extention on it.
--
Joe Sabatino -->ab588@yfn.ysu.edu

816. Re: 2600 Tech Info

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 03:12:09 UTC
From: rh_warre@ece.concordia.ca
Message-ID: <3gk9q9$idl@newsflash.concordia.ca>
Source record: 94956

Earl C Halliwell (ehalliwe@emh.kunsan.af.mil) wrote:
: > Does anyone out there know anything about the internal guts of the
: > 2600? I cracked it open and the thing runs on a 6205 chip. Does
: >
: > Please reply by mail as I do not read this group often.
: >
: >
: > RW

: I wonder how exactly we're supposed to reply in e-mail to someone who
: neglected to include their email address?

Well... I was kinda expecting that you would use the headers or the dreaded
"reply by mail" command. But that's only me. :)

: Oh well...

: (coulda swore that was a 6507 in the 2600)

Of course, I have been known to make mistakes.

RW - rh_warre@kelvin.ece.concordia.ca

817. Re: ST Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 03:25:34 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FA6QABUSUp@stingray.manawatu.gen.nz>
Source record: 94957

Look in the Emulators/ directory in the atari directory at
atari.archive.umich.edu. The ST xformer is called: stxf255.lzh

From memory it's not so hot, but that was a long time ago when I tried it.

Richard =8-]

--

```
_ _
/(. .)\ )
(*)____/|
/ |
/ |--\ |
(_)(_) (_)
```

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

818. Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 03:42:15 UTC
From: chuck@sdf.saomai.org
Message-ID: <D393MI.7tM@sdf.saomai.org>
Source record: 94958

I have an Atari Portfolio which I would like to expand. What was available
for it, and was there an upgrade for its memory? I seem to remember someone
mentioning a SIMM upgrade which was soldered in (I doubt it was approved
by Atari...someone would have come up with a hack). Anyway, I rarely ever
see it mentioned in messages, or anywhere else.
Thanks in advance,
Chuck Knight
chuck@sdf.saomai.org

819. Re: HEY ! YO ! YES ! YO ! HELP ME !

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 03:58:35 UTC
From: ab588@yfn.ysu.edu
Message-ID: <3gkchb$cr3@news.ysu.edu>
Source record: 94959

You say you have some xfd and atr files you want to transfer to
an atari from your 486 so you can run the files on your atari....
hmmmmm.... well why don't you download pc xformer 2.5 or something
because xfd and atr files run on a pc thru xformer not an atari.
I'm an old timer and really don't see what a big deal all this
sio2pc is anyway, All you got to do is hook up a null cable. I made
one by going from COM2 port (9pin) on the pc w/9 pin cable to 9pin/25pin
adaptor to null adaptor (from Radio shack $5) to atari modem cable to
MIO or BB or P:R: connect. The run your Bobterm half duplex, 19200bps
and your pc at the same thing o

and don't forget to config your modem port on the pc to 19200bps and half
dpx on com2. I use Telix for windows and Qmodem on the pc. Works
flawlessly. Cost aprox. $20 total.
--
Joe Sabatino -->ab588@yfn.ysu.edu

820. Re: Bill Wilkinson responds

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 07:20:17 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <132063@cup.portal.com>
Source record: 94960

$.02; the first time I met Bill in person I said something to the effect of "You know I'm a great admirer of yours" & he just blew it off. I remember not wanting to let it go so I cited 1/6 dozen programmers that had made it onto mainstream platforms, like the IBM, & had given him credit teaching them the rudiments of good programming. His answer was, "Did you know that OSS was programming for the Apple platform before the Atari?" It took me awhile to figure out what he was trying to say, but in hindsight. It was just business & don't transfer affection you may have for a platform to me. I sincerely believe that Bill never sought the status he recieved & didn't care when he got drafted into the spot. In knowing him off & on in the user group, on Compuserve, whatever, he never used his status to try & pull rank to bully someone in an argument. Matter of fact, he never even ack'd his status. Odd, but I guess I rate humility higher then clever retorts. The people that are left, Mike Hohman, Bob Puff, & maybe Klass <J. King! we need a report!> are not making enough money to lead what would be considered a normal life by the mainstream population. Bill was about as mainstream as you could get. Wears a suit, house in the burbs, couple of kids in college, can function working in a real 9-5 job. I been by FTE & I can't see/wouldn't ask Bill to make the same sacrifices Mike does just to stay in the Atari world. Hell, I'd bet <Yeah we know, you don't take bets> Mike doesn't even own a suit. I know for a fact that Bill stayed with the 8 bit to long. Under the circumstances, I can see why he doesn't have a lot of time for looking back. Look at the bright side, he transfered all his products to ICD & from there they went to FTE. The only other vendor that bothered was Supra tranfering their HD interface to Klass. Where's Indus, ATR, or any of the other suppliers? Would have been nice to at least see them make the effort.
Well, I'm getting a little to far off the beaten track. Now that I think about it, I can't recall why I think Bill has more then one kid???
Just a suggestion: It's been great having J. Harris around, why not invite some of the other former movers & shakers to drop in. If a large portion of them do come by we'd be none the worse for it.
Rick

821. Re: building printer interface box for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 07:37:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <31JAN199502374285@pavo.concordia.ca>
Source record: 94961

In article <D38o06.Bt3@research.canon.oz.au>, wing@research.canon.oz.au (Wing Chung) writes...
>Hi,
>
>
>In addition, does anyone know if we can use the SIMMs for PCs on my 800xl
>memory upgrade?
In an issue of the SLCC journal Bob Woolley gave plans for using a 1 MEG simm in an 800xl. FTe is planning to permit the use of SIMMs with the MARS-8, but its release has been postponed. Other than that, I'm in the dark. Anyone else?

Dave

822. Re: 256K or better 800XL or compatible needed!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 07:40:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <31JAN199502404187@pavo.concordia.ca>
Source record: 94962

In article <3gk8cb$b4t@news.ysu.edu>, ab588@yfn.ysu.edu (joseph sabatino) writes...
>
>what is an MIO II?
>--
>Joe Sabatino -->ab588@yfn.ysu.edu
The MIO II is from Fine Tooned Engineering, the company which bought the rights
to the ICD/OSS and Newell product lines. The MIO II will be an IDE hard disk
interface for the PBI / ECI on a 600xl, 800xl or 130xe. Rumours have it
supporting extended memory for the Sweet 16 65816 CPU board as well, along
with a parallel port. The price has gone up to $119.95. Mike of FTe
went to a user group in Frenso last week, and I'm expecting a report soon.
Once I get it, I'll post it to the group.

Dave

823. Re: ATR8000 floppy drive questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 07:40:10 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <132064@cup.portal.com>
Source record: 94963

Rich, congrats on the ATR. I've had trouble using anything above 720k
on my ATR, but I have heard somebody say they used a 1.2 meg drive &
formatted it to the 8" drive 77 track double sided ~1meg. I've only
tried doing this with 1.4 meg drives myself & haven't had any luck.
Sometimes I'd get what looked like a good format, but as soon as I used
more then about 600k<?> of the disk I would get write errors. A problem
with the ATR seems to be it has certain legal formats built into ROM.
For example, I don't think it will do enhanced density. From the lit I
gather it can do CPM formats, but it seems like these only work when
you are in CP/M mode. When I stuck an IBM disk in mine, it could read
the 512 byte sectors but still expected 18 sectors/track. Nice beast
though. It may be the 1797 controller is just not up to higher densities.

824. Re: My 256K800XL: R.I.P.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 07:40:16 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <132065@cup.portal.com>
Source record: 94964

James; do you have a socketed ROM or is it soldered to the mother board?
If it is soldered, can you desolder it without frying the traces?
I have a couple of OS chips laying around from upgrades.
Rick

825. Re: HEY ! YO ! YES ! YO ! HELP ME !

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 07:48:01 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9501310749.AA25560@zippy.sonoma.EDU>
Source record: 94965

JOE! The thing IS, SIO2PC lets you have up to 16MB of files available at ONE TIME. Not 88K or 127K or 180K or 192K or whatever amount of real disk drives and RAM disks you have, but 16MB.. oh wait.. sorry! 16MB PER disk image! So if you had four 360K floppies, four 16MB SIO2PC drives, and a 4MB RAMdisk, that's almost 70MB right there! If you already have a PC, it's MUCH cheaper than a Black Box and if you, say, only had one or two 1050's and a 256K machine (like I do), then SIO2PC gives you seemingly infinite space! :)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX

826. Re: im so sad.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 10:00:15 UTC
From: rlziegler@aol.com
Message-ID: <3gl1nf$kk@newsbf02.news.aol.com>
Source record: 94966

Hmmmmmmm.... How much do these gadgets cost??

827. Looking for....

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 10:01:04 UTC
From: rlziegler@aol.com
Message-ID: <3gl1p0$ln@newsbf02.news.aol.com>
Source record: 94967

I'm looking to buy a 1200xl w/ps and an 800xl motherboard, preferably
socketed, that is not a Chelco model. Any help would be appriciated.
Thanks! Please respond by E-mail to either:
rziegler7@genie.geis.com
rlziegler@aol.com

828. Re: WWW Page?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 11:06:24 UTC
From: ipoorten@cs.vu.nl
Message-ID: <D39o6p.BGF@cs.vu.nl>
Source record: 94968

cmckeen@world-one.com (Christopher McKeen) writes:

>Is there a WWW page for Atari 8-bit Info or Software?

Yes, there is.

URL: http://www.cs.vu.nl/~ipoorten/Atari.8bit.Homepage/

>Chris

l8r,
Ivo

829. ST XFormer Cable Pinout.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 11:11:22 UTC
From: ipoorten@cs.vu.nl
Message-ID: <D39oEz.BJ3@cs.vu.nl>
Source record: 94969

As I promised, here's the pinout of the ST XFormer cable I got from an old Dutch magazine.

Atari 13-Pin Conn.	DB-25
2	3
3	11
4	18
5	5
7	7
10	1

I was in a hurry this morning (just had time enough to grab the mag from my pile of old mags :-) but I'll check out if the software is Shareware/PD later this week.

Bye,
Ivo

830. Re: 8-bit Postings on the Increase!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 12:06:13 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3gl93l$8mv@dux.dundee.ac.uk>
Source record: 94970

```
drake thomas ( phd posi) (tdrake1@umbc.edu) wrote:
: Is it real or am I just imagining that the number of posts in this
: newsgroup has seemed to increase lately??
: I was just here yesterday, I log in today, and there were 53 new
: messages!!
: Yeh! Let's hear it for the Atari 8-bit!

Should be, the Internet as a whole is growing at a phenomenal rate.

--
Thought:
What does the growth of Cyberspace mean?
More people getting more oppurtunities to talk more and more pretentious
crap about it, that's what!

-------------------------------------------------------------------------------
Graeme Fenwick gfenwick@mcs.dundee.ac.uk
-------------------------------------------------------------------------------
```

831. Upgrades and Modifications FAQ

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 13:02:25 UTC
From: d.paterson2@genie.geis.com
Message-ID: <199501311302.AA005307333@relay2.geis.com>
Source record: 94971

```
The Atari 8-bit Hardware Upgrade and Modification FAQ
=====================================================

| | |
| | |
/ | \

Version 0.0

Dated January 31, 1995

Maintained by: David A. Paterson
Mailto:d.paterson2@genie.geis.com

INTRODUCTION

This is a very basic version. I intend to add as people
give feedback to what they want to see, and how they want to see
it. Any info you have is more than welcome!

PURPOSE

This FAQ exists to describe the various hardware
modifications available to the Atari 8-bit user. It does not
teach you how to do them. It definitely doesn't take any
responsibility for the results if you do try them. But it will
try to give you some information about where to find more
information, which upgrades (or "hacks") are best, and who to
consult if things go wrong. For addresses and phone numbers of
any of the companies listed, consult the Vendors and Developers
List, posted at or about the 15th of each month.

POSTING FREQUENCY

This FAQ is posted whenever I remember to post it. It is
posted to comp.sys.atari.8bit.

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RAM Upgrades
listed by computer

Part 2
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Genlocks
```

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Other Neat Stuff
stereo sound, add-ons

Key to abbreviations

ANL - Analog Magazine
AC - Atari Classics

PART I - RAM Upgrades

General

The 6502 microprocessor at the heart of every Atari 8-bit has a sixteen bit wide address bus. What this means is that it can access up to 2^16 memory locations. That's 65536 bytes. Some people, wanting more memory, came up with a variety of techniques to use more memory. Most were built around the idea of bank switching. Bank switching means that you swap chunks of memory around so that the CPU can see them when necessary. Most schemes use 16k banks, though 4k and 32k have also been tried.

Atari 400

The original Atari 400 had either 8k or 16k. Atari produced a board with 48k. Mosaic produced a 32k board, as well as a 64k board with 48k RAM plus 4 4k RAM banks. (ANL 13, IFC)

Atari 800

The Atari 800 came with three memory slots. Each slot could contain Atari 8k or 16k RAM boards. Mosaic produced 32k and 64k boards. Three 64k boards could be combined for 192k.

Axlon produced the 128k RAMdisk board. It banks 16k, using $CFFF as a control register. Banked memory appears from $4000 to $7FFF.

Magna systems produced 256k, 512k and 1M boards which followed the Axlon standard. (ANL 65, 68)

Atari 1200xl

See 800xl.

Atari 600xl

As shipped, the Atari 600xl came with 16k RAM. Atari released the 1064 memory module which expanded the 600xl to 64k. MPP, now Supra, produced the Microram 64k Memory Board (ANL 19, 28)

Richard Gore produced the Yorky, a 256k board which plugs in to the PBI. It is for use on 600xls upgraded internally to 64k.

(AC 3/2, 10)

Atari 800xl

The Atari 800xl came with 64k RAM internal. To access RAM hidden under the OS ROMs, the PIA chip was used (PORTB, used for STICK(2) and (3) on the original 800). Claus Bucholtz published plans for a 256k upgrade which banked 32k at a time using PORTB for control in Byte magazine. (Byte Sept 85)

ICD released the RAMBO upgrade, providing 256k in 16k banks, using PORTB. Newell came out with the 256k XL, which would work on a 1200xl or 800xl, providing 256k total memory, . The two upgrades used different sequences to access their banks. (ANL 44, 115)

Newell released 1Meg and 4Meg upgrades for the 800xl. These banked 16k as well, and required disabling internal BASIC to properly access the memory.

Fine Tooned Engineering, having bought the rights to ICD and Newell's products, is bringing out a third method in the Mars 8. Though not yet released, it will use SIMMs for 256k, 1Meg or 4Meg RAM.

Atari 130xe

The 130xe was the first "official" method of banking memory. It too used PORTB, but with an added twist: ANTIC and the CPU could access different banks. This provided headaches for some owners of "older" upgrades, but few programs took advantage of this feature (SpartaDos Wedge and VideoBlitz demo only). Upgrades for the 130xe include replacing one set of 64k chips with 256k chips, raising the RAM to 320k. Adding another 256k for 576k total has also been done.

PART II - Video

Upgrades

The most common video upgrades are the SuperVideo series, described in AC 2/6. Plans were provided for the 600xl, 800xl, 1200xl and 130xe. The SuperVideo upgrade provides the forgotten chroma signal on the monitor port. It corrects a number of errors in the parts in the Atari video circuit, resulting in a clearer image, particularly on monitors.

Providing TTL output was also covered in AC 2/6. Bob Woolley provided plans for the circuit, as well as instructions for getting TTL output from an XEP80. Be warned that the output is not in the standard Atari colours; on a CGA type screen, the sixteen possible shades are translated into eight colours.

80 column devices

Since the 400/800 were released in 1979, people have been clamouring for better text displays than the default 40x24. Two products were released for the 800: The Austin-Franklin 80 column board and the Bit 3 80 column board were both for use in the Atari 800. They replaced the third memory module. The Austin-Franklin board came with a "Right Cartridge" which provided the drivers. Removing the cartridge disabled the board. Some game software would not run with an 80-column board installed.

Ace 80/80xl was a cartridge released which provided 80 columns by using bitmapped graphics on an 80 column screen. A similar technique was used in the Newell Omniview, an add-on for their Omnimon.

Atari's entry into the 80 column field was the much maligned XEP80. For maximum compatibility, the XEP80 attaches to the computer via a joystick port. It includes three character sets, 8k internally, and a parallel printer port. The software provided by Atari supports a 320x200 graphics mode. This mode only supports direct bit images.

Genlock

In October and November of 1991, Michael St Pierre published articles in the SLCC Journal describing plans for a monochrome Genlock. A genlock is a system to synchronize live video with a computer image. Graphics can be overlaid, faded in or out, or used for titling.

In 1994, Michael announced Prism Studio, a full colour genlock. It is sold by Mytek.

PART III - Operating Systems

Computer OS
-------- --

400/800 Rev A. No self test; Memo Pad mode.
Rev B. Fixes several bugs in Rev A.

1200xl XL OS. Some incompatibilities with 400/800 OS

600xl/800xl Revised XL OS. Includes parallel bus handlers. Internal BASIC.

65xe/130xe Revised XL OS. (as above)

xegs Modified XL OS. Self-test mode changed. Internal Missile Command and BASIC.

Operating System upgrades

UltraSpeed + OS : from CSS. Supports high speed disk communication. Drives 1 through 9. Any RAM upgrade. Includes three modes: standard xl/xe OS; 400/800 OS; UltraSpeed+ OS. For

XL/XE systems.

Omnimon: from Newell. M/l monitor for 400/800. Installs into $C000 page of memory, otherwise unused.

RAMROD OS: from Newell. Replacement for 400/800. Includes accelerated floating point math package.

RAMROD XL: from Newell. OS speed-up routines, fast math, and Omnimon. Includes option for second OS.

XL Boss: from Allen Macroware. OS replacement for XL model computers. Includes m/l monitor. 400/800 OS compatible.

PART IV - Other Neat Stuff

Zucchini

In ANL 59,60 and 62, Dr. Lee S. Brilliant provided plans and software to turn a surplus Atari into a printer buffer for another Atari. He called it "The Atari Zucchini".

The Printer Buffer Routine (PBR) and Disk Emulator Routine (DER) came from B.L. Enterprises. They were cartridges and cables which worked in a similar fashion to the Zucchini. The PBR provided a buffer, while the DER emulated a disk drive on the remote computer. Stock XLs gave 403 free sectors; a 130xe would give 914. (ANL 65, 67)

Voice Master

Covox sold the Voice Master and Voice Master junior. These would capture and record speech. Bundled software attempted recognition of commands, with limited success. (ANL 47, 44)

Parrot

The Parrot was a sound digitizer sold by Alpha Systems. Resembling a paddle, the device had phono jack for input. Antic provided plans for a similar project, called the Antic Sampling Processor. (ANT ???)

Gumby

Chuck Steinman of DataQue created this set of plans for building stereo sound by installing a second Pokey chip (Pokey and Gumby, get it?). Once installed, the second channel has all its addresses 16 bytes higher in memory ($D210 - $D21F)

Critical Connection

A long time ago, in a galaxy far, far away, was a mystic operating system known as CPM. A company named USS Enterprises produced the Critical Connection, a device to permit a CPM computer to emulate disk drives for the Atari. It was a cable,

plus software for the CPM end of the system. The CPM system could also act as a printer buffer, and the CPM keyboard could be used in the place of the Atari keyboard. (ANL 39,103)

SIO2PC

With the demise of CPM and the rise of the IMI cartel (IBM-Microsoft-Intel) a new system similar to the Critical Connection arose. Nick Kennedy developed the SIO2PC hardware and software, which permits any PC with a serial port to act as up to four disk drives for an Atari. It can also act as a printer buffer.

Computer Eyes

Computer Eyes was a video capture system which plugged into two joystick ports. It could render images in a variety of modes. It required a composite video source. (ANL 35, 53)

Turbo 816

Released by DataQue, this provided a replacement OS as well as a replacement for the 6502 CPU. A 65816 was substituted, providing new opcodes and a 24 bit address space (16Megs vs 64k with the 6502).

Sweet 16

Released by Fine Tooned Engineering, this provides a 65816 CPU to replace the 6502.

MIDIMATE

MIDI stands for Musical Instrument Digital Interface. It is a system for computers to record, replay and control musical instruments. MIDIMATE, when combined with MidiTrack software, permits an Atari 8-bit to take control. (ANL 33, 26)

MicroNet

Supra provided the Atari community with its first networking product. MicroNet provides nine SIO connectors. Eight are for computers. The ninth goes to whatever peripherals are to be connected. The system served to isolate the computers electrically. It did no software checking, meaning that two or more users attempting to print or save at the same time could trash each others output. (ANL 51, 76)

MultiPlexer

CSS provided a better way to network. The Multiplexer system requires one host system which has all the disk drives and printers for the network. The slaves are connected via the cartridge port to the host, and all their disk and printer i/o is rerouted to the host. All the systems involved require their OS

replaced with a special multiplexer OS.

MIO

ICD manufactured this wonderboard in 1987. Connected to the PBI or ECI, it provided either 256k or 1Meg of RAM, two RS232 ports, a parallel printer port and a SCSI hard drive port.

MIO II

Currently under development by Fine Tooned Engineering, this PBI/ECI board will provide an interface and power supply for an IDE hard disk. It may also include extended memory support for CPU upgraded computers, as well as a parallel port.

Black Box

CSS manufactures the Black Box, a PBI/ECI device that offers an optional 64k printer buffer. Its main attractions are its m/l monitor, 19200 baud RS232 port, parallel port, and hard disk interface.

Floppy Board

This is an add-on to the Black Box, also from CSS. It permits standard floppy drives, 360k, 720k, 1.2M and 1.44M, to be attached to the Black Box. Since they are connected to the PBI, these drives operate extremely quickly.

R-Time 8

This is a clock cartridge for any Atari from Fine Tooned Engineering. It includes a pass-through connector so that any other cartridge can be plugged in as well. Though primarily intended for SpartaDos, software for other DOSes is included.

Mars-8

This is still under development from Fine Tooned Engineering. For 800xls only. Memory expansion of 256k, 1M or 4M. Install internally Action, Basic XL/XE, MAC/65, SpartaDos X, R-Time 8.

=== End ===

832. Re: PC-Filesystem - does anybody has coded it yet

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 13:05:48 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.154.000D192A@genesis.informatik.rwth-aachen.de>
Source record: 94922

In article <3gikt8$iu5@news.primenet.com> krishna@primenet.com (Glenn Saunders) writes:

>The true PC filesystem may require too much memory overhead to be viable
>on an 8-bit CPU.
I can't imagine this. I've had a closer look to ATARI DOS 3 yesterday and it
seems that it's very similar to MS-DOS (using cluster, hold the free sectors
similar to DOS - looks like an 8-bit fat 8-) .
So it's possible I think !
>There is also the issue of copyright. I don't know how Atari's ST got
>away with its MS-DOS ripoff filesystem.

I think this is the last problem to care !!!
Do you think that Bill Gates have a closer look to the ATARI 8-bit scene ?
I think nobody cares what some crazy freaks will do on 8-bit machines !!!

Matt

833. Re: BW dos sparta compat?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 13:35:25 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.156.000D978F@genesis.informatik.rwth-aachen.de>
Source record: 94926

In article <3gk6lc$22bk@tequesta.gate.net> chaos@oo.com (chaos) writes:

> Hey folks, i picked up an anari XE os called BW-dos version
>1.00. The docs say that this is pretty much compatable with sparta dos. i
>was wondering, how come ive never heard much about this OS on this
>usegroup? is there somehting flakey about it?

>hmmm...

Yes you're right. The ABBUC in Germany gave his members this DOS last year
as gift (there are one or two gifts every year).
It supports the SpartaDos Filesystem and will work properly with all
SpartaDos disks and with most of the Utilities.
But it don't use the background RAM from $c000 till $FFFF.
It also didn't support the old Dos 2.0 filesystem, but you will get a copy
tool called menu - it's exellent and much better than the Sparta-Copy tools
like MENU or XCOPY (a little Norten-Commander 8-).
A special feature is the DOS path.
If the DOS is looking for an external command, he will not only look in the
current directory, but also in the Dos-Path.

Matt

834. Re: ATR8000 floppy drive questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 13:40:55 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D39vC7.73w@nntpa.cb.att.com>
Source record: 94972

In article <132064@cup.portal.com>,
<Rick_Michael_Cortese@cup.portal.com> wrote:
>Rich, congrats on the ATR. I've had trouble using anything above 720k
>on my ATR, but I have heard somebody say they used a 1.2 meg drive &
>formatted it to the 8" drive 77 track double sided ~1meg. I've only
>tried doing this with 1.4 meg drives myself & haven't had any luck.
>Sometimes I'd get what looked like a good format, but as soon as I used
>more then about 600k<?> of the disk I would get write errors. A problem
>with the ATR seems to be it has certain legal formats built into ROM.
>For example, I don't think it will do enhanced density. From the lit I
>gather it can do CPM formats, but it seems like these only work when
>you are in CP/M mode. When I stuck an IBM disk in mine, it could read
>the 512 byte sectors but still expected 18 sectors/track. Nice beast
>though. It may be the 1797 controller is just not up to higher densities.

Nothing in the controller would prevent any of the Atari format
combinations. There is a procedure and some information in the
ATR8000 documentation about setting up and installing new formats
so that the CP/M system recognizes them (and I assume the Atari
disk drive emulator runs under CP/M). I just got mine last week,
and have not as yet even hooked it up, but intend to real soon
(like next two weeks). Once I do, first on the agenda is
disassembling all the software to help figure out how the hardware
works. There is a good chance that the hardware can limit the
usage of 1.4 M 3.5 inch drives by not having the right clock rate
available ... 8 inch drives (and some 5 inch 1.2M drives) rotate
at 360 RPM, while normal 5 inch and most (if not all) 3.5 inch
drive rotate at 300 RPM. So it is quite possible that the clock
frequency used for writing 8 inch drives is not a good one to use
for 1.4 M 3.5 inch drives. It is also quite possible that the
software uses the rotational rate in selecting drive format on the
fly, hence tying a spcific clock rate to a specific drive
size/rotation rate.

--
Richard Dell

835. Need 1050 ED disk VTOC info!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 13:41:50 UTC
From: richczeta@aol.com
Message-ID: <3glemu$1rk@newsbf02.news.aol.com>
Source record: 94975

Anyone know the exact format of a 1050 disk's VTOC?
Specifically, where's the rest of the volume bit map?

Thanks in advance for any help!

P.S. For that matter, what are the formats used by the 180K SS/DD
drives?

Rich
RichCZeta@aol.com

836. Re: PC-Filesystem - does anybody has coded it yet

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 14:19:14 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1995Jan31.091914.38368@miavx1>
Source record: 94973

In article <3gikt8$iu5@news.primenet.com>, krishna@primenet.com (Glenn Saunders) writes:
> The true PC filesystem may require too much memory overhead to be viable
> on an 8-bit CPU.

From what I heard, the PC File system is rather simplistic. I for
one would like to see a program for my XF551 that could r/w 360K Msdos
Disks!!

> There is also the issue of copyright. I don't know how Atari's ST got
> away with its MS-DOS ripoff filesystem.

Can you copyright a disk format?

Later.......

----------=======${{{{{{{{{((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
(On whether abstinance is a Religious term, and\rlcollins@miavx1.acs.muohio.edu
should or should not be in the schools:) \RC1DSANU@miamiu.acs.muohio.edu
"What if you're an Atheist who hates sex?" \rcollins@apsvax.aps.muohio.edu
- Andy from my EDL 304 class \ R.COLLINS1 on GEnie
----------=======${{{{{{{{{((((((((((())))))))))}}}}}}}}=======----- 31-JAN-1995

837. Re: Using SNES controllers as 8bit joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 14:21:04 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1995Jan31.092104.38369@miavx1>
Source record: 94974

In article <1995Jan29.231022.7501@atlas.tntech.edu>, hwl0978@gemini.tntech.edu (Hiram Lester, Jr.) writes:
> In article <Rk-Y6ZG.lmcclure@delphi.com>, Lonnie McClure <lmcclure@delphi.com> writes:
>> In a message dated 1-25-95, Mark Fontana said:
>>
>> "I'm interested in connecting a few Super Nintendo controllers
>> to an 8-bit Atari to use as joysticks... doesn't seem like
>> too hard a task, but before I reinvent the wheel..."
>>
> There was an article in either Popular Electronics or Electronics Now that
> details a device that does both cases: SNES to a PC or an Atari type
> connector, and also I think an Atari type joystick to a PC port. If anyone is
> interested, I can see if I can find the original article and post the magazine
> and issue.

I would like to see the article!

Later.......

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))){{{{{{{{=======--------
(On whether abstinance is a Religious term, and\rlcollins@miavx1.acs.muohio.edu
should or should not be in the schools:) \RC1DSANU@miamiu.acs.muohio.edu
"What if you're an Atheist who hates sex?" \rcollins@apsvax.aps.muohio.edu
- Andy from my EDL 304 class \ R.COLLINS1 on GEnie
-----=======}}}}}}}}((((((((((())))))))))){{{{{{{{=======----- 31-JAN-1995

838. Re: ST XFormer

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 14:52:27 UTC
From: MBITDC9306@titan.newi.ac.uk
Message-ID: <9501311454.AA03244@dylan.newi.ac.uk>
Source record: 94976

Richard Gore said:
> I understand 'Ivo' is going to post the schematics for the ST Xformer
> cable onto the Digest shortly, but the software is copyrighted!
> Of course I wouldn't want him to post copyrighted software so does
> anybody know where I can legally BUY this software from and possibly
> a ready made cable???

The only people I can think of is either Branch Always or the ST Club
over here. I know that the ST Club were selling the GEMulator ST
emulator for the PC.

> Zybex is indeed a great game, do you know it sold for #2.99 (UK
> pounds) on tape when it was first released in the UK?
> Anyway it was written by Brian Jobling of Zeppelin Games, who are no
> longer interested in Atari 8-bit software. However Derek Fern of
> Micro Discount here in the UK has obtained the rights to sell all of
> Zeppelins games and now sells Zybex for about #2 - #3 on disk - thats
> a bargain buy for anybody who doesn't have Zybex or indeed any of the
> other Zeppelin games.

Apart from that, Zeppelin recently ceased to exist. They were
swallowed up by a large US firm for $2.2 million.

Dave
David Wyn Davies

Snail Mail: The Atari Classic Programmer's Club
Pen-Tyddyn
Capel Coch
LLangefni
Anglesey
Gwynedd LL77 7UR
Wales, United Kingdom
---
e-mail: mbitdc9306@newi.ac.uk

As said of Ankh-Morpork cootie dumplings:

"They sit on the tongue like finest meringue, and on the
stomach like a concrete bowling ball."

Terry Pratchett - Men at Arms (a Discworld novel)
---

839. Best 8-bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 15:08:01 UTC
From: MBITDC9306@titan.newi.ac.uk
Message-ID: <9501311510.AA03464@dylan.newi.ac.uk>
Source record: 94977

> I personally like the feel of the 130XE over the 800XL; The 800XL keyboard
> isn't beveled like the XE one, and feels really strange. It's too "flat."
> Not that I like the XE keyboard either; it's too soft and squishy. Of all
> the 8 bits I've used I like the 800's keyboard the best, though I have never
> used a 1200XL.

I've only ever used 800XL machines and currently own two of the
suckers. My old machine's keyboard is, well - let's not mince words -
crap!! I recently bought the second XL and was amazed at the feel of
the keyboard. It doesn't rattle as much as the old machine, isn't as
squishy and is therefore a joy to use, especially when typing in long
programs.

> > This makes me think of something I have been wonderin about for
> >a while now. Was the 600Xl a big seller? I know the 400 was, because
> >when it was released having a low-end computer made economic sense. But
> >by the time the 600XL came out, the TI/C=/Atari price wars had brought
> >the price of a 64K computer down to a much more manageable level.
> >I've only encountered one 600XL in the second-hand market (ie, garage
> >sales, flea markets, etc.). (That's the one I own,of course. [Grin]).
>
> I started out on a 400 (membrane keyboard, 16K RAM, 410 recorder, etc..), and
> my next machine was a 65XE. My mom got a 130XE which I will inherit as
> soon as they get a PC. :-)
> Anyway, I've *NEVER* even seen a 600XL. Not even at the thrift stores.
> Last time I went, they had a 800XL and an 800. All my friends had 800's and
> 800 XL's.

I think the 600XL did fairly well over here, but was killed off when
the price of an 800XL started to plummet. I've never seen a 600XL 'in
the flesh' either. All my friends had an 800XL, apart from one who
had the original 800.

Dave D.
David Wyn Davies

Snail Mail: The Atari Classic Programmer's Club
Pen-Tyddyn
Capel Coch
LLangefni
Anglesey
Gwynedd LL77 7UR
Wales, United Kingdom
---
e-mail: mbitdc9306@newi.ac.uk

As said of Ankh-Morpork cootie dumplings:

"They sit on the tongue like finest meringue, and on the
stomach like a concrete bowling ball."

Terry Pratchett - Men at Arms (a Discworld novel)
---

840. Re: Bob Puff & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 15:26:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet.org_2f2e57ba_Per.Erik.Peterson@asb2.ct.se>
Source record: 94923

From: per-erik_peterson@asb2.ct.se

The Winter 1995 wrote Michael Current following stuff...:

MC> For those of you who clearly don't use my vendor/developer list, why
MC> not? Honest responses appreciated.

This is honest. I think its great. If there wasnt a dev/vendor list I shure woldnt use my XE for anything else then some games. Now I dont have time for one single game anymore.

I bought the XE 1986 and the ST 1 year later and I learnd to use the XE for something else then games for 2 years ago only and I use it 50% of my Computer time. And the biggest reason of this is your list mate.

-=> Wfr.!! Per-Erik "Pekka" Peterson.!! <=-

Gothenburg SWEDEN

(UUCP Dialup connection)

841. ATARI 520STFM FOR SALE !

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 15:42:07 UTC
From: Cs9h4hsh@Swansea.ac.uk
Message-ID: <D3A0y8.EEC@info.swan.ac.uk>
Source record: 94981

I know that this may not be the right place to place an ad,
however if anyone in the UK, South Wales, Mid Glam etc. area interested
then please e-mail me !

What I have for sale is :

Atari 520STFM computer with mouse,
Phillips CM8833 colour monitor,
Over £900 of software and games,
all cables and boxes are included.

I will be asking about £250 o.n.o.

Cheers all

Simon

842. Re: Complete & ess. price? Address?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 15:55:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet.org_2f2e5e69_Per.Erik.Peterson@asb2.ct.se>
Source record: 94924

The Winter 1995 wrote Richard MORRIS following stuff...:

RM> From: richard@stingray.manawatu.gen.nz (Richard MORRIS)
RM>
RM> I seem to have lost the article with the address of the atari group
RM> that sell the Complete map... book and also, how much actually was it?
RM> I only remember seeing the price of magazine subscriptions...

TWAUG
P.O Box 8
Wallsend
Tyne & Wear
NE28 6DQ
England

-=> Wfr.!! Per-Erik "Pekka" Peterson.!! <=-
Gothenburg SWEDEN

(UUCP Dialup connection)

843. Re: Bill Wilkinson responds

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 15:57:16 UTC
From: ve1@ritz.wustl.edu
Message-ID: <3glmks$7f8@bigfoot.wustl.edu>
Source record: 94979

Russ Gilbert (Russ.Gilbert@apk.wariat.org) wrote:
: (Discussion about Bill Wilkinson, etc.)
: Vladimir E. and Glenn S. are who we have today. Bill
: Wilkinson gave us a way to do what we wanted with our
: 8-bits. But he's gone. What bothered me about Vladimir was
: saying (something like) 'get a real computer'. We here

I never said "get a real computer", this is what you said. You thought
I was saying this but I wasnt.

I am saying that Bill Wilkinson is a nice guy and he did a lot for the
Atari 8-bit line and I dont like to see someone going off on him when he
has moved on.

However, I nobody should be blasted just because they went on to a new
platform. I read a lot of messages from Glenn and he always bitches and
moans on how bad Intel and the compatables are and he bitches because his
platforms are not as popular and how he thinks that that platform is sad
or doomed and then he has the nerve to go off on bill and say stuff
against him for going to the Intel platform.

Its ATARI/AMIGA/68xxxx advocates that are so biased they cannot see
through their nose. I used to have an Atari 8-bit and I like to keep up
with different things, but I cant stand so many people being so biased,
its a freaking religion.

I like Bill and I thank him for all the good memories that I have on my
trusty ole 8-bit, and that there are new horizons out there for us to
explore and we shouldnt be so short or simple minded to think that other
platforms are sad and anyone that goes to those platforms are sad as
well. I do resent this attitude!

844. Re: Quit with the Progress slamming!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 16:10:08 UTC
From: ve1@ritz.wustl.edu
Message-ID: <3glnd0$7f8@bigfoot.wustl.edu>
Source record: 94980

James King (jeking7@delphi.com) wrote:
: BRYEDEWAARD@DELPHI.COM <BRYEDEWAARD@news.delphi.com> writes:
:
: >This group is for those who never left, those who have returned, and those
: >who just want information. If you're someone who's been in this group
: >forever, try to be a better host!
:
:
: I couldnt agree more. I have 3 running 8bit Atari's at this time, and
: parked right next to them is my PC. Without my PC, I'd probably stil
: be selling shoes at BASS -- but thanks to SpartaDos years ago, I started
: to learn MS-DOS like commands and finally got a job in the computer
: industry. Today, I'm an MIS Manager for local county government.
:
: True, my PC has tought me how much I enjoy my 8bit, but the inverse
: is true as well.. My 8bit wont allow for a winsock based application
: to be loaded up - whereas I can now point and click my way through
: the Internet using the PC.
:
: It's a trade-off between the two. I love my 8bit because I now own
: every Infocom adventure created. Those will probably never be seen
: on the PC (at least not ALL of them [grin]) - as well as other
: applications and games.
:
: --
: @ @ @ ------------------------------------ @ @ @
: @ @ @ James King - jeking7@delphi.com @ @ @
: @ @ @ ------------------------------------ @ @ @

Why the trade-off? You can get an 8-bit emulator to make up for that...
I use both and I love them both. Some people on here just dont get it!

845. Re: Best 8-Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 17:58:23 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3gltnv$joj@charm.magnus.acs.ohio-state.edu>
Source record: 94982

In article <p007alR.jeking7@delphi.com>,
James King <jeking7@delphi.com> wrote:
>Atari 800, upgraded to 1meg with an XL/XE OS upgrade and useable on a
>CSS Mux! What a dream that'd be! 4 joysticks, two cart ports, the BEST
>keyboard in existance - with tons of ram and useable on a hard disk via
>the MUX!

Well, if you're going to put in the XL/XE OS anyway, how about this:
1200XL with
800XL OS
PBI
1 meg RAM
extra PIA for FOUR additional joystick ports
second cartridge port

and of course, it already has the REAL best keyboard. :-)
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

846. Re: Vendors/Publishers on the Internet

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 18:15:00 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <3glun4$6svd@blue.weeg.uiowa.edu>
Source record: 94995

kendrick@zippy.sonoma.edu (William Kendrick) writes:

>Wait wait wait!? You mean you've changed the Ven/Dev list down to just
>names and e-mails!?!? <:^(

>Or is it you posted that in response to the comments on lack of people on
>the Ven/Dev list and how few entries HAVE e-mail addresses!?

That was it. Some people were talking about vendors on the Net, so I
thought I'd run through my list to see how many we know about.

The only recent format change in the list was to integrate the magazines
into it from the FAQ list.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

847. Re: ST Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 18:16:47 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3gluqf$jup@charm.magnus.acs.ohio-state.edu>
Source record: 94983

In article <132037@cup.portal.com>,
<Rick_Michael_Cortese@cup.portal.com> wrote:
> The ST Xformer
>cable I have is just [any Atari disk drive]=ST printer port, but my hunch is
>Derek will support (if he doesn't already) the same cable on the IBM.

Tell me if any of this is wrong:
1 - The ST-Xformer cable connects an 8-bit disk drive (such as the 1050)
to an ST through the ST's printer port.
2 - The ST's printer port is a standard parallel port, as seen on the PCs
found among the more depraved people who hang out here. ;-)
3 - The ST-Xformer software supports the ST-Xformer cable.
4 - The ST-Xformer software does not run on the aforementioned PCs
(ignore Gemulator for the moment)
5 - PC-Xformer does run on said PCs
6 - PC-Xformer does not support the ST-Xformer cable

OK, if all that is correct (and I'm especially not sure about #2), why
can't we write a program to run on the PC's that will support the
ST-Xformer cable for file transfers?

If the ST doesn't use a standard parallel port, I still think the
cable could be modified to connect with one.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

848. Re: 8-bit Postings on the Increase!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 18:20:49 UTC
From: <>
Message-ID: <3glv21$75m@falcon.ccs.uwo.ca>
Source record: 94986

In article <3gl93l$8mv@dux.dundee.ac.uk>,
Graeme Fenwick <gfenwick@mcs.dundee.ac.uk> wrote:
>drake thomas (phd posi) (tdrake1@umbc.edu) wrote:
>: Is it real or am I just imagining that the number of posts in this
>: newsgroup has seemed to increase lately??
>: I was just here yesterday, I log in today, and there were 53 new
>: messages!!
>: Yeh! Let's hear it for the Atari 8-bit!
>
>Should be, the Internet as a whole is growing at a phenomenal rate.
>

Funny how a given event has totally different impacts on different
people. I would look and say to myself "Oh God! 53 new messages!
Argh!"

Regrettably, an increase in the number of people participating in any
newsgroup seems only to decrease the signal-to-noise (S/N) ratio.
(Just check the rec.arts.startrek.* hierarchy.) When I first
started reading this newsgroup four or five years ago the great
majority of posted articles contained some little tidbit of
information that had never been gleaned from other sources. Tips on
configuring particular software packages. How to fix a 1027.
Troubleshooting drive problems.

Now, the conversation seems to dwell on things like programmer's
sexual preferences (as if it matters), piracy (not again!), and
massive auctions. That's not to say that there isn't a lot of good
information still floating around out there. We need more people with
Bill Kendrick's enthusiasm. Michael Current's FAQs are a life-line in
our ever-shrinking market. The real problem is that it's getting
much harder to separate the wheat from the chaff.

I have never been a big poster on this group, but now I'm basically a
full-time lurker. I find it more and more difficult to keep up my
enthusiasm for this group (and, to be blunt, it's because of the
banality of many of the discussions) and, as a result, hardly post
anymore.

There are other people who had a major impact on this group not too
long ago, and they've basically disappeared. Two that spring quickly
to mind are Ben Poehland and Jeff McWilliams. There are others. I
won't speak for them but one can perhaps assume that the reason we
don't hear from them anymore is that they've lost interest in the
group. Not with the hardware, but with this newsgroup.

I know some of you will disagree with me. I did not post this with the intention of it being flame-bait. If you take exception with what I've said and want to continue the discussion let's take it to email. God knows we don't need any more noise in the group.

- Mike Jewison

849. Re: Take this stuff for free

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 18:23:59 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <3glv7v$7ihq@blue.weeg.uiowa.edu>
Source record: 94984

kendrick@zippy.sonoma.edu (William Kendrick) writes:

>What exactly does "Hackers special, does not work" mean?

>I assume "does not work" means what it says, but what do you mean by
>"Hackers special"?

You missed that whole thread? It just means I'm confident it doesn't
work, but a skilled hacker (not me) could probably make it work.

Absolutely no interest shown so far, BTW.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

850. Re: Glenn Saunders an asshole!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 18:33:14 UTC
From: pab@cnx.com
Message-ID: <146_9502010316@cnx.com>
Source record: 94940

It's 11:25 PM and I'm actually replying to BILL T MCBRINE's message!

>Fuck you glenn!! I can't believe what I just read!... Spending large
>amounts of time on computers may or may not preclude certain people from
>having 'lives' outside, but you don't need to sling shit like that and there
>is no excuse for it!

Bill, take a breath and calm down.

Have you forgotten that Glenn is a programmer himself? He's allowed to
poke fun at himself.

 QMPro 1.53 Jesus loves you... everyone else thinks you're an asshole
+---+
|Pab Sungenis Vineland, New Jersey|
+-------------------+---+
|Newt's 100 day dash | Promises left: XXXXXXX#################### |
|As of 1/27/95 6:43pm| Time left: ######################### |
+-------------------+---+
Key: # = yet to be implemented X = already broken!
Sue the Republicans for Breach Of Contract on 11/7/96

851. Re: 8 Bit Mods list?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 18:36:19 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3glvv3$k5i@charm.magnus.acs.ohio-state.edu>
Source record: 94985

I already have a couple mods on my web page. I have a few more I
could put up there. I'll try to work on collecting more to put up.
I'd be interested in any lists anyone might come up with; I'll be able
to come up with my own list once I get what I have in one place.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

852. Re: building printer interface box for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 18:40:06 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <132073@cup.portal.com>
Source record: 94991

I have a copy of Wooley's sim upgrade around here somewhere. But no matter.
Did you specifically want to build something rather then buy it? Reason I
ask is because that's what I mainly use my Atari for. I've done piggybacked
PIA to printer & PBI/PIA to printer. I've also just added an 8 bit latch/flip
flop to a cartridge <74LS374> for my own reasons. It got real tedious making
it into a through cart so I could plug external carts into it, probably 20'
of wire wrap, but the thing is solid. If you just want something simple you
can use with the xl's built in basic, can just use 7 data bits & one bit to
strobe the printer, I can do it in two chips. If you want something a little
more sofisticated, like a PIA in a cart, I can do that also. The thing about
the cart that makes it slightly attractive is it already has a hardware !CS
line comming out for any R/!W to the $D500 area, ditto for piggybacking chips
inside the computer, all 8 !CS lines are there so you don't have to do any
decoding. The PBI is really nice, but it takes an extra couple of chips to
do the decoding, no problem, but I hate wire wrapping so I go as few pins as
possible. Hmmmm, SOPH above!
If really want to use a PLD, how were you going to go from logic to a device?
Reason I ask is 1) I'm completely ignorant on the language they use
2) I don't have a device programer
3) The ones I've seen let you use predefined devices like a 74LS374 in your
design & translate it to logic from there.
For instance, if I told you a 74ls02, 74ls138, & a 74ls374 & gave you a
connection list, everything is done automatically.
I am kind of luke warm interested in this if you do it. I'm to old/lazy to
learn how to use the things/programs myself, but if you are serious about
making a handfull of these things & shipping same to me, the 5' of wire
wrap it would save me per design would heat up my interest.
Rick

853. Re: PC-Filesystem - does anybody has coded it yet

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 18:41:03 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3gm07v$k69@charm.magnus.acs.ohio-state.edu>
Source record: 94987

In article <3gikt8$iu5@news.primenet.com>,
Glenn Saunders <krishna@primenet.com> wrote:
>The true PC filesystem may require too much memory overhead to be viable
>on an 8-bit CPU.

Maybe.

>There is also the issue of copyright. I don't know how Atari's ST got
>away with its MS-DOS ripoff filesystem.

I doubt the disk format even can be copyrighted. There have been many
non-MS-DOS systems to use the same format.

--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

854. ST Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 18:41:18 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <B29AA24153A@east-01.novell.leeds.ac.uk>
Source record: 94988

Does anybody know if the ST Xformer software and cable will allow
files to be transferred from ST to 8bit as well as 8bit to ST?

I basically need to read and write 3.5" PC/ST disks so I can down and
upload stuff from and to the archives. Using Util etc is no use to me
as the PCs I use for e-mail etc do not have 5.25" drives installed.

I own an ST and 8bit and I use a PC (at work!) to e-mail download etc.
I could use a CSS XF Dual drive upgrade but that would only allow me
to read ST/PC disks, fine for downloading but not so hot for
uploading! Any suggestions without going out and buying a BB and FB?

Thanks

RICHARD GORE
chmrig@leeds.ac.uk

855. Piracy and FTP sites.

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 18:41:18 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <B2991885693@east-01.novell.leeds.ac.uk>
Source record: 94989

I just thought I'd let 'Artem' know that I am a commercial software vendor and I would mind if you pirated my software and if people uploaded it to PD FTP sites etc.

Fortunately I think that most of the people on the 8bit 'Net' now respect copyrights and commercial software. Artem appears to have a very narrow minded view of how he wants things to be with complete disregard to what the law says is legal. These kind of people really make me mad, here we are struggling for survival and we still have people who insist on pirating software. I just hope the law catches up with those responsible.

RICHARD GORE

856. Re: Copyright ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 18:42:21 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <3gm0ad$61g5@blue.weeg.uiowa.edu>
Source record: 94996

koutchin@mail1.sas.upenn.edu (Artem Aleksandrovich Koutchine) writes:

> I have some thoughs about the software for ATARI 8bit. NObody dares
>to exchange it or give it or put it on ftp cites. Why ? Oh ! You say
>that is so called "copyright" software. Well, you're absolutelly right
>but look at C64 or ZXS 48/128 soft. What do you see ? YOU SEE IT ALL
>OVER THE WORLD ON FTP CITES !!! Isn't that software the "copyright"
>software ? Yes, it is. Than why they put it on ftp cites ? Simple.
>As long as they do not want to make any money from it nobody minds.
>You can say:

Did you know that freeware and shareware are also copyrighted?

Wouldn't it be neat if the company that eventually buys all the Commodore
assets decided to sue all the FTP site administrators that provide
commercial software owned buy Commodore?

>Well, go to that stores and you will find C64 and ZXS software as well
>as atari software. And furthermore, the software practicaly is created
>in the same year. So, what's the difference ? Well, the only difference
>that ATARI CORP. still exists and CBM and Sinclair Inc don't. BUt
>excuse me, we are not talking about machine macking companies, we are
>talking about soft making compnies. And Atari corp. has nothing to do
>with soft for 800XL or 65XE or 130XE. I found some paradoxes. For example,

They released probably more titles than anyone else. Most are still
available commercially.

>there is a game called MOON PATROL created by OCEAN Soft (yes, now
>the company which created EPIC and F29 for IBM platform, they are pretty
>cool) So, OCEAN made MOON PATROL for ZX SPECTRUM 48, Commodore 64 and
>ATARI 800XL (who knows which one exactly ?) and know we can get
>this game for C64 and ZXS from every C64 and ZXS ftp cite but we cannot
>gat it for ATARI because evryone thinks it is strictly illigal. THAT IS
>NUTS !!!! Ocean does not mind, users want it but nobody dares to get it.

Ocean obviously sold the rights of the Atari version to Atari, and Atari has
released nothing into the public domain.

>Every other groups of fans of 8bit stuff (C64, ZXS, AMSTRAD) have
>their ftp sites (frodo.hiof.no for C64 and a buch for ZXS) but WE
>ATARIANS DO NOT ! Why ?

Apparently many of us repect the intellectual property rights of others.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

857. Re: Low IBMASCII

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 18:44:12 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3gm0ds$k7v@charm.magnus.acs.ohio-state.edu>
Source record: 94990

In article <9501310628.AA24995@emh.kunsan.af.mil>,
Earl C Halliwell <ehalliwe@emh.kunsan.af.mil> wrote:
>Someone who shall remain unnamed keeps pestering me to include
>support for the low IBMASCII characters in FlickerTerm-- the
>characters from 0-31. Only problem is, these are also control
>characters. Any suggestions?

Only display them in circumstances when a PC would display them. I'm
not quite sure what those are, though. I think it's analogous to the
fact that you can only see the inverse-esc character (155) on an Atari
when you write directly to the screen; otherwise you just get a
carriage return.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

858. Re: 8-bit Postings on the Increase!

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 18:50:02 UTC
From: <>
Message-ID: <3gm0oq$dlt@falcon.ccs.uwo.ca>
Source record: 94992

I don't often follow up my own posts, but I just said:
>
>I know some of you will disagree with me. I did not post this with
>the intention of it being flame-bait. If you take exception with what
>I've said and want to continue the discussion let's take it to email.
>God knows we don't need any more noise in the group.

I seems our news software screwed up my address in the header and now
it won't let me cancel my own article. Anyway, I failed to include my
email address in the previous post. Sorry for contributing to the
noise.

- Mike Jewison
mjewison@phobos.astro.uwo.ca

859. Re: Looking for Diamond GOS 3.0 SuperCartridge

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 19:09:38 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <3gm1ti$6j7p@blue.weeg.uiowa.edu>
Source record: 94993

mrathwel@uoguelph.ca (Mark Rathwell) writes:

> What has been developed for Diamond? I was under the impression
>that it never took off.

I think there's a lot of stuff on GEnie for it. Some of it was published
in one of the magazines, Atari Interface I think.

I only have the version 2.0 cart also, so I wasn't able to try much of it.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

860. Re: PBI for 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 19:11:40 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <3gm21c$3adn@blue.weeg.uiowa.edu>
Source record: 94994

da_pate@pavo.concordia.ca (PATERSON, DAVID ANDREW) writes:

>In article <199501300446.XAA16049@postbox.acs.ohio-state.edu>,
rfunk@magnus.acs.ohio-state.edu (Rob Funk) writes...

>>I managed to get the file (written by Bob Woolley) describing the 1200XL PBI
>>modification. It's now available at
>>http://www.cis.ohio-state.edu/~funk/Atari/ but I haven't been able to get
>>into umich yet to send it there.
>>
>Does BART receive mail as well as sending it? I'm asking because I too can
>never seem to get to Umich.

BART doesn't receive mail, but uploads can be uuencoded and sent to Jody
Lenn at lenn@atari.archive.umich.edu. Seems to work well for most people.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

861. Re: 2600 Tech Info

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 19:22:47 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <3gm2m7$1l9k@blue.weeg.uiowa.edu>
Source record: 94997

rh_warre@ece.concordia.ca (Robert H. Warren) writes:

>Earl C Halliwell (ehalliwe@emh.kunsan.af.mil) wrote:
>: >
>: > Please reply by mail as I do not read this group often.
>: >
>: > RW

>: I wonder how exactly we're supposed to reply in e-mail to someone who
>: neglected to include their email address?

>Well... I was kinda expecting that you would use the headers or the dreaded
>"reply by mail" command. But that's only me. :)

For the record, those who read this group as the Info-Atari8 Digest do
not have access to the mail headers, so they cannot learn your email
address unless you include it in your message proper (ie in a .signature
file).
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

862. Toad Computers Internet Support

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 19:27:55 UTC
From: "Toad Computers, Inc." <toad@charm.net>
Message-ID: <3gm2vr$ht5@canton.charm.net>
Source record: 94907
Cross-posted to: abg.atari,comp.sys.atari.8bit

```
TOAD COMPUTERS ANNOUNCES INTERNET SUPPORT SERVICES 01/31/95
-----------------------------------------------------------------------
```

Toad Computers is proud to announce online support on the Internet, including a World Wide Web (WWW) homepage, an ftp site, and e-mail for sales and technical support.

The World Wide Web homepage allows customers to get product information (like Jaguar game screenshots and availability dates), request a catalog, learn more about Toad Computers, and view Atari-related graphics and animations. Right now, the Toad Homepage even allows online ordering of some products, like clearance games.

In addition to resources specific to Toad Computers, the Toad Homepage offers pointers (or hypertext 'hotlinks' as they are called), to other Atari-related resources on the Internet including software archives, newsgroups, and other Atari-oriented WWW homepages.

"We believe that the Internet is an important new medium," says Dave Troy of Toad Computers, "and if it helps us to provide better service to our customers, we want to be a part of it." While there is no graphical 'Mosaic'-type WWW browser for the Atari, Toad Computers is very interested in seeing one developed. According to Dave Troy, "Hypertext Markup Language (HTML), the raw text underlying the Web, is extremely straightforward. The tricky part of getting Web access on the Atari is the TCP/IP connection that PC's can get using a program like Trumpet Winsock. Once a PPP (point-to-point protocol) connection can be made reliable, a web browser should be fairly easy to implement." Right now, there are a few packages (such as KA9Q/NOS/STNET/MintNet) which deliver PPP access on the Atari, and ZFC (the makers of Edith Professional) have been talking about writing a graphical browser. It is likely that before the end of the year, software should be available to allow Atari PPP and WWW access through a variety of local Internet access providers.

For now, to access the WWW homepage, Atari users will have to use Internetworked PC's or Mac's equipped with a 'Mosaic'-type browser. In addition, America Online (also accessible through Mac's and PC's), will be offering graphical WWW access this winter. "It shouldn't be too hard for someone to find a Mac or PC running Mosaic. Many Atari users use these systems at work, and they can also be found on just about any school campus -- from university to community college, everyone is running Mosaic!," says Troy.

An ftp site is also available for Atari users to download files that pertain to Toad Computers, such as our SYSINFO system & modem tester, STraight FAX! support notes, and ordering information. Right now, CompuServe, America Online, and GEnie all offer limited FTP access, so users of these services should have no problem accessing this site. And of course, any machine on the Internet can be used to access this site using a conventional ftp client. The KA9Q PPP package for the Atari includes a built-in ftp client.

Toad Computers has always been available through e-mail, but Internet e-mail allows greater flexibility and faster response times. "With our e-mail on GEnie, it has always been a project to read it and respond quickly," says Troy, "and that has been particularly true with the huge volume of mail we received after mailing our most recent catalog."

If you have sent e-mail to the 'toad@genie.geis.com' address, please be patient; it will be answered. However, for an immediate response, please direct all e-mail to our new address, 'toad@charm.net'.

Toad Computers does not plan to stop visiting the Atari ST/Jaguar Roundtable on GEnie. "GEnie has always been a core part of our online support, and we appreciate the relationship we have developed with customers and developers there. We will continue to post specials and news files on GEnie, and we will also continue to be involved in the Bulletin Board areas," says Troy. And of course, any e-mail received at 'toad@genie.geis.com' will be answered. However, customers are once again reminded that response will be faster if e-mail is sent to 'toad@charm.net'.

Toad Computers Internet addresses are as follows:

WWW Page: http://www.charm.net/~toad/

Anonymous FTP Site: ftp://ftp.charm.net/pub/home/toad/
(ftp to ftp.charm.net,
go to pub/home/toad directory)

E-Mail: toad@charm.net

E-mail from GEnie: toad@charm.net@INET#
(@INET# instructs GEnie to use
their Internet e-mail gateway)

For more information, Toad Computers may be reached by mail, telephone, or FAX as well.

Toad Computers, Inc.
570 Ritchie Highway
Severna Park, MD 21146-2925

(800) 448-8623 Orders (410) 544-6943 Information
(410) 544-1329 FAX (410) 544-6999 BBS
(410) 544-0098 FAXBack

Toad Computers is North America's leading supplier of products for the Atari ST, TT, and Falcon computers and also supports the Atari Jaguar, Lynx, Portfolio, and XL/XE computers.

========== (C) TC, Inc. 1995 ========

863. 130xe carts, was Question

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 19:29:21 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Jan31.142757.24942@wariat.UUCP>
Source record: 94998

Somebody dug their 130xe and carts out and they don't work. I suggest
using an eraser and isopropyl alcohol to clean the contacts on those
carts. They've probably got a pretty thick layer of oxidation on them
by now. I really suspect there is nothing wrong with the 130xe, since
the READY prompt comes up with no cart in.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

864. Re: Best 8-Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 19:42:19 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3gm3qr$1c2i@hearst.cac.psu.edu>
Source record: 94999

James King (jeking7@delphi.com) wrote:
: This is a BIT off subject, but my version of the best 8bit Atari would
: be something like this:
:
: Atari 800, upgraded to 1meg with an XL/XE OS upgrade and useable on a
: CSS Mux! What a dream that'd be! 4 joysticks, two cart ports, the BEST
: keyboard in existance - with tons of ram and useable on a hard disk via
: the MUX!
:

er..wouldn't the banking port conflict with the 2 other joystick ports? =)
--
Carts: 2600 104; 5200 22; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
WITH 3D IMAGER!!!!!!!
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

865. Re: Copyright ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 20:14:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3gm5m8$1c2i@hearst.cac.psu.edu>
Source record: 95000

First of all there are still Atari BBS's out there with TONS
of pirated code. So... technically, the software is already out there...
it is just not easily available to you.

Secondly, yes... all software is copyrighted and thus is illegal to
copy for such large distribution purposes.

Thirdly, yes, I do own tons of pirated stuff. It keeps me very
interested in the Atari's knowing I will never be able to own
every single program written for the darn thing even if the
atari archive suddenly went pirate over night.

I however do not release any of the software to other people unless
it meets the following criteria:

1) IT IS NOT AVAILABLE FROM A VENDOR. (I have a few catalogs laying
around and always check, if not ask if they sell a certain program)
If its from a vendor, I'll direct the person who is asking for
the program to the vendor. (6 bux for AR stuff is GREAT...In
fact I may just buy a few copies more and give them to my
brothers who also love to play that... they are also collectors
so the word "mint" means something.)

2) IT is a prototype or "buried" cart. In this case I really don't
have any problems in distributing it since its usually Atari's
own fault that the public can't purchase it.

3) Software is rare or common.

I think a list of purchaseable (that word exist?) software should be
made up. And anything not on that list is up for discussion as
to whether or not its immoral or illegal.

--
Carts: 2600 104; 5200 22; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
WITH 3D IMAGER!!!!!!!
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

866. Re: 8 Bit Mods list?

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 20:17:18 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3gm5se$1c2i@hearst.cac.psu.edu>
Source record: 95001

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
: I already have a couple mods on my web page. I have a few more I
: could put up there. I'll try to work on collecting more to put up.
: I'd be interested in any lists anyone might come up with; I'll be able
: to come up with my own list once I get what I have in one place.
: --

The cleavland freenet has several upgrade texts.

--
Carts: 2600 104; 5200 22; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
WITH 3D IMAGER!!!!!!!
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

867. Re: Best 8-Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 21:14:20 UTC
From: krishna@primenet.com
Message-ID: <3gm97d$9jo@news.primenet.com>
Source record: 95002

Mere mortal Andrew K. Heller provoked me by writing:
: James King (jeking7@delphi.com) wrote:
: : This is a BIT off subject, but my version of the best 8bit Atari would
: : be something like this:
: :
: : Atari 800, upgraded to 1meg with an XL/XE OS upgrade and useable on a
: : CSS Mux! What a dream that'd be! 4 joysticks, two cart ports, the BEST
: : keyboard in existance - with tons of ram and useable on a hard disk via
: : the MUX!
: :

: er..wouldn't the banking port conflict with the 2 other joystick ports? =)

I think the only way to get software to run off of a PIA2 extra joystick
ports hack is to modify the code to look to PIA2 PORTA rather than PIA1
PORTB. Either that or modify all banking software to use PIA2 PORTA and
wire the upgrade through PORTA. Not easy any way you cut it.


```
*****************************************************************************
* ________ * FILM * CGI * Tolkien *
* Glenn Saunders | _____] ************************
* | | ___ *Amiga 1200 030/50/50/18*
* krishna@primenet.com |__|[_ \ ************************
* B A B__ Y \ L| O N *Atari 6502 series *
* ( \__/ | ************************
* \______/ *Vextrex * Led Zeppelin *
* ************************
* ftp://ftp.primenet.com:/users/k/krishna/ *Pitiful Internet Addict*
*****************************************************************************
*I knew that there was a story I wanted to tell, something that I wanted to *
*SAY. And there is nothing more essentially deadly than someone who *
*believes, rightly or wrongly, that he's on a mission... - JMS *
*****************************************************************************
```

868. Re: Upgrades and Modifications FAQ

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 21:24:12 UTC
From: krishna@primenet.com
Message-ID: <3gm9ps$9jo@news.primenet.com>
Source record: 95003

In this discussion, there was a failure to mention the Alien Voice Box.

If the Austin-80 is worth mentioning, then so too is the Voice Box. I
wish I had one because it sounded like the best voice addon...

869. Re: PC-Filesystem - does anybody has coded it yet

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 21:26:30 UTC
From: krishna@primenet.com
Message-ID: <3gm9u6$9jo@news.primenet.com>
Source record: 95004

Mere mortal Rob Funk provoked me by writing:

: I doubt the disk format even can be copyrighted. There have been many
: non-MS-DOS systems to use the same format.

Yes, but in 1985, the same year Atari Corp decided to go with an MS-DOS FMS clone, the issue may have been a little more ambiguous, enough to affect ICD's decisionmaking. Of course, in 1985, MS-DOS compatibility was not quite as much an issue because other platforms besides the clones were still considered 'viable' unlike today.

870. Re: Low IBMASCII

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 21:30:26 UTC
From: krishna@primenet.com
Message-ID: <3gma5i$9jo@news.primenet.com>
Source record: 94905

Mere mortal Rob Funk provoked me by writing:

: Only display them in circumstances when a PC would display them. I'm
: not quite sure what those are, though. I think it's analogous to the
: fact that you can only see the inverse-esc character (155) on an Atari
: when you write directly to the screen; otherwise you just get a
: carriage return.

Atari character graphics that are normally cursor commands can all be seen remotely by preceding the graphics with an escape. This is how many online ATASCII graphics and animations get some of their characters to work right.

Unfortunatly sometimes the BBS core strips out these characters.

871. Re: XFORMER 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 21:46:23 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3gmb3f$e0k@nic-nac.CSU.net>
Source record: 94906

Itay... Joust's objects ARE bitmapped! Both Joust and (at least the newer XE remake) Mario Bros. use bitmapped enemies.. they use a coupla PMG's for the human players (to distinguish them, for one).

-bill!
kendrick@vax.sonoma.edu
Getting a WWW home page up soon!

872. Re: SIO2Unix or DOS

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 22:39:00 UTC
From: DAG.HUGDAHL@flight.org
Message-ID: <22e_9502010114@flight.org>
Source record: 94928

Quoting from: kendrick@zippy.sonoma.edu (William Kendrick)

WK>Andrew! You just described what I've been whining about all this time! :)
WK>
WK>DIRECT FILE AND DIRECTORY ACCESS! No more [I]nstall PC file crap! :)

I agree. That would really be nice...

-Dag-

---
* PabQwk 2.0 #23 * Damnit Jim, I'm a programmer, not a doctor!
---------- -//- ----------
Internet: DAG.HUGDAHL@flight.org
| FlightLine BBS 612.544.5118 <> note: the views of this |
| airline-generl.aviation-flsim <> user are strictly his own. |
---------- -//- ----------

873. Re: 130XE and 1040 For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 22:51:28 UTC
From: drutherford@delphi.com
Message-ID: <J+86qTw.drutherford@delphi.com>
Source record: 94930

Hi Erik,
I would offer $100.00 for the whole lot.you can reply here or get me on Delphi,
DRUTHERFORD or
voice:307-637-5418,,111
(the xtra 1's are because i have a switch box on my line for BBS.
If you have a better offer let me know I may wish to bid against it.
thanks,
d.rutherford

874. VR Helmet (for "chaos")

Newsgroup: comp.sys.atari.8bit
Date: 1995-01-31 22:52:54 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FBBLABUWUp@stingray.manawatu.gen.nz>
Source record: 94908

```
>chaos (chaos@oo.com) wrote:
>Last night i gooked up my vector maxx VR helmet up to my atari GS
>and played megablast for hours on end.
>
> ok, so im a nerd. leave me alone.
>
>:P
>
> VR = virtual reality. the VICTORMAXX is a chap virtual reality
>helmet for the SNES and sega systems. i modified the cables for
>audio/video inputs. plugged it into my atari and played megablast. about
>the same as stairing at a 6 foor screen from across a room.

What did you have to alter? Just the plugs? And how much do these things
cost? They sound pretty cool - I've never seen one though - hehehe I don't
even know what a SNES is! I recognise SEGA though =8-]

Richard.

--
_ _
/(. .)\ )
(*)____/|
/ |
/ |--\ |
(_)(_) (_)
Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first
```

875. Re: ***** 520 STFM system and 8-bit Stuff For Sale *******

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 00:57:23 UTC
From: gathings@duncan.cs.utk.edu
Message-ID: <3gmm9j$dhr@martha.utk.edu>
Source record: 94910
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

Golando Gathings (gathings@cs.utk.edu) wrote:

: F O R S A L E

: Item Desc Asking Price

:

: >>> For Parts ONLY <<<<

: Atari 1027 Printer $10

: Atari 1050 Disk drive $10

: Atari 800xl $10

: or take all for $25

I have a sale pending on the above ... stay tuned.

Golando

876. Re: Bill Wilkinson responds

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 01:02:19 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <Zm7Zanz.ransom22@delphi.com>
Source record: 94909

<Rick_Michael_Cortese@cup.portal.com> writes:

>"You know I'm a great admirer of yours" & he just blew it off. I remember
>not wanting to let it go so I cited 1/6 dozen programmers that had made it
>onto mainstream platforms, like the IBM, & had given him credit teaching
>them the rudiments of good programming. His answer was, "Did you know that
>OSS was programming for the Apple platform before the Atari?" It took me
>awhile to figure out what he was trying to say, but in hindsight. It was just
>business & don't transfer affection you may have for a platform to me. I
>sincerely believe that Bill never sought the status he recieved & didn't care
>when he got drafted into the spot. In knowing him off & on in the user group,

My 12th grade English Lit instructor was the same type of person.
I saw him again in college one time (we were both involved in the same
seminar once), and wanted to thank him for all he'd done, and express as
best I could exactly how much of an impact his instruction had on my
life. He pretty much blew it off (albeit in a friendly manner). I was
rather shaken by that at the time.
A few years later, I looked back on that still puzzling about it,
then I figured out that he didn't want thanks, that perhaps he got all
the satisfaction he wanted from his work while on the job. Perhaps it
embarrassed him. I don't know.
How does this relate? Well, I am just saying that there are many
people out in the world who have a tremendous influence on people's lives.
Some, like many popular culture icons, revel in it (some even have the
audacity to charge for autographs). Others, like my English Lit
instructor and Bill Wilkinson, prefer not to have the adoration of the
people they influenced in such a positive way.
I am with you in respecting the latter group more than the
former.:)

-Joe

877. Re: VR Helmet (for "chaos")

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 01:53:59 UTC
From: chaos@oo.com
Message-ID: <3gmpjn$16qg@tequesta.gate.net>
Source record: 94911

Richard MORRIS (richard@stingray.manawatu.gen.nz) wrote:
: >chaos (chaos@oo.com) wrote:
: >Last night i gooked up my vector maxx VR helmet up to my atari GS
: >and played megablast for hours on end.
: >
: > ok, so im a nerd. leave me alone.
: >
: >:P
: >
: > VR = virtual reality. the VICTORMAXX is a chap virtual reality
: >helmet for the SNES and sega systems. i modified the cables for
: >audio/video inputs. plugged it into my atari and played megablast. about
: >the same as stairing at a 6 foor screen from across a room.

: What did you have to alter? Just the plugs? And how much do these things
: cost? They sound pretty cool - I've never seen one though - hehehe I don't
: even know what a SNES is! I recognise SEGA though =8-]

: Richard.

: --
: _ _
: /(. .)\ )
: (*)____/|
: / |
: / |--\ |
: (_)(_) (_)
: Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
: If you are sending a large file - please e-mail me for confirmation first

heh, the helmet is called the VICTORMAXX STUNTMASTER. it was made
for the sega genesis system and the SNES <thats super nintendo
entertainment system. youve never heard of that?? god god!> Anyways i
picked up this helmet for about $65. This item was in stores and sold for
about $150 dollars or so, but it didnt sell very well. in fact i had to
get mine out of some catalog.

The helmet came with 2 adapters. one for the SNES and one for the
SEGA. I botherd some people on the SEGA usegroup until somoen finally
mailed me the pinouts for the sega AV port. it had both RGB and composite
outputs. I then went to my local spare-parts store and bought an female
adapter that is like the one on the sega, and solderd wires comeing off
the composite and audio pins, and connected them to standard RCA jacks.
Reason i did this was so i could watch TV through the helmet. :)

Anyways, the helmet itself is not really very exciteing. its basically a color LCD screen with flat magnigiers a few inces from it, and from your nose, to give the illusion of stereoscopic vision. in short, its a bit like looking at a sega GAME GEAR screen. for use on the sega system, the resolution is not really that good so ya miss tiny objects. but for watching television and playing fairly simple games like MEGABLAST, its cool. :P

Anyways they are comeing out with better versions of el cheapo VR helmets. i read about one in some gamers review that sounds kinda neat, and the CDrom store near me sells the new CYBERMAX VR helmet that hooks up to the VGA port on a IBM...but thats another subjects for another usegroup. :)

878. Re: ATR8000 floppy drive questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 02:00:18 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <132092@cup.portal.com>
Source record: 94912

Don't tell me you know Z80 assembler also<g>. That be one of the platforms I should'a learnt, but never did. I think I know what you mean about the floppy controler, but what I meant was: If you do a format when it's hooked up as an Atari disk drive, it only has a couple of legal combinations you can give it. i.e. single or double density, single or double sided, tracks [40, 77, 80]. Even if you give it a legal combination for the drive, it seems to insist on selecting one of the legal formats in ROM for drives that existed when it was designed. Did you get the CP/M software that comes with it? Mine didn't have it & I've found someone that well sell me the a disk with CP/M as well as some other utilities. It always seemed like a waste to have 64k setting there without some kind of track buffering or something, but I think my window of oppertunity is closing on Z80 code.

879. Re: im so sad.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 02:06:32 UTC
From: chaos@oo.com
Message-ID: <3gmqb8$16qg@tequesta.gate.net>
Source record: 94913

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: Ok, well, was it WORTH playing MegaBlast with a simulated 6-floor screen
: from across a room? :)

: How does it work? Does it warp the screen or something and then you get
: to "scroll" it by looking up and down? Actually, now that I think about it
: (6 FLOORs high and across just a ROOM) that sounds pretty awesome!

: Did you try Pole Position with it? Hehehehehehe...

: -bill!
: kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
: William (Bill) Kendrick / | \ ** New Breed Software **

hmm..was it 'worth' it? thats something i must muse over for
awhile. :P

Actually the victor maxx plugs into the segas joystic port, and
since that is basically the same as the ataris port, i tried that out.
What the helmet has is sort of a stick that pokes out the side of the
hemet and cips on to your shoulder, so when you turn your head left or
right, the controller goes left or right. So what i ended up doing was
holding the fire button in my hand, and to move my head from side to
side. in effect, it was like 'rocking' my head to one side, and the
little spceship with 'slide' in the direction i rocked my head.

HOWEVIER since i rock my head to the side, the who screen moves
<its in the helmet after all> so just the SPCESHIP moves but the screen
doesent. in short, by level 13 i was feeling sorta sick and had to pull
it off and wander outside and have a beer.

actually, its not like looking at a 6 foot screen right away, ya
gotta wear it for awhile and let the illusion come that its a 6 foot
screen. after all in the helmet all you can see is the screen, and
nothing else to compare its size with. <shrug>

lates!

880. Re: ST Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 02:20:16 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <132097@cup.portal.com>
Source record: 94914

Unfortunately, I don't have a clone faster then a 386 so I'll never know what goes on for sure. In regards to #2, nothing. I always assume that everybody is as busy as me so since I expect Derek will write the program, I don't want to duplicate the effort. I'm really only vaguely up on the ST printer port, but the info I have shows it only has 8 data bits, one strobe, & one input for printer busy or fault or whatever. I believe the IBM typically has at least 4 input bits plus all the output so if anything, it may be easier. I guess I could add I think it would be better to use a serial port vs the printer. I wouldn't mind building an interface for that, but I'd never write the software.
Rick

881. Re: Bill Wilkinson responds

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 02:50:14 UTC
From: krishna@primenet.com
Message-ID: <3gmst6$3mc@news.primenet.com>
Source record: 94917

Mere mortal Vladimir Elberg provoked me by writing:

: I like Bill and I thank him for all the good memories that I have on my
: trusty ole 8-bit, and that there are new horizons out there for us to
: explore and we shouldnt be so short or simple minded to think that other
: platforms are sad and anyone that goes to those platforms are sad as
: well. I do resent this attitude!

1) You are being overly sensitive (and I see no reason for clone users to
be sensitive since they are in the driver's seat). Others have good
reasons to be insecure and clone users would be good to keep their mouth
shut and enjoy the benefits of the mainstream.

2) Your resentments are based on false conclusions about what I'm thinking
of. I never said that 'other platforms are sad' nor that 'anyone that
goes to those platforms are sad'. I resent your redefinition of my
mindset which is clearly false and based on a breakdown in communication
in which you read the words but they go out your ear and your insecurities
kick in. I've already tried to assuage your concerns by agreeing that
Bill deserves SOME respect for his prior acheivements but it seems that
the only thing I could do to please you would be to pray to Bill Wilkinson
as Atari8 guru supreme every night which I refuse to do for reasons which
I have every-so-carefully explained. If I have a different basis for
determining who I chose to respect in which order and why. Everyone has
their own personal list of people they respect and different criteria
they use to determine respect and that is as it should be.

But as long as I don't think your way, I've got a problem. I resent
THAT attiude.


```
******************************************************************************
* ________ * FILM * CGI * Tolkien *
* Glenn Saunders | _____] ************************
* | | ___ *Amiga 1200 030/50/50/18*
* krishna@primenet.com |__|[_ \ ************************
* B A B__ Y \ L| O N *Atari 6502 series *
* ( \__/ | ************************
* \______/ *Vextrex * Led Zeppelin *
* ************************
* ftp://ftp.primenet.com:/users/k/krishna/ *Pitiful Internet Addict*
******************************************************************************
*I knew that there was a story I wanted to tell, something that I wanted to *
*SAY. And there is nothing more essentially deadly than someone who *
*believes, rightly or wrongly, that he's on a mission... - JMS *
******************************************************************************
```

882. Re: Best 8-Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 02:50:49 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3gmsu9$oi0@charm.magnus.acs.ohio-state.edu>
Source record: 94915

In article <3gm3qr$1c2i@hearst.cac.psu.edu>,
Andrew K. Heller <heller@akh104.rh.psu.edu> wrote:
>James King (jeking7@delphi.com) wrote:
>: Atari 800, upgraded to 1meg with an XL/XE OS upgrade and useable on a
>: CSS Mux! What a dream that'd be! 4 joysticks, two cart ports, the BEST
>: keyboard in existance - with tons of ram and useable on a hard disk via
>: the MUX!
>:
>
> er..wouldn't the banking port conflict with the 2 other joystick ports? =)

I wasn't going to mention that, but since you did....

The solution would have to be to add a second PIA. I have a file
describing that on an Atari disk somewhere.

The problem is software incompatibility. Depending on how you do it,
either the extra sticks aren't recognized by software expecting an
800, or the extra memory isn't handled properly. I'd probably set it
up so the memory was the problem, since there'd be less software to
change.
If you go by my plan of adding stick ports to an XL, you'd probably
need to have an extra POKEY (i.e. GUMBY) in addition to the extra PIA,
so you could have extra paddles too.
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

883. Re: Quit with the Progress slamming!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 02:55:41 UTC
From: krishna@primenet.com
Message-ID: <3gmt7d$3mc@news.primenet.com>
Source record: 94918

```
Mere mortal Vladimir Elberg provoked me by writing:
:
: Why the trade-off? You can get an 8-bit emulator to make up for that...
: I use both and I love them both. Some people on here just dont get it!

When PCXformer offers 100% emulation maybe.

Don't expect us to 'get it' when your suggestions are broadsided by your
ignorance.
```

884. Re: Complete and Essential Map

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 03:01:20 UTC
From: stephen@signus.demon.co.uk
Message-ID: <1995Feb1.030120.2075@signus.demon.co.uk>
Source record: 94916

PATERSON, DAVID ANDREW (da_pate@pavo.concordia.ca) wrote:
: I'd heard (rumour and innuendo mostly) that IBM considered taking the
: Atari 8-bit for its own, repackaging it as "Big Blue". Does anyone know the
: origin of this tale, its truth (or lack thereof) and any other juicy tidbits?

Way back in issues 52 and 53 of Page 6's New Atari User they published a short series of articles entitled "Eight Bits of History" in which its states something along the lines of:

"When IBM originally decided to enter the personal computer market they at first considered purchasing an already existing firm. To this end IBM set up a committee to find a suitable company. This committee eventually reported back and suggested that they purchased Atari. However, when Frank Carey, IBM's Chairman at the time, asked the committee whether Atari was best they replied no and when asked who was they replied Apple.

Unfortunately, for IBM, although Atari was up for grabs at the time, Apple wasn't, and so IBM developed the PC instead...

Should have bought Atari really, shouldn't they? (Yeah, well!)

You may also be interested to read a book called "The Making of Microsoft" published by Prima Publishing (ISBN 1-55958-071-2) which had a VERY brief mention of IBM's original intentions. (Yawn!)

--
Stephen A. Firth <stephen@signus.demon.co.uk>

885. Vladimir Elberg the Intel advocate

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 03:45:03 UTC
From: krishna@primenet.com
Message-ID: <3gn03v$1fk@news.primenet.com>
Source record: 94919

This will be the last waste of bandwidth on this petty flamewar issue, plys I'll be off the net for a few weeks or more which I'm sure a lot of people will be happy to hear. I just wanted people to get a taste of the kind of disruptive posting that Vladimir has been doing of late in the Amiga groups. It's often the people who leave a platform who are the least tolerant of the diehards, and as such I have little patience for people like this. If they leave us alone, fine, but when they yammer on about how the sky is falling and how everyone has to join them on the ONE TRUE PATH or face oblivion, I just get seriously pissed off.

I certainly hope that the majority of the posters on this particular newsgroup do not think likewise, at least I should hope they don't at least go so far as to go out of their way to disrupt their old stomping grounds the way Vladimir is doing rather than merely reading and posting about the platform in question.

Anyway, here is a taste:

> THERE ARE MANY SUPRISES AHEAD, MANY OF YOU THINK THAT THE INTEL
>AND COMPATABLES ARE OBSOLETE TECHNOLOGY AND THERE IS NO WAY TO IMPROVE
>THE TECHNOLOGY. YOU ARE WRONG, I HAVE SEEN SOME EXAMPLES OF WHAT IS
>COMMING TO THE PC AND MANY OF YOU WILL BE SHOCKED TO SEE SUCH TECHNOLOGY
>COMMING TO THE PC! I WILL EVEN GO SO FAR TO SAY THAT MANY OF YOU WILL BE
>UPSET AND WONDER "WHY DIDNT THE AMIGA HAVE THESE FEATURES".
>
> Of course there are other things in the future with Intel and HP
>together, but thats not what I am talking about. The mainstream world
>doesnt need RISC technology right now for computing use, they will be
>willing to wait for newer technologies to come out and when it does, they
>will snach it right up.

> The Amiga is a dead platform and will never come back. If I was an
>Amiga Loyalist I would be worried about the 1 year mark comming up. My
>prediction is that the one year mark will come and go and so will most of
>the remaining developers. The developers are going to have to move to
>the PC, where the real money is and they will not be able to sustain
>itself without the support of other platforms. In April it will be one
>year since the Amiga has been put into liquidation. If in that time, the
>Amiga technology is not bought it will be over for the current remaining
>developers. I think this is going to happen as there are forces
>remaining that want to strangle or drown the Amiga computer.
>
> As a hobbiest plaform, the Amiga will survive just like the Atari 800
>has for years now. As a market, it is dead and once the platform reaches
>the one year liquidation mark, its all finished for all developers on the

>Amiga platform.
>
> The PC is the ONLY computer hope on the planet at this point. Its
>like a black hole, sucking everything electronic in. All other computer
>platforms are gone or a time bomb (MAC)....
>
> Its a PC world out there.....
>
>okay, if you dont believe that, then I will say it... There is no hope
>for the Amiga. Its dead, dead, dead and its dead! Its all over with.
>You might as well enjoy what you got or move to a PC. Its over with pal!
>
> This is pretty much common sense now....
>
>

HALLELUJAH!!! VLAD! SAVE US FROM ORPHAN HELL!!! YOU ARE OUR ONLY HOPE!
ASSIMILATE US!

>
>Jim Drew (jimdrew@aol.com) wrote:
>: >there is no hope for the amiga. NONE., it's been gone for years, and Ji
>: >is just beating the amiga's dead corpse hoping the get the last dollars
>: >of blood out of it..
>
>: No hope for your Amiga, you sold it. :-)
>
>: The Amiga will continue, whether you like it or not...
>
>Thats right, it will continue. It will be like an atari 8-bit is today
>or even a commodore 64. Hell there still are 1930's Fords on the road
>today, but guess what, try to find some REAL support or spare parts!
>
> This isnt what I really call support. Its more like despiration!
>

>Never say never! The Amiga was a fine computer, but see here is the real
>problem. The Amiga was made for games, not really Multi-media, this word
>came later to hype up the Amiga and then video companies came to the
>Amiga and so on....
>
>The PC's were just ordinary adding machines for companies. They were
>bussiness machines with only the letters A-Z and 0-9 and a few other
>keys, thrown together with a speaker and Monochrome monitor that didnt do
>any graphics at all.
>
>The PC is better in 1995, than the Amigas, however it took them longer
>because they were designed for differnt tasks. The Amiga like I said
>was an advanced Commodore 64 machine, the PC bussiness, the ST Music and
>the MAC Desktop publishing. This has all changed today in 1995, with the
>winner being the PC. The PC will go farther than the Amiga will because

>of more support and such.

-=-=-=

886. Re: Best 8-Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 03:47:27 UTC
From: James King <jeking7@delphi.com>
Message-ID: <Zu+56--.jeking7@delphi.com>
Source record: 94920

Oh sure!!! Shatter my illusions about my version of the "best 8bit Atari!" [grin]

Yeah, second PIA would be needed to maintain xl/xe compat.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

887. WANTED:850 MODEM/PRINTER CABLES

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 03:51:15 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950131194859.6018B-100000@PEAK.ORG>
Source record: 94921

WHERE CAN I BUY ATARI 850 PRINTER AN MODEM CABLES? HOW MUCH?
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Anybody receiving on the other end?

888. WWW Page?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 06:23:16 UTC
From: cmckeen@world-one.com
Message-ID: <D3B5qs.Gu@world-one.com>
Source record: 94927

Is there a WWW page for Atari 8-bit Info or Software?

Chris

889. Atari Classics Nov/Dec Issue?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 07:00:50 UTC
From: cn1035@treasure.coastalnet.com
Message-ID: <3gnbj2$360@abaco.coastalnet.com>
Source record: 94945

[No readable article body recovered]

890. Re: Upgrades and Modifications FAQ

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 07:54:11 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9502010755.AA09196@zippy.sonoma.EDU>
Source record: 94929

Cool! That looks like a cool FAQ (didn't even look at it, but it should
come in useful! Esp. since I'm prob. gonna start doing hardware hacks soon!)

:)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX
Coming soon: my WWW home page!

891. Re: Toad Computers Internet Support

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 08:03:20 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9502010804.AA09342@zippy.sonoma.EDU>
Source record: 94931

Cool! :) This looks almost like it's a come-back to the complains about
lack of Internet-using Atari 8-bit-supporting companies.

Whether it is or not, who cares.. still sounds cool! :)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX
Coming soon: my WWW home page!

Surfing the WWW again. :)

892. Re: 8-bit Postings on the Increase!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 08:46:08 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950201004151.1312F-100000@PEAK.ORG>
Source record: 94932

```
From MAILER-DAEMON@CSOS.ORST.EDUWed Feb 1 00:41:25 1995
Date: Wed, 1 Feb 1995 00:39:34 -0800
From: Mail Delivery Subsystem <MAILER-DAEMON@CSOS.ORST.EDU>
To: jamesw@CSOS.ORST.EDU
Subject: Returned mail: Host unknown (Name server: .missing-host-name.: non-recoverable
error)

The original message was received at Wed, 1 Feb 1995 00:39:33 -0800
from jamesw@localhost

----- The following addresses had delivery problems -----
mjewison@.MISSING-HOST-NAME. (unrecoverable error)

----- Transcript of session follows -----
501 mjewison@.MISSING-HOST-NAME.... 550 Host unknown (Name server: .missing-host-name.:
non-recoverable error)

----- Original message follows -----
Return-Path: jamesw
Received: (from jamesw@localhost) by PEAK.ORG (8.6.9/8.6.6) id AAA04772; Wed, 1 Feb 1995
00:39:33 -0800
Date: Wed, 1 Feb 1995 00:39:32 -0800 (PST)
From: James Wood <jamesw@PEAK.ORG>
X-Sender: jamesw@PEAK.ORG
To: mjewison@.MISSING-HOST-NAME
Subject: Re: 8-bit Postings on the Increase!
In-Reply-To: <3glv21$75m@falcon.ccs.uwo.ca>
Message-ID: <Pine.SUN.3.91.950201003210.1312D-100000@PEAK.ORG>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII

On 31 Jan 1995 mjewison@.MISSING-HOST-NAME. wrote:

I'd have taken this to email, but read the line of text above this one.

>
> Regrettably, an increase in the number of people participating in any
> newsgroup seems only to decrease the signal-to-noise (S/N) ratio.
> (Just check the rec.arts.startrek.* hierarchy.) When I first
> started reading this newsgroup four or five years ago the great
> majority of posted articles contained some little tidbit of
> information that had never been gleaned from other sources. Tips on
> configuring particular software packages. How to fix a 1027.
> Troubleshooting drive problems.
>
```

I hear you. I'll admit that I've littered the conference
myself.... I got pissed because I ask simple questions like:

1) Where can I buy low-density disks for my Atari8?
2) Where can I buy 850 modem and printer cables?
3) Where can I find someone to clean/adjust/repair my aging
disk drives?
4) Where can I find someone to upgrade the memory and repair my
XLs and XEs.
5) Where can I find someone to perform the Super Video upgrades?

Honest to God, not a *single* (zilch!) person replied. NOT ONE!!!!!
I'm not asking someone to enter a long-winded post and write a book.
Nobody cares. There was a time when the Atari community felt differently.
It seems to me that these questions are along the lines of your "1027"
example topic.

> Two that spring quickly
> to mind are Ben Poehland and Jeff McWilliams. There are others. I

It was a sad day for me when Ben Poehland gave up Atari Classics.
However, with the way things go on this net, they can't really be blamed
for ducking out of here. Myself? Although the logic may be in question,
I still like to read this base....I keep *hoping* things will improve.

James

893. PRAISE FOR CSS

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 09:19:24 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950201010930.1312I-100000@PEAK.ORG>
Source record: 94933

I got off the phone with Bob Puff today. I must say that despite my inability to contact him with written communication, he is very helpful and friendly on the phone. Some of the prices seem a bit high to me at first, but I don't suppose he makes a large profit at all, and I am glad to have vendors left at all.

1) I'm sending in my Black Box to have it checked out, and 64K buffer added.

2) I'm sending in my 256K 800XL with the bad ROM to have the Ultraspeed Plus OS installed.

3) XF551 #1 gets "The Enhancer" and "The XF Update" installed.

4) XF551 #2 gets "The Single Drive Upgrade" to make it a 3.5" 720K drive that'll do Ultraspeed. I've been wanting a 3.5" on my 8-bit since Atari rumored one in 1985. I'm finally gonna get one!!!

Anybody ever seen the "Dual Drive Upgrade?" That's where he hangs a 3.5" mechanism off your existing XF551. The 551 is D1: and the 3.5" is D2:. In the CSS catalog, there's a picture of an XF551 with the additional 3.5" drive sitting in a PC rail-frame on top of the Xf551. That works great, but it isn't pretty! I think it would be neat to install a DIN plug on the back or side of the 551 so I could accomplish the same thing by plugging in a SF314 drive....the double-sided 720K 3.5" for the Atari ST. Wouldn't that be a neat trick??

James

894. Re: barnone.citi FTP

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 09:25:02 UTC
From: un55@rzstud1.rz.uni-karlsruhe.de
Message-ID: <3gnk1e$4m5@nz12.rz.uni-karlsruhe.de>
Source record: 94934

In article <9501310215.AA05685@emh.kunsan.af.mil>,
Earl C Halliwell <ehalliwe@emh.kunsan.af.mil> wrote:
>A few days ago, someone posted the path to the Atari8 files on the
>barnone.citi.umich.edu FTP server, which I've foolishly misplaced. Now I'm
>lost in a maze of poorly and cryptically named subdirectories... Help!

Here is the portion of the FAQ mentioning barnone:

ftp://barnone.citi.umich.edu/afs/umich.edu/group/itd/archive/atari/8bit
(141.211.128.22, United States)

Hope that helps,

-Marek

---

un55@rz.uni-karlsruhe.de
Marek Tomczyk

895. Re: Question.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 10:10:51 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1995Feb1.101051.10773@cs.nott.ac.uk>
Source record: 94944

In article <3gdlsm$f9@newsbf02.news.aol.com> pwerntz@aol.com (P Werntz) writes:
[snip]
>was that long ago), I decided to grab the 130XE and a bunch of cartridges.
[snip]
>Unfortunately, after hooking it up (with a new TV/Game switch), all I get
>is a black screen with the cartridges plugged in (or sometimes it throws
>me right to the old self-test). However, without plugging them in, I do
>get the "READY" prompt.
Try this: Take the cartridges and *BLOW* into them a couple of times just
where the edge connector is. If that doesn't work then try blowing a couple
of times into the cartridge port. The other problem with the 130XE is that
having the cart port at the back, cartridges tend to sag. Some of the newer
carts designed for the XE have an edge along the back of the cart which keeps
them the right height. If your carts don't have one of these then try
inserting the carts into the XE and carefully lift them, just slightly. Be
carefull not to break anything. Then switch the XE on. If it doesn't work,
switch off and try again with the cart in a slightly different position.
This is often the cause of the problem. If you find you can get the cart to
work like this, switch off and carefully wedge the cart up with a something,
I find a small rubber (eraser) is often best (doesn't slip) is you can get
one the right height. If none of this works, there's probably something wrong
with your cart port.
--
*** Raphael Espino, rje@cs.nott.ac.uk ***

896. Re: VR Helmet (for "chaos")

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 11:06:56 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3gnq0g$m77@dux.dundee.ac.uk>
Source record: 94953

Richard MORRIS (richard@stingray.manawatu.gen.nz) wrote:
: What did you have to alter? Just the plugs? And how much do these things
: cost? They sound pretty cool - I've never seen one though - hehehe I don't
: even know what a SNES is! I recognise SEGA though =8-]

SNES= Super Nintendo Entertainment System= Super Famicom
C? :)

--
Thought:
What does the growth of Cyberspace mean?
More people getting more oppurtunities to talk more and more pretentious
crap about it, that's what!

Graeme Fenwick gfenwick@mcs.dundee.ac.uk
---

897. Re: Need 1050 ED disk VTOC info!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 11:31:39 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.157.000B876F@genesis.informatik.rwth-aachen.de>
Source record: 94935

In article <3glemu$1rk@newsbf02.news.aol.com> richczeta@aol.com (RichCZeta) writes:
>Anyone know the exact format of a 1050 disk's VTOC?
>Specifically, where's the rest of the volume bit map?

I think you are speaking of DOS 2.5.
If I remember correctly, the second VTOC-Sector is on $400. They will use
only the number of free sectors, the number of total sectors and the
identification byte on the sector $168 - please correct me if I'm wrong.

Matt

898. Re: Bill Wilkinson responds

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 11:46:36 UTC
From: eyvind@pvv.unit.no
Message-ID: <EYVIND.95Feb1124636@iq.pvv.unit.no>
Source record: 94860

In article <3gilps$iu5@news.primenet.com> krishna@primenet.com (Glenn Saunders) writes:

[...]

> Forgive me for thinking more of the PRESENT than the past tense where the
> Atari8 is concerned. Reminiscences are nothing but boring to me. The
> Atari8 has been around for over 15 years. How many times can people on
> this newsgroup say 'Bill Wilkinson was great for developing OSS'? We
> know it already. Why should we be stuck in a timewarp and do nothing
> but rummage over the past? It's NOT necessary to do this no matter what
> people say. Any recent Ol Hackers disk will prove that, with how it puts
> new spins on old or overlooked software as well as other new tools and
> stuff gleaned from Europe.

<satire>
How many times can people on this newsgroup say `the Atari8 is a great
machine'? We know it already. Why should we be stuck in a timewarp
and do nothing but rummage over the past?
</satire>
--
Eyvind Bernhardsen

899. Re: Disk directory - how?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 12:06:29 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <D3BLMy.5K1@iglou.com>
Source record: 94936

Of course, INSTR() is not in standard Atari Basic, just Turbobasic or Basic XL/XE. Turbo Basic also has a DIR command, but that doesn't read the directory into variables, it just shows it on screen. And (though it doesn't matter here), TB has a UINSTR() function which works like INSTR but is not case sensitive.

--
Bill Marcum bmarcum@iglou.com
filling the bathtub with brightly colored power tools

900. Re: Need 1050 ED disk VTOC info!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 12:18:21 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <D3BM6L.5Lq@iglou.com>
Source record: 94937

DOS 2.5 puts the bit map in sectors 360 and 721, I think. Mydos uses sectors 360 and 359. 180K disks have 720 sectors like single density disks, only the sectors are bigger. The VTOC is still in sector 360.

--
Bill Marcum bmarcum@iglou.com
filling the bathtub with brightly colored power tools

901. Re: PC-Filesystem - does anybody has coded it yet

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 12:22:48 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <D3BME0.5Mn@iglou.com>
Source record: 94938

The biggest problem with using the MS-DOS file system on an Atari 8-bit is
that the disk drives can't read 512 byte sectors. CSS sells an XF551
upgrade that can read but not write PC disks, and I hear that the Black
Box Floppy Board is capable of reading and writing them.
--
Bill Marcum bmarcum@iglou.com
filling the bathtub with brightly colored power tools

902. Re: ***** 520 STFM system and 8-bit Stuff For Sale *******

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 12:26:29 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <D3BMK6.5nJ@iglou.com>
Source record: 94941
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

I don't think it's a PC thing. On my newsreader (trn), PC posts come out
single-spaced with a ^M at the end of each line.

--
Bill Marcum bmarcum@iglou.com
filling the bathtub with brightly colored power tools

903. Where are they now?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 13:47:53 UTC
From: msinger@griffon.oe.fau.edu
Message-ID: <3go3ea$khv@cybernet.cse.fau.edu>
Source record: 94939

I was looking over on the 8 bit W3 sites and started to get curious
about where the "famous" ended up...

Jack Palevich was a taligent (still?)
Anyone know what happened to Chis Crawford?

How about....
--

Matthew R. Singer msinger@oe.fau.edu
Systems Engineer Voice: 407-367-2947
Florida Atlantic University Fax : 407-367-3885
Dept of Ocean Engineering
---

904. Low IBMASCII

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 15:27:23 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9502020924.AA17089@emh.kunsan.af.mil>
Source record: 94942

> >support for the low IBMASCII characters in FlickerTerm-- the
> >characters from 0-31. Only problem is, these are also control
> >characters. Any suggestions?
>
> Only display them in circumstances when a PC would display them.

Well gee Rob, I kind of figured that part out already. <g>

> I'm not quite sure what those are, though. I think it's analogous
> to the fact that you can only see the inverse-esc character (155)
> on an Atari when you write directly to the screen; otherwise you
> just get a carriage return.

No, it's more like how you only see the tab/arrow/esc characters when
they're preceded by an ESC code. Doesn't ANYONE here know how the PC
does it?

> ------------ R o b F u n k -------------|---------> funk+@osu.edu

--
Clay Halliwell | ATARI XL/XE DO + THE
ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
Lonersoft ... Solutions you don't want, for problems you don't have!

905. R:P: handler

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 15:30:50 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9502020927.AA17102@emh.kunsan.af.mil>
Source record: 94943

Since, Bob Puff has made it know that he'll be writing a special R:
handler for the R:P: interface that will support that higher baud
rates, has anyone asked him how exactly those higher baud rates will
be addressed?

I'd call him myself, but I'm kind of in Korea at the moment.

I would really like to have support for the R:P:'s data rates in
FlickerTerm.

--
Clay Halliwell | ATARI XL/XE DO + THE
ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
Lonersoft ... Solutions you don't want, for problems you don't have!

906. Re: Best 8-bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 16:25:05 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3gocl1$m77@ccshst05.cs.uoguelph.ca>
Source record: 94946

```
: I think the 600XL did fairly well over here, but was killed off when
: the price of an 800XL started to plummet. I've never seen a 600XL 'in
: the flesh' either. All my friends had an 800XL, apart from one who
: had the original 800.

It seemed to do okay over here too. However, I think a lot of
people were put off because the machine was limited in memory and what it
could do. The 800XL was the flagship seller.

>> Mark <<

--
================================================================================
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Now begone ... before someone drops a house on you too!"
================================================================================
```

907. Joust

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 16:40:10 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9502021036.AA17928@emh.kunsan.af.mil>
Source record: 94947

> Itay... Joust's objects ARE bitmapped! Both Joust and (at least
> the newer XE remake) Mario Bros. use bitmapped enemies.. they use a
> coupla PMG's for the human players (to distinguish them, for one).
>
> -bill!
> kendrick@vax.sonoma.edu

Bill, everything in Joust, except the ledges and eggs, is a player.
Didn't you ever wonder why the enemy birds started flickering
whenever there were more than four of them in a row? Come ON now!

--
Clay Halliwell | ATARI XL/XE DO + THE
ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
Lonersoft ... Solutions you don't want, for problems you don't have!

908. One good reason.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 17:33:24 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <B419F0E4B1C@east-01.novell.leeds.ac.uk>
Source record: 94948

I can give you a reason why all Atari 8bit software shouldn't be made public domain, in fact I can give you two;

1) Copyright exists on much of the software and therefore the author is required to release it into the public domain.

2) Some authors don't want there work to be public domain, and we must respect what the authors want. After they have spent many months developing the software they deserve the right to at least try and get some payment for their efforts.

And now for something different;

Printer interface via the PBI, a company called Rambit in the UK devised and sold such a unit. The good news is they are still in business. If you are interested their address is in the vendors/ developers list.

RICHARD GORE

909. Re: Best 8-Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 17:40:18 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <132121@cup.portal.com>
Source record: 94949

James & anybody else who cares about a useless bit of info. There never was a genuine need to eliminate the extra JS ports & once having done so use those particular bits for banking. WHoops! I mispoke. The engineer that was assigned to do the rework of the system probably had his career riding on shaving $.25 off the price of the computer. Groceries are important & you can genuinely buy them with those funny little things they call paychecks. The Axalon boards used a different scheme that most people liked better, I'd have to look at my board & see if they patented it or something. The OSS Supercart circuitry could be used to perform the same banking functions as the PIA does. It only takes 3 LS chips to do the Supercarts. *IF* Atari would have been willing to assign one of the unused hardware pages to banking you could do 256 16k pages in just two chips. From what I've seen, if they (meaning Atari) would have been willing to throw a PLD at it, it could have been done in a single device.
In spite of the application vs hardware debate that goes on, if people would be interested I could post the connection list here to show just how easy it would have been. Some what academic, but that seems to be what we're about anyway.
Rick

910. Re: Scott Adams

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 17:40:34 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <132122@cup.portal.com>
Source record: 94950

One of my favorite rumors was Scott Adams found religion & decided all his adventure programming was wrong in the eyes of God. The place to ask about where is he now is something like alt.folklore.computers if I have the title right. A lot of people there take this kind of trivia serious.
Rick

911. Re: ***** 520 STFM system and 8-bit Stuff For Sale *******

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 18:03:19 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3goid7$ibc@hearst.cac.psu.edu>
Source record: 94951
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

Bill Marcum (bmarcum@iglou.iglou.com) wrote:

: I don't think it's a PC thing. On my newsreader (trn), PC posts come out
: single-spaced with a ^M at the end of each line.

: --

Its a configuration problem with the networking software. Either on
your end or the senders. LF/CR should be converted to HR and vice versa...
same thing happens when looking at IBM text on the Atari... (almost)

The news sender should strip and or convert the EOL characters or the
news reader should do it.

However, it also might be the display device you are using...
if you are using trn on unix LESS and MORE display information differently
if those are the pagers you are using.

Andrew
--
100 buckets of bits on the bus
100 buckets of bits
Take one down, short it to ground
FF buckets of bits on the bus

FF buckets of bits on the bus
FF buckets of bits
Take one down, short it to ground
FE buckets of bits on the bus

ad infinitum...

912. Re: Joust

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 18:08:50 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3goini$ibc@hearst.cac.psu.edu>
Source record: 94952

Earl C Halliwell (ehalliwe@emh.kunsan.af.mil) wrote:
: > Itay... Joust's objects ARE bitmapped! Both Joust and (at least
: > the newer XE remake) Mario Bros. use bitmapped enemies.. they use a
: > coupla PMG's for the human players (to distinguish them, for one).
: >
: > -bill!
: > kendrick@vax.sonoma.edu

: Bill, everything in Joust, except the ledges and eggs, is a player.
: Didn't you ever wonder why the enemy birds started flickering
: whenever there were more than four of them in a row? Come ON now!

You can fly off the top of the screen on higher levels because of the
CPU lag. pretty cool for escaping nasty blue birds on level 40+

Andrew

--
43rd Law of Computing:
Anything that can go wr
.signature: Segmentation violation -- Core dumped

913. Black Box

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 18:27:08 UTC
From: msinger@griffon.oe.fau.edu
Message-ID: <3gojps$sdj@cybernet.cse.fau.edu>
Source record: 94954

Can someone help out an old 8 bitter with info on this? I's sure like
to copy all my floppies to a hard drive before many more of them
wont read anymore...

thanks

--

Matthew R. Singer msinger@oe.fau.edu
Systems Engineer Voice: 407-367-2947
Florida Atlantic University Fax : 407-367-3885
Dept of Ocean Engineering
---

914. C/65

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 18:59:29 UTC
From: ipoorten@cs.vu.nl
Message-ID: <D3C4r6.n2z@cs.vu.nl>
Source record: 94855

Yesterday I bought a load of second hand atari 8-bit stuff and with it came an old list of OSS products like MAC/65, BUG/65 etc. It cought my eye because I saw it listed C/65 for the price of $80,= (!!!) Has anybody ever heard of this before? Does anybody actually _own_ a copy of C/65 or was it never released? If it was, what's it like?

A _very_ confused Ivo.

915. Re: Need 1050 ED disk VTOC info!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 19:36:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <1FEB199514360742@pavo.concordia.ca>
Source record: 94856

In article <3glemu$1rk@newsbf02.news.aol.com>, richczeta@aol.com (RichCZeta) writes...
>Anyone know the exact format of a 1050 disk's VTOC?
>Specifically, where's the rest of the volume bit map?
>
>Thanks in advance for any help!
>
>P.S. For that matter, what are the formats used by the 180K SS/DD
>drives?
>
>Rich
>RichCZeta@aol.com
>
Using DOS 2.5, only 1023 sectors are usable in enhanced density. Knock off those used by the system, and you've got about 1010. That's because there's only one sector for the VTOC. MyDos 4.5x uses a dynaimically growing VTOC, so it doesn't have that problem.

On a 180k SS DD disk, there's no such problem. Since there are only 720 sectors, a single sector is enough for the VTOC.

Note that none of this applies to Sparta; I don't know how a Sparta disk is organized. Actually, if anyone has any info, it should probably go to the archive.

Dave

916. LOOKING for Bounty Bob Strikes Back

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 20:03:28 UTC
From: tom@ready.rsip.lsu.edu
Message-ID: <3gopeg$2fi@monk.rsip.lsu.edu>
Source record: 94857

I'm still looking for BB STrikes Back. I've had two people send me versions
that I've been unsucessfull at getting to run on my machines. IF anyone has
the game and wants to sell it, I'd love to buy it. If it isn't for sale
anywhere anymore, then I would appreciate some kind soul emailing me the
binary copy of the file. Thanks in advance.

Tom

--

Thomas Smailus Email: tom@rsip.lsu.edu Phone: (504) 388-5248

Any information in this message is my opinion and not assocaited in
any way with Louisiana State University or the Remote Sensign Lab.
----

917. Re: Question.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 20:04:36 UTC
From: un55@rzstud1.rz.uni-karlsruhe.de
Message-ID: <3gopgk$b5p@nz12.rz.uni-karlsruhe.de>
Source record: 94858

In article <131989@cup.portal.com>,
<Rick_Michael_Cortese@cup.portal.com> wrote:
>I've had a similar problem with a 130XE & it was solved by just cleaning the
>contacts in the carts. Pencil eraser followed by isopropyl alcohol did the
>trick.

Yep, I too suspect that the problem may be with the cartridges themselves
rather than with the 130XE mentioned in a prior post.
Especially when you have those cheap Sega cartridges with no gold coated
contacts. They soon get coated with some sort of oxide when not cleaned
regularly. I've got "Star Trek" which has to be cleaned first before
I can actually play it. Yes, it's made by Sega.

-Marek
---
un55@rz.uni-karlsruhe.de
Marek Tomczyk

918. Commodore Monitor for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 20:11:06 UTC
From: ind01497@pegasus
Message-ID: <3gopsq$42l@news.cc.ucf.edu>
Source record: 94859

For sale a Commodore 1802 color monitor at $100. Good conditon no box or manuals, however, I used it with an Atari 800 XL then later as a monitor for my SNES and Sega. Yes I'm sure you can hook it up to a Commodore computer. It's a great monitor the only reason why I am selling it is because it takes too much room.

919. Re: Copyright ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 20:52:50 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <3gosb2$7vib@blue.weeg.uiowa.edu>
Source record: 94861

heller@akh104.rh.psu.edu (Andrew K. Heller) writes:

> Secondly, yes... all software is copyrighted and thus is illegal to
>copy for such large distribution purposes.

Copyrighted = commercial, shareware, or freeware (share/freeware are
obviously legal to freely copy)

Not Copyrighted = public domain

> I think a list of purchaseable (that word exist?) software should be
>made up. And anything not on that list is up for discussion as
>to whether or not its immoral or illegal.

A global catalog of all software available from every vendor would be a
tremendous resource, but in all practicality, impossible. The
major vendors always have titles that aren't in their catalogs. The
minor vendors may not even have catalogs. Some vendors make their money
on used software (original disk, original doc's), obviously their stocks
may include most any title at any particular time. Then there's the
problem of coordinating world-wide, if PaperClip is available in Germany
do you give away a pirate copy or do you tell your friend to order it
from the other side of the world?
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

920. Re: Triad / Adventure Int

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 21:42:00 UTC
From: DAG.HUGDAHL@flight.org
Message-ID: <c16_9502030106@flight.org>
Source record: 94876

Quoting from: Joe Walsh <ransom22@delphi.com>

JW> While my first computer games (other than Lunar Lander on a
JW>Heathkit at school) were graphical, the ones I played the most in the
JW>early years were the Infocom text/puzzle games. Remember the Invisiclues
JW>books? :)

And the great yellow marker... :)

JW> I remember bringing this up, years later, to a fellow-Atarian.
JW>His response was, "So you had this great machine that had the best
JW>graphics capability of its time, and you used it for TEXT GAMES?!?!"
JW>:)

You don't always need graphics to have a lot of fun!

-Dag-

---
* PabQwk 2.0 #23 * REALITY.SYS is corrupt. Reboot Universe? (Y/N)
---------- -//- ----------
Internet: DAG.HUGDAHL@flight.org
| FlightLine BBS 612.544.5118 <> note: the views of this |
| airline-generl.aviation-flsim <> user are strictly his own. |
---------- -//- ----------

921. UK: For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 22:03:00 UTC
From: DAG.HUGDAHL@flight.org
Message-ID: <c17_9502030106@flight.org>
Source record: 94877

Quoting From:rmccall@mcs.dundee.ac.uk

RM>Jet Boot Jack, Firefleet, Dan Strikes Back,

I've never heard of these. Could you give a description?

RM>Dalgleish

Same with this...

-Dag-

---
* PabQwk 2.0 #23 * Hey!^ Don't pick^up th@t phone#$%& NO CARRIER
---------- -//- ----------
Internet: DAG.HUGDAHL@flight.org
| FlightLine BBS 612.544.5118 <> note: the views of this |
| airline-generl.aviation-flsim <> user are strictly his own. |
---------- -//- ----------

922. Re: Best 8-Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 22:52:46 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D3CFJz.JJq@itex.jct.ac.il>
Source record: 94874

William Kendrick (kendrick@zippy.sonoma.edu) wrote:

: I'm getting an 800XL soon so I guess I'm gonna have to get used to hitting
: BREAK in place of DELETE all of the time. <argh!>

Actually the exact opposite happened to me when I used an inherited 1200xl
from my cousin.. I kept looking for that damn break key!
And the video of a stock 1200XL *SUCKS MAJORLEE* compared with an 800!!
My Supervideo 130XE is, on an RF television, still not as good as my good
old 800.. The mono monitor is much better though.

That 20meg plug-and-play Forsale offer has me interested..!
(wish me luck phriends!)

-itay

Itay Chamiel!&$@#&#65533;}%&#65533;Jerusalem)%-\|=+':bruck@brachot.jct.ac.il"~/_*#$@?Phish
GREVOOLAJOXRASDEPOLISWAQUIFROLINOMINUYIGSHIVABOZUXOPITKASWERUVACSIDFERIPONEL

923. Re: Trak drives

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 22:55:45 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D3CFoy.JL3@itex.jct.ac.il>
Source record: 94875

: >person, they have many problems. The power supplies were the worst. The

Funky! 2 months ago I got a new Rana 1000 in the box (don't ask.. well, ok,
Tom Drake sent me one he'd never used), and guess what brand name was on
the power supply. (Hint: Not Rana.) Hey Tom, are you responsible for the
switch or did it come that way?

-itay

Itay Chamiel!&$@#<u>&#65533;</u>}%<u>&#65533;</u>Jerusalem)%-\|=+':bruck@brachot.jct.ac.il"~/_*#$@?Phish
GREVOOLAJOXRASDEPOLISWAQUIFROLINOMINUYIGSHIVABOZUXOPITKASWERUVACSIDFERIPONEL

924. Re: C/65

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 23:19:16 UTC
From: chaos@oo.com
Message-ID: <3gp4tk$1cok@tequesta.gate.net>
Source record: 94862

Ivo van Poorten (ipoorten@cs.vu.nl) wrote:
: Yesterday I bought a load of second hand atari 8-bit stuff and with it came
: an old list of OSS products like MAC/65, BUG/65 etc. It cought my eye because
: I saw it listed C/65 for the price of $80,= (!!!) Has anybody ever heard of
: this before? Does anybody actually _own_ a copy of C/65 or was it never
: released? If it was, what's it like?

: A _very_ confused Ivo.

Hmm...just what is C/65 and whats it for?

<new to the atari 8 bit world. heh>

925. Atari 8-Bit emulator Uk supplier etc.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 23:27:01 UTC
From: David@holodeck.demon.co.uk
Message-ID: <479008466wnr@holodeck.demon.co.uk>
Source record: 94863

Having visited Derek Fern of Micro Discount the Uk's largest Atari
8-Bit supplier yesterday I was well impressed. He is a Gentleman.
Having just returned from his holidays he still found 20 minutes to
talk with me about Micro Discount.

The latest version of PC Xformer which is now higher than ver 3.0 is
available from them for 21. They release a frequent catalogue of their
wares for 3.60 all available from the address below. May I also add
that they do mail order for addresses abroad.

Of interest to Uk users is the fact that either March or Aprils issue
of PC Home magazine will have as part of its cover disc
Ver 3.0 of PC Xformer and a load of demo software
+ the latest catalogue all suplied by Micro Discount.

I haven't seen a catalogue yet but Derek told me that they buy up the
rights to as much Atari 8-Bit software as they can with a view to
re-releasing it not only for the 8-bit machines themselves but also in
a ready format for the emulators. They also supply leads for
transfering software from one format to another.

The address is:

Micro Discount
265 Chester Road
Streetly
West Midlands
England
Uk.

Dave....

David@holodeck.demon.co.uk
Birmingham England U.K.
Happy as a pig in muck!
---

926. Re: Joust

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 23:55:42 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3gp71u$ieh@nic-nac.CSU.net>
Source record: 94864

Clay! :) If the players in Joust are sprites, then why exactly do they have the SAME color as the bitmapped backgrounds!? I mean, they had the ability to change them at least slightly, but did not.. if they ARE sprites, then I think that's kinda dumb! :)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX

927. Re: Copyright ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 23:58:54 UTC
From: chaos@oo.com
Message-ID: <3gp77u$1cok@tequesta.gate.net>
Source record: 94865

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: So Artem.. it looks to me that by posting that message I sent you, you've
: changed your mind about pirating!?

: Good!

: -bill
: kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
: William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX

Hmm..thought i would just add my thoughts to this thread...

I only got into atari's a little while ago, unlike most of the
users on here who have seem to have used them for years. in fact, i didnt
even know how to USE a computer 4 years ago. Then my dad brought home an
IBM XT, and my friend showed me a modem, and i was off. that skimpy xt
has been upgraded so many times that its now a 486 with multimedia
goodies. :)

Then i started getting into 8bits. i started out with a
commodore. and went through several lines <includeing the ST..yeah, i
know its a 16 bit, but anyways> until i finally decided the one i liked
best was the atari. dont ask me why, i just think its a neat little machine.

I thought it was cool, here it is, a little computer, and i could
pick it up at a thirft store for 10 bucks! since then my GS has been
growing, and i was REALLY lucky to find an sx212 modem. My system at the
moment is just an XEGS, 2 1050's, sx212, and a keen little 9 inch screen
monitor that sits on my xegs all happy-like. oh, also an okidata printer.

i think i paid $30 total for the entire system. picking up bits
and pieces here and there. <includeing the small library of books i have
for the atari> why? because this little computer is a HOBBY computer. if
i have to do some serious stuff, naturally im going to lean on my IBM.
But i take amusement in seeing just how FAR i can make this little
computer system go.

My only source of software is from the internet. we had *1* xe
bbs in the orlando area, and it shut down a few months ago for lack of
support. Also, we have *1* atari dealership in orlando. I went out there
to visit once, < it was in the somewhat seedy part of town> and the
rat-faced guy who was running the place was pearched behind a FALCON
wired to the biggest mammoth of a keyboard id have ever seen. When i
inquired about 8 bit hardware/software i basically got laughed out of the
store. <you want WHAT?? HAW HAW HAW!>

so so much for that.

Anyways, would i fork out 20-30-40 dollars for atari XE software?
no. if i saw some really nice share ware i might send the guy a few bucks for his effort, but thats about it. I dont want to sound like a jerk here, but i also am a student. my fuinds are vasty limited <were talking generic cigs and getting excited about dollar draft here, guys>

Also, in my observations, commodore has a bigger audience for their machines. naturally i think its for its bigger software selection. Free, that is. Larger then the atari archives ive seen, at anyrate.

I guess my point is for software authors for the atari, yes, write some good stuff. And if you have any old stuff lyeing about, let it out for everyone to get. Not everyone has seen it, and its rather hard for them to get. if its all about just makeing a profit..well..i dunno..

<shrug> like i said, i dont want to be branded a dick, but i dont see the point in holding software back to the point where its going to be forgoten in the past. let everyone have a chance to see it without trying to make a buck.

928. Re: Atari 2600 Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-01 23:59:01 UTC
From: nolram@delphi.com
Message-ID: <xW0b651.nolram@delphi.com>
Source record: 94866

you'rs right, not hard to copy CD's, as a matter of fact copies aren't done on floppies, but to sysquest drives, even tapes drives.

929. Re: XFORMER 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-02 01:04:29 UTC
From: esok@park.uvsc.edu
Message-ID: <D3CLnJ.15p@park.uvsc.edu>
Source record: 94867

In article <3gmb3f$e0k@nic-nac.CSU.net> kendrick@zippy.sonoma.edu (William Kendrick) writes:
>Itay... Joust's objects ARE bitmapped! Both Joust and (at least the newer
>XE remake) Mario Bros. use bitmapped enemies.. they use a coupla PMG's for the
>human players (to distinguish them, for one).

They remade Mario Bros. for the XE line on cartridge? Is it good? I wasn't _really_ impressed with the first version, but I enjoy the game, and I wouldn't mind getting another cartridge game to play. :-) Anybody selling theirs?

930. Re: Whats a .xmo?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-02 01:13:54 UTC
From: howard_naslund@cl_63smtp_gw.chinalake.navy.mil
Message-ID: <D3DnxA.11v@avalon.chinalake.navy.mil>
Source record: 94868

In article <1995Jan26.115247.4442@wariat.UUCP>,
Russ.Gilbert@apk.wariat.org says...
>
>I'll post this to the group because I'm not sure.
>(R. Gore asks what the .xmo extender is on CIS files.)
>I think it just means it is a binary file and should be downloaded with
>xmodem, many years ago before Kermit, Zmodem, Ymodem etc. The only
>thing you should probably know is that xmodem, at least some downloads
>of xmodem, can tack a 100 or so bytes on the end of the file, which can
>sometimes mess up when you try to run/ unarc, etc.
>--
>Russ Gilbert, user of the UniBoard System @ wariat.org
>E-Mail: Russ.Gilbert@apk.wariat.org

By the way, in UMICH's cislib_b 8-bit directory there is a file
"STRIP3.XMO" which claims to be able to strip the XMODEM extender bytes
from a binary file. Don't despair, this file is an ATARI Basic file
which can be loaded and run with the BASIC command:
RUN "D1:STRIP3.XMO"
I don't know how well it works, since I haven't really had a chance to
play with it. I tried it on HULK.XMO but was unable to load the file
after it was processed (maybe HULK is a DCM???).
Give it a try and good luck.

931. Re: More disk info rqrd please =8-]

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-02 03:40:10 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <132137@cup.portal.com>
Source record: 94869

OK, I had to put my $.02 in. Whenever you do a directory, after all
the files have been listed the last line is ALWAYS something like:
<space><space><space>xxx FREE SECTORS
Where xxx is the number of sectors. Unless you want a built in delay
DON'T use the get byte routines. They're slow & then you have to parse
the files yourself. Just use something like INPUT #3,A$ 'cause it's
quicker & you'll have all the file names in a nice package. After
each iteration, just compare A$(1,3) to " " or A$(8,11) to "FREE"
& you won't need any traps/errors. You know your done before EOF.

932. Re: Ever a workable 80-column mod?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-02 03:42:54 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9502020343.AA19645@zippy.sonoma.EDU>
Source record: 94870

Ooooh...

you REALLY need to get ahold of both FlickerTerm80 and Ice-T, man..

where HAVE you been!? :)

Both support VT100 in 80 columns up to 9600 and above baud..

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX

933. Re: Copyright ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-02 03:47:34 UTC
From: koutchin@mail2.sas.upenn.edu
Message-ID: <3gpkkm$9gg@netnews.upenn.edu>
Source record: 94871

HIYA ! I am the guy who started it. Artem Koutchine i am.
So, finely there is one smart, rational, nice, cool, blah blah blah
who thinks what i think and shares my opinion. Now i want to make some
comments.

: Hmm..thought i would just add my thoughts to this thread...

I would be great if everyone addes his thoughst.

: I only got into atari's a little while ago, unlike most of the
.....
: has been upgraded so many times that its now a 486 with multimedia
: goodies. :)

Hmmm. My first one was Russian computer called BK (means something like
home computer). Then a bunch of different 8bit stuff (ZX Spectrum,
AMSTRAD, ATARI, ROBOTRON) and 6 years ago 386SX16 with EGA. Then
a buch of upgrades and here it is : 486dx2 66 MULTIMEDIA RAM:8 HDD:412 !!!

: i think i paid $30 total for the entire system. picking up bits
: and pieces here and there. <includeing the small library of books i have
: for the atari> why? because this little computer is a HOBBY computer. if
: i have to do some serious stuff, naturally im going to lean on my IBM.
: But i take amusement in seeing just how FAR i can make this little
: computer system go.

You're lucky. In philly you gonna pay about 200$ for such a package.

: store. <you want WHAT?? HAW HAW HAW!>
fuck'em

: Anyways, would i fork out 20-30-40 dollars for atari XE software?
: no. if i saw some really nice share ware i might send the guy a few bucks

me neither. It just does not worth it.

: for his effort, but thats about it. I dont want to sound like a jerk

you don't

: here, but i also am a student. my fuinds are vasty limited <were talking
: generic cigs and getting excited about dollar draft here, guys>

OH YEH ! I understand you.

: I guess my point is for software authors for the atari, yes,
: write some good stuff. And if you have any old stuff lyeing about, let it
: out for everyone to get. Not everyone has seen it, and its rather hard
: for them to get. if its all about just makeing a profit..well..i dunno..

THAT IS WHAT I AM TALKING ABOUT !!!!!!!

: <shrug> like i said, i dont want to be branded a dick, but i dont
: see the point in holding software back to the point where its going to be
: forgoten in the past. let everyone have a chance to see it without trying
: to make a buck.

OH buddy. Most of people in here just not smart enough to understand it.

934. Re: Atari 8-Bit emulator Uk supplier etc.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-02 03:50:53 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9502020351.AA19732@zippy.sonoma.EDU>
Source record: 94872

Ok.. since when did "3.60" PC Xformer come out!?

And does Micro Discount actually TEST all of the software? I mean, even some of the demo stuff supplied WITH PC XF 3.0 didn't work 100% properly! <:^)

Time to talk to Darek (man, just when I was about to try to HTML-ize the Emulator FAQ!)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX

935. Atari 8-bit Newbie, Emulator Help FAQ to be WWW-ized!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-02 04:05:20 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9502020406.AA19774@zippy.sonoma.EDU>
Source record: 94873
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

I, (Bill Kendrick / New Breed Software) am setting up a Home Page on the World Wide Web.

In it will be the typical things; egotistical pages all about myself and my friends, but also a New Breed Software section (which include info. on my software for Atari 8-bits and IBM PCs, as well as most of the software itself) and an Atari 8-bit section (with links to other Atari 8-bit "Home" pages throughout the world (Wide Web)).

Why do you care? Well, if you have access to

Mosaic
Netscape
MacWeb
Lynx

or other World Wide Web browsers, you might like to check out a new Hyper-Text version of my FAQ (and I'll try to Hyper-Text-ize some of the newer FAQ's as well (there's now an Atari 8-bit Hardware Modification FAQ) and have links to already HT-ized FAQs on the other Atari 8-bit pages)).

I'm not going to put out my WWW address yet, but you can of course still contact me via e-mail at the addresses below.

I hope to make a rather intuitive and entertaining WWW page (and, unlike many pages I've seen, I'll NOTE, rather LARGELY when a link is going to be to some site other than mine).

How can you access the WWW and what is it?

The software listed above is for:

Mosaic: Mac, Windows, X-Windows
Netscape: Mac, Windows, X-Windows (I think)
MacWeb: Mac
Lynx: Unix, VAX (probably others; it's text-based)

The WWW is similar to Gopher; a hierarchical set up of information. Gopher'ing is much like going around on a BBS which is full of directories within directories in the file system (and everything has a nice description :)).

Using WWW (with the non-text-only-based software) is more like using HyperCard or MacroMind Director or Help in Windows. Some bits of text have "links" in them. When you select them, a new page appears (usually), or

a sound, graphic, text or animation is loaded and (dis)played.

The coolest thing about it is how much it's like HyperCard and "Director" versus Windows' Help. You get to include graphics within the documents; these can also have "links" in them (as if they were "buttons").

I could go on in more detail, but hopefully that gives you and idea of what it'd be like to "surf" the World Wide Web. For information on setting up your own WWW page and/or the HTML (Hyper-Text Markup Language) format, or just on WWW itself, well.. there's ways to do it. I can't recall where to FTP/Gopher/WWW to. I'm sure someone else will mention, and if not.. just find a way to use the WWW (try "lynx" on your shell account to see if you have a copy of it available to you) and I'll have some links to the information within my own page.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX
Coming soon: my WWW home page!
(obviously! :))

Information freak, Atari 8-bit Freak, Mac freak, Unix-not-disliker. :)

936. Cleaning out my closets...Atari/Commodore stuff FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-02 04:51:08 UTC
From: Lawrence Estep <71450.1050@CompuServe.COM>
Message-ID: <3gpobt$92e$1@mhadg.production.compuserve.com>
Source record: 95081
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,misc.forsale.computers.other,alt.atari.2600

I've been cleaning out the closets again, and I would like to clear out the
following items ASAP:

FOR SALE - ATARI/COMMODORE ACCESSORIES/BOOKS

Book of Atari Software (400/800/2600/5200) 1983 (USED) $1.75
Atari/Commodore computer to monitor 4 cable connector (USED) $3.50
Wico Command Control joystick (USED) $4.00
Atari 2600 joystick w/stand (USED) $4.00
Commodore VIC-1541 Disk Drive (USED) $25.00
Game Mate II wireless joystick set for Atari 2600 w/power supply $6.00
Atari 2600 power supply $3.00
Set of 2 Power Stick mini joysticks for Atari $4.00
3 Atari 1020 printers w/o power supplies $10.00
Atari CO17945 9v AC power supplies (NEW) $7.50 ea. (1010/1020/1050,etc.) (3)
Computer to TV switch boxes for Atari game and computer systems $1.50 ea. (2)
Atari Basic cartridge CXL4002 (USED) $2.00
4 I/O cables for Atari computers $3.00 ea.
Computer to switch box cable for Atari systems $1.00
Joystick extension cable for Atari systems $1.50
Atari CO61982 XE/XL Power supply (NEW) $15.00

FOR SALE - NINTENDO ACCESSORIES

Nintendo Zapper light gun (NEW) $10.00

FOR SALE - ATARI 8-BIT SOFTWARE

Get Rich! Insurance Planning (Arrays Software), Megafont II/II+/Font Simulator
Package (XLent Software), Winter Challenge, Indus DOS XL Master Disk/GT Estate
Word Processor Package $4 each or all 4 for $12.50

F-15 Strike Eagle (Microprose) $5.00

USED: Math Encounter (cartridge), Spy Strikes Back & Spy's Demise (Penguin)
$3.00 each
Bruce Lee (Datasoft) $2.50, Pooyan (cassette-Datasoft) $1.00

Pensate (Penguin) $4.00
Computer Baseball (SSI) $4.00
Encounter at Questar IV (Artworx) $3.00

FOR SALE - ATARI 2600 CARTS

Realsports Football (2 available) $2 each

FOR SALE - ATARI 7800 CARTS

Ballblazer (2 available), Pole Position II
$2.75 each

FOR SALE - COMMODORE 64/128 SOFTWARE

Magic Johnson MVP (Virgin Mastertronic) $7.50
Dave Winfield's Batter Up! (Avant-Garde) $5.00
F-15 Strike Eagle (Microprose) $5.00
Candy Land (Gametek), Firehouse Rescue, Little People Bowling Alley, My Grand Piano, School Bus Driver (Fisher Price) $5 each or all 5 for $20.00
The Filer (Spinnaker) $3.00
Bop 'N Rumble (Mindscape) $5.00
Pensate (Penguin), Computer Baseball (SSI) $4.00 each

USED: Professional Gambler (Load & Go) $2.00
USED: Spy Strikes Back (Penguin), Spy's Demise (Penguin) $3.00 each
USED: Bruce Lee (Datasoft) $2.50

SPECIAL OFFER: All Commodore software except 4 children's titles above for $35 including shipping!!!

All items are brand new in original boxes unless noted.

Shipping charges based on size of order.
If interested, please contact Lawrence Estep at 71450,1050 on CompuServe or 71450.1050@COMPUSERVE.COM on Internet.

--

Lawrence Estep / 71450.1050@COMPUSERVE.COM
Remember...Friends Don't Let Friends Drive Drunk!!!

937. Re: Where to buy new 8-bit floppy disks

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-02 07:47:37 UTC
From: jlodoen@shell.portal.com
Message-ID: <3gq2mp$h8a@jobe.shell.portal.com>
Source record: 94878

James Wood <jamesw@CSOS.ORST.EDU> writes:
>I'd like to know where to buy "low density" flopy disks for my 8-bit
>Atari. All I can find are HD disks in town.

I thought they couldn't be used, but I made some back-ups with
HD 5.25" disks. Worked fine (one of eight I tried wouldn't format,
though).

If your setup does require DS/DD, good luck!

jlodoen@shell.portal.com

938. Re: Where to buy 850 cables?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-02 09:46:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19950202094612MIS0160@MVS.UDEL.EDU>
Source record: 94889

In article <Pine.SUN.3.91.950129181150.6362B-100000@PEAK.ORG>,
James Wood <jamesw@CSOS.ORST.EDU> writes:

>
>Can someone name a source to obtain printer and modem cables for the
>Atari 850 interface module?
>
Both cables are listed in the latest American Techna-vision catalog
that I received in November. These same cables also work on a P:R:
Connection.

Part # Description Price

A340 850 or P:R: Connection to Centronics Cable $9.95
GX9786 850 or P:R: Connection Modem Cable $9.95

Shipping and Handling is a flat $4.75 per order. If you have plastic
money, you can order via phone at (510) 352-3787 or via mail at:

American Techna-vision
15338 Inverness Street
San Leandro, CA 94579

939. Re: C/65

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-02 10:19:42 UTC
From: ipoorten@cs.vu.nl
Message-ID: <D3DBCw.GA3@cs.vu.nl>
Source record: 94879

chaos@oo.com (chaos) writes:

>Ivo van Poorten (ipoorten@cs.vu.nl) wrote:
>: Yesterday I bought a load of second hand atari 8-bit stuff and with it came
>: an old list of OSS products like MAC/65, BUG/65 etc. It cought my eye because
>: I saw it listed C/65 for the price of $80,= (!!!) Has anybody ever heard of
>: this before? Does anybody actually _own_ a copy of C/65 or was it never
>: released? If it was, what's it like?

>: A _very_ confused Ivo.

>Hmm...just what is C/65 and whats it for?

O sorry, in my confusion I totally forgot to mention that C/65 is supposed
to be a C-Compiler...

Still confused,
Ivo

940. Re: Ever a workable 80-columns mod

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-02 10:44:28 UTC
From: CONRADUS%PLEARN.BITNET@PLEARN.EDU.PL
Message-ID: <199502021044.EAA10631@mail.cs.utexas.edu>
Source record: 94881

James Wood wrote:

>I wish one of the technically-inclined (gifted, I should say) Atari8
>users/developers would address this problem. I can only speculate
>wildly, but couldn't the XEP be modified somehow to interface with the
>parallel bus? Is the speed bottleneck with the serial interface that the
>Atari talks to the XEP over the joystick port, or is it something
>inherent in the XEP board, or the Atari?

I think, that _nobody_ can (and nobody _want_ to) modify the XEP 80,
due to a lot of Atari's cumstom chips inside. I am persuaded, that it will be
much easier and much cheaper, if anybody try to connect a VGA-style graphic
card to XL/XE. It were nice, weren't? I have thought about something like
it, but, unfortunately, I am not an electronic, then I cannot build a proper
interface. Nevertheless software does not look very difficult to develop...
(last, but not least: VGA-card looks to be much better, than XEP, doesn't it?)

Konrad M.Kokoszkiewicz
conradus@plearn.bitnet

PS. I wrote "XL/XE", but I have thought "8-bit-Atari". In Poland both
expressions are synonyms. Sorry to 400/800'er for this mistake.

941. Re: Need 1050 ED disk VTOC info!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-02 11:25:22 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.160.000B6C92@genesis.informatik.rwth-aachen.de>
Source record: 94880

In article <1FEB199514360742@pavo.concordia.ca> da_pate@pavo.concordia.ca (PATERSON, DAVID ANDREW) writes:

>Note that none of this applies to Sparta; I don't know how a Sparta disk
>is organized. Actually, if anyone has any info, it should probably go to
>the archive.

Here's what I know about the Sparta Format :
First there are always the 3, $80 bytes long bootsectors. In the first of them there's written in the Total ,number of sectors, the number of free sector's, the label of the disk, the density, the first VTOC sector, the first sector of the main directory ...
These will need $30 bytes (if I'm right), followed up with a message printing program "NO DOS" - when no bootable programm is on the disk.
The second and the third sector will contain the real boot program.
At the fourth sector the VTOC will begin, each sector will have one bit and is free if the bit is set. The length of the VTOC depends on the sector size and the numbers of total sectors. After this the main directory follows.
First there is a sector (as for files too) containing all the sectors belonging to this directory (file) and if one sector is not enough there's a pointer to the next. And after this table the real directory (file) follows. Take the "DiskRx" program and have a closer look to disk in different format's. DiskRx will also work with Harddisks !!!

Matt

942. Re: Best 8-Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-02 12:33:53 UTC
From: Peter@bell.demon.co.uk
Message-ID: <791728433snz@bell.demon.co.uk>
Source record: 94882

In article <3gmsu9$oi0@charm.magnus.acs.ohio-state.edu>
rfunk@magnus.acs.ohio-state.edu "Rob Funk" writes:

> In article <3gm3qr$1c2i@hearst.cac.psu.edu>,
> Andrew K. Heller <heller@akh104.rh.psu.edu> wrote:
> >James King (jeking7@delphi.com) wrote:
> >: Atari 800, upgraded to 1meg with an XL/XE OS upgrade and useable on a
> >: CSS Mux! What a dream that'd be! 4 joysticks, two cart ports, the BEST
> >: keyboard in existance - with tons of ram and useable on a hard disk via
> >: the MUX!
> >:
> >
> > er..wouldn't the banking port conflict with the 2 other joystick ports? =)
>
> I wasn't going to mention that, but since you did....
>
> The solution would have to be to add a second PIA. I have a file
> describing that on an Atari disk somewhere.

The setup I've put on my machine seems to work OK, it has an additional
PIA, and a little bit of logic so that either the original PORTB (sticks
3 + 4) or the memory mapping port appears at $D301. This is controlled
off the ROM select switch (so, when you are in 800 OS mode, you get
four joy ports, and when you are in XL/XE OS mode you get the memory
mapping register).

In the 800 mode, the mapping also works of a port at $CFFF, so it will run
software that's expecting the Axlon mem expansion.

This seems to work fine, since any program that wants to use more than
two sticks tends to assume that it's running on an 400/800.

The other half of the extra PIA comes in handy, since you can use it as a
printer port.

FYI, all the logic (320K ram control, 8 bit refresh generation, PIA switching
and ROM selection) will fit into a single Altera EP9000 - I love PLDs!

Pete

P.S. Does anybody know of a program that actually uses page switching for
ANTIC? I think this mod handles it correctly, but don't have any software
that actually uses this facility.
--
Peter Bell <peter@bell.demon.co.uk>

943. Re: Ever a workable 80-column mod?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-02 12:57:37 UTC
From: James King <jeking7@delphi.com>
Message-ID: <RE44bYJ.jeking7@delphi.com>
Source record: 94883

I dont know why everybody gives the XEP80 such a bad rap.. I have two
of them, and they keep up at 9600 just fine.. In fact, sometimes I load
up the driver from DOS and simply do all my work in 80 column mode.

I found a ton of XEP80 related DOS applications that work just fine..

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

944. Re: Where to buy 850 cables?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-02 13:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <Rk47DAI.jeking7@delphi.com>
Source record: 94884

James:

Contact B&C, Best Electronics or American Technavision for ALL your
hardware/software requests.

Their mailing/phone information is in the FAQ.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

945. Re: Take this stuff for free

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-02 14:55:50 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <1995Feb2.145550.20698@ericsson.se>
Source record: 94885

mcurrent@blue.weeg.uiowa.edu (Michael Current) writes:

>> ...
>You missed that whole thread? It just means I'm confident it doesn't
>work, but a skilled hacker (not me) could probably make it work.

>Absolutely no interest shown so far, BTW.

I'm interested, really, but the distance between us is
considerable. Btw, is the Atari User magazine mostly about the ST
series?

Anders Skelander

946. James Dean vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-02 16:21:17 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <1995Feb2.162117.23371@ericsson.se>
Source record: 94886

OK, so the subject line is odd, but anyway: I visited a friend during the Christmas holiday, and noticed that he has a nice mirror on the wall. On the mirror there's a picture of James Dean, and also a text saying 'This reminds me of the good old days'.

I would love to have a similar thing, not necessarily a mirror, maybe a poster, with an Atari 800 on it, or screenshots from some classic Atari games. Is there a place where I can find gif/jpg picture files with reasonable quality? It would be so cool with a tastefully composed poster in that style. The same text could be used, think of it: 'This reminds me of the good old days.' Also, Atari did have colourful and interesting pictures on the covers of their game packages, didn't they? Maybe the artwork used there would look good on posters too.

Anders Skelander

947. Re: Ever a workable 80-column mod?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-02 17:00:13 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <132145@cup.portal.com>
Source record: 94887

The 80 column Omniview & all software 3-4 bit wide term programs are marginal at best. They work, but there is no way humanly possible to make things like [$, #, %, *, &] look like anything but a scrunched up representation of themselves. There's also problems with horsepower, tossing around a bit mapped screen like most of them do requires too much for anything over the 1200-2400 baud range. I've never used it, but I'd guess Flicker Term fickers as advertised.

I've seen most of the boards you mentioned, & from what I've seen, they should be able to toss around 2k characters <~16k baud> to the screen so they would work if modified for anything but an 800. Bob Wooley also did a 6545 hack into his 1200xl but last time I talked with him, the person who had offered to write the software handler for it <circa '88-'89> didn't ever get it completed. It's academic for now since about 1/2 the users in the 8 bit market place wouldn't want to put the birds nest of wires in their computers & the PBI seems to be grabbed by mio's & black black boxes. IMO: To be viable, you'd have to get something that works with [mio, black box, all 8-bit computers]. The only thing left is an internal daughter board, which BTW I've been asked not to do, & the cartridge port. The cartridge port presents it's own problems since you have to add a phase locked loop to generate the dot clock, a 40 pin 6545, a character rom, at least 2k of ram, 2k of character rom. Just ain't that much room in there.

My info on having a board made is minimum order of $150 for the first two boards, with the cost per board for production TBD. Plastic for a case? Last I've heard you have to pay at least $600 to have an injection mold made & I'd bet it'd have to be done just to fit all the parts.

Off the wall, but I'd like to make it clear that it's really not development of the circuit that cost time/money. Heck Wooley seems to come up with a design a month, it everything that happens after words if you want to market it. Anyway, that's why you will probably never see a non-bundled product, like HD interface/printer port/serial port. The cost difference for deleting any item is only about a $10 saving & if you deleted everything a vendor would still have to sell the empty box & circuit board for $100 to stay in business.

948. Re: Hang it up??? Atari8 really dead?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-02 17:20:09 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <132146@cup.portal.com>
Source record: 94888

James; I don't see your problem. *EVERY* newsgroup I've been in is less
responsive then this one. The FAQ has all the info you could possibly
need & there is a list of vendors. You seem to be complete ignorant
of "Netiquette" <Whoop! completely above>. NEVER go into a newsgroup
cold turkey & just start posting these types of questions. Not just
here, but anywhere on the net unless you want to risk being flamed.
The proper way to do this is to scan all the existing messages for the
FAQ, if it's not there, then just post a one line message asking where
it could be found or could the person who maintains it send me a copy.
You know the real reason why I don't respond to you? Because your questions
are usually followed by Michael Current posting the FAQ. I think everyone
here probably assumed you were smart enough to read the FAQ so they didn't
bother to reply since it would be redundant. There's no rules to speak
of on the net, but this is the way things work. There may not be any
such thing as stupid question, but asking these types of qestions that
we've all seen for years & are answered elsewhere are anoying.
Sincerely
Rick

949. Re: Best 8-Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-02 19:01:48 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3gra6s$9su@charm.magnus.acs.ohio-state.edu>
Source record: 94890

In article <791728433snz@bell.demon.co.uk>,
Peter Bell <Peter@bell.demon.co.uk> wrote:
>The setup I've put on my machine seems to work OK, it has an additional
>PIA, and a little bit of logic so that either the original PORTB (sticks
>3 + 4) or the memory mapping port appears at $D301. This is controlled
>off the ROM select switch (so, when you are in 800 OS mode, you get
>four joy ports, and when you are in XL/XE OS mode you get the memory
>mapping register).

Wow! Do you have any text or schematics that would tell us how to do
this to our own machines?
--
------------ R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

950. Re: PC-Filesystem - does anybody has coded it yet

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-02 20:39:27 UTC
From: nathanc@math.wvu.wvnet.edu
Message-ID: <nathanc-020295154107@tangent.math.wvu.edu>
Source record: 94891

In article <3gm07v$k69@charm.magnus.acs.ohio-state.edu>,
rfunk@magnus.acs.ohio-state.edu (Rob Funk) wrote:

> >There is also the issue of copyright. I don't know how Atari's ST got
> >away with its MS-DOS ripoff filesystem.
>
> I doubt the disk format even can be copyrighted. There have been many
> non-MS-DOS systems to use the same format.

MS-DOS was just a rip of CPM. The file structures are very similar.

> ------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
> "A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
> One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
> -- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

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951. Re: ST Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-02 20:44:11 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.128.000FBD02@cfcsc.dnd.ca>
Source record: 94892

>In article <132037@cup.portal.com>,
> <Rick_Michael_Cortese@cup.portal.com> wrote:
>> The ST Xformer
>>cable I have is just [any Atari disk drive]=ST printer port, but my hunch is
>>Derek will support (if he doesn't already) the same cable on the IBM.

>------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
>Tell me if any of this is wrong:
>1 - The ST-Xformer cable connects an 8-bit disk drive (such as the 1050)
> to an ST through the ST's printer port.
>2 - The ST's printer port is a standard parallel port, as seen on the PCs
> found among the more depraved people who hang out here. ;-)
>3 - The ST-Xformer software supports the ST-Xformer cable.
>4 - The ST-Xformer software does not run on the aforementioned PCs
> (ignore Gemulator for the moment)
>5 - PC-Xformer does run on said PCs
>6 - PC-Xformer does not support the ST-Xformer cable
>OK, if all that is correct (and I'm especially not sure about #2), why
>can't we write a program to run on the PC's that will support the
>ST-Xformer cable for file transfers?
>If the ST doesn't use a standard parallel port, I still think the
>cable could be modified to connect with one.

I use a program(Ghostlink) and a null modem cable to make my PC a slave of my ST[oh the irony :^)] Could you not hook up to the 8bit drive parallel, and hook up to the PC serial, to accomplish at least the transfering of files??

952. Re: Bill Wilkinson responds

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-02 20:46:15 UTC
From: nathanc@math.wvu.wvnet.edu
Message-ID: <nathanc-020295154636@tangent.math.wvu.edu>
Source record: 94893

In article <1995Jan28.092627.16884@wariat.UUCP>,
Russ.Gilbert@apk.wariat.org (Russ Gilbert) wrote:

> (Discussion about Bill Wilkinson, etc.)

[...]

> What bothered me about Vladimir was
> saying (something like) 'get a real computer'.

Ignore Vlad. If it's the same guy I'm thinking about he pollutes
reg.games.video.atari as well. He's just one of those annoying people
who must put down those systems that he does not own.
Rather childish if you ask me.

> --
> Russ Gilbert, user of the UniBoard System @ wariat.org
> E-Mail: Russ.Gilbert@apk.wariat.org
> **
> APK Public Access UNI* Cleveland, (216)-241-7541
> Ohio first telnet/FTP/IRC/MUD/Internet access BBS
> E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
> **

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953. Re: PBI for 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-02 20:51:08 UTC
From: nathanc@math.wvu.wvnet.edu
Message-ID: <nathanc-020295155012@tangent.math.wvu.edu>
Source record: 94894

In article <30JAN199500564364@pavo.concordia.ca>, da_pate@pavo.concordia.ca (PATERSON, DAVID ANDREW) wrote:

> In article <199501300446.XAA16049@postbox.acs.ohio-state.edu>, rfunk@magnus.acs.ohio-state.edu (Rob Funk) writes...

> Does BART receive mail as well as sending it? I'm asking because I too can
> never seem to get to Umich.
>
> Dave

GOPHER GOPHER GOPHER GOPHER!!!!!!!!! Trust me, I've had no problem using gopher to get to Umich. For the last two months I have been using it and have yet to run into trouble. Bill K. said something similar pretty recently. The address is

gopher.archive.umich.edu

Look under merrit software archives.

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954. Re: LOOKING for Bounty Bob Strikes Back

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-02 21:15:49 UTC
From: atariman@athena.mit.edu
Message-ID: <3gri25$cbb@senator-bedfellow.MIT.EDU>
Source record: 94895

In article <3gopeg$2fi@monk.rsip.lsu.edu>, tom@ready.rsip.lsu.edu (Tom Smailus) writes:
|> I'm still looking for BB STrikes Back. I've had two people send me versions
|> that I've been unsucessfull at getting to run on my machines. IF anyone has
|> the game and wants to sell it, I'd love to buy it. If it isn't for sale
|> anywhere anymore, then I would appreciate some kind soul emailing me the
|> binary copy of the file. Thanks in advance.
|>

I'm also looking for this game, but I need it for the Atari 5200. If you
have one for sale, or any other 5200 games for that matter drop me a line so I
can complete my 5200 collection.

Shane Shaffer atariman@athena.mit.edu

Carts: 2600 304; 5200 50; 7800 38; ADAM 22;APF 8; Colecovision 21; Fairchild 9
Intv. 20; Odyssey2 9; VideoBrain 3; Systems: 2600 2; 2600A 2; 5200 1; 7800 3;
ADAM 2; Colecovision 2;Intellivision 2; Pong type 7; Pinball machines 1
AND 1 ATARI 2600 AUTOGRAPHED BY NOLAN BUSHNELL!!!!!!!!!

955. Re: ***** 520 STFM system and 8-bit Stuff For Sale *******

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-02 22:11:29 UTC
From: gathings@duncan.cs.utk.edu
Message-ID: <3grlah$9vq@martha.utk.edu>
Source record: 94897
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: What is with all of these "for sale" and "auction!" posts which are

: all double spaced!?

I will check my autoposter again to see what is the problem.

956. Enhanced density on Indus?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-02 22:15:51 UTC
From: teyilei@magnus.acs.ohio-state.edu
Message-ID: <3grlin$bg3@charm.magnus.acs.ohio-state.edu>
Source record: 94896

Is there any way to get the Indus GT drive to read, format, and write in/on
DOS 2.5's 1024 sector enhanced density?

957. Re: atari harddrive?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-02 22:27:07 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D3E917.IFE@itex.jct.ac.il>
Source record: 94777

James King (jeking7@delphi.com) wrote:
: I dont know about the availability of the newly modified KPI, but I know it's
: close to being done.

and.. ermm.. how much?

-itay

Itay Chamiel!&$@#<U+FFFD>}%<U+FFFD>Jerusalem)%-\|=+':bruck@brachot.jct.ac.il"~/_*#$@?Phish
GREVOOLAJOXRASDEPOLISWAQUIFROLINOMINUYIGSHIVABOZUXOPITKASWERUVACSIDFERIPONEL
$$$$$$$$$$$$$$$$$$$$$$$$ (not) $$$$$$$$$$$$$$$$$$$$$$$$

958. Re: Specific Atari disk-->PC data transfer problem: advice needed

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-02 22:32:28 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D3E9A4.IHC@itex.jct.ac.il>
Source record: 94776

```
William Kendrick (kendrick@zippy.sonoma.edu) wrote:

: Little kids love Atari's.

10 graphics 2+16 : close #1 : open #1,4,0,"k:" : trap 10
20 get #1,a : ? #6;chr$(a); : goto 20

Kept my kid brother going for hours! (age 3-4)

-itay
```

Itay Chamiel!&$@# }%Jerusalem)%-\|=+':bruck@brachot.jct.ac.il"~/_*#$@?Phish
GREVOOLAJOXRASDEPOLISWAQUIFROLINOMINUYIGSHIVABOZUXOPITKASWERUVACSIDFERIPONEL

959. Re: Low IBMASCII

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-02 22:43:13 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D3E9s2.Ipw@itex.jct.ac.il>
Source record: 94778

Earl C Halliwell (ehalliwe@emh.kunsan.af.mil) wrote:
: PAB!

: Since you don't have your email address in your .sig...

: Someone who shall remain unnamed keeps pestering me to include
: support for the low IBMASCII characters in FlickerTerm-- the
: characters from 0-31. Only problem is, these are also control
: characters. Any suggestions?

On the PC, 0-8 and 14-30 are characters.
9 - tab
10 - "paragraph" (eol)
11 - newline
12 - new page (clear screen?)
13 - reserved

31 - reserved

I think you can add a toggle option to ignore all control chars except
the above (crippled terminal), and implement the extra characters. Don't
know if it's worth it though.

Myself, I am adding 130XE capability to Ice-T, since 48K just ain't enough.
A new addition is full 8-bit capability, meaning that the entire IBM
character set is there, above 128... Which is great (for now only for ME),
since I use PC-based BBSs with Hebrew (which begins at 128) and graphics
characters and the like.

-itay

Itay Chamiel!&$@# }% Jerusalem)%-\|=+':bruck@brachot.jct.ac.il"~/_*#$@?Phish
GREVOOLAJOXRASDEPOLISWAQUIFROLINOMINUYIGSHIVABOZUXOPITKASWERUVACSIDFERIPONEL

960. Re: building printer interface box for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-02 23:11:00 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FBDMAJUQUp@stingray.manawatu.gen.nz>
Source record: 94898

>... If you just want something simple you
>can use with the xl's built in basic, can just use 7 data bits & one bit to
>strobe the printer, I can do it in two chips.

I did a printer interface once, by using the joystick ports. Basically all you need to do is use 7data lines and the 8th as the strobe - like Rick said above. But, you don't need any chips to do it.

I just altered my printer on the font panel to be only 7bit, instead of 8 (you get all ASCII, but not the extra graphics stuff). Oh, actually, if you have a 400 or 800 with 4 ports, then you could just use another joystick port, and have all 8 pins...

I only ever used it a couple of times, so I didn't hook up the busy line (well I was calling it from Basic, and didn't figure there'd be a problem). But, if you want to use the BUSY line, you should be able to just connect it up to one of the fire button pins.

A handler should be really easy to do for it - or if you just want to print something from a program, then just do it from Basic or Assembler without implementing a handler.

In pseudo-basic, the code should be something like:

To set up the port for output:
```
old=peek(54018)
poke 54018,old AND 251 ;This will set joystick ports 1&2 to output
```

To output a character:
```
a=asc(char) AND 127 ;The 127 is just for safety - masks off the m.s bit
poke 54016,255-(a OR 128) ;subtracts from 255, as the joystick output appears
to be active low - i.e. a Logic 1=0 Volts
poke 54016,255-a
```

The first poke to 54016, outputs the data and the stobe, the second clears the strobe line. I can't remember too well, but if that doesn't work, then swap the 2 lines, or change the first line to:

```
poke 54016,(255-a) OR 128
```

And again if that doesn't work, then swap the lines - one of these combinations should work - I have done this on my printer several years ago.

Then to reset the port to input when finished:
```
poke 54018,old
```

That's all! Oh btw - Atari Basic doesn't have logic AND, OR unfortunately. There are ways to get around this (I use a small machine code routine in a

string) though. You could use IFs or something - and you don't really need
to store the original value of 54018 - it's just a habit I have got into
from programming on my ST. The main thing is to clear the 2nd bit (starting
from 0, not 1) when you send data out, and set it to put things back to normal
(i.e. input).

Well that's a cheap way of doing it anyway.

Richard =8-]

--

_ _
/(. .)\ )
(*)____/|
/ |
/ |--\ |
(_)(_) (_)
Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

961. Re: PBI for 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 00:51:56 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3grunc$cd2@charm.magnus.acs.ohio-state.edu>
Source record: 94899

In article <nathanc-020295155012@tangent.math.wvu.edu>,
nathanc <nathanc@math.wvu.wvnet.edu> wrote:
>In article <30JAN199500564364@pavo.concordia.ca>, da_pate@pavo.concordia.ca
>(PATERSON, DAVID ANDREW) wrote:
>> Does BART receive mail as well as sending it? I'm asking because I too can
>> never seem to get to Umich.
>
>GOPHER GOPHER GOPHER GOPHER!!!!!!!!! Trust me, I've had no problem using
>gopher to get to Umich. For the last two months I have been using it
>and have yet to run into trouble. Bill K. said something similar pretty

His question was about submitting stuff to the archive, not getting
it. Last I checked gopher was a one-way interface, except for
entering search requests.

Besides, I just tried gophering there, and it wouldn't let me into the
atari archive. (I've done it successfully before though.) So it's
not ALWAYS "no problem".

Back to the original topic: I did email the pbi1200.txt file to
lenn@archive.umich.edu. I don't know if it's up yet. If not, it's
still available via the web:
http://www.cis.ohio-state.edu/~funk/Atari/
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

962. Re: Enhanced density on Indus?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 00:54:34 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3grusa$cdv@charm.magnus.acs.ohio-state.edu>
Source record: 94900

In article <3grlin$bg3@charm.magnus.acs.ohio-state.edu>,
Teyi N Lei <teyilei@magnus.acs.ohio-state.edu> wrote:
>Is there any way to get the Indus GT drive to read, format, and write in/on
>DOS 2.5's 1024 sector enhanced density?

Yep. But unless you boot from an ED disk in that drive, you have to
switch the drives density manually. It's been a while since I had an
Indus, but I remember that you hold one of the buttons while pressing
another one. (Sorry I can't remember which buttons.)

If this question isn't in the FAQ I think it should be.

--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

963. CC65

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 00:58:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet.org_2f318249_Per.Erik.Peterson@asb2.ct.se>
Source record: 94901

I can inform evryone that I have solved my problem whith Floats in CC65.
It tooked me 2 weeks to understand that the example in the FP65-manual was
corrupt. The example looks like this...

```
#include "stdio.h"
#include "math.h"

main (argc, argv)
int argc;
char *argv[];
{
char buf[20];
char f1[6], f2[6];

atof(f1, argv[1]);
atof(f2, argv[2]);

fadd(f1, f1, f2);

printf("%s + %s = ", argv[1], argv[2]);
fputs(ftoa(buf, f1), stdout);
fputc('\n', stdout);
}
```

And the second last Line is the one who have gived me this 2 weeks of trouble.

The correct line is...

```
fputs(ftoa(f1, buf), stdout);
```

Can someone open the FP65 package and edit this manual. I cannot as I take This
Newsgroup throw Fiodonet. I sugest ex Michael Current to do this so not evryone
goes ion this doc and makes changes. CB-)
Can you confirm this suggestion Mike.?? (Y/n)

I dont want enyone else to get the same problem I had as it unnescisary.
But I have learned a lot of it I can tell you all as I have tried many
combinations here to make an own simpler program who I wanted to print out 1.0
to the screen as String to float back to string again. The XE only wanted to
print 1.0 as 0.100043E-<6 and I understand that if this program wanted to put
the buf into the float instead of put the float into the buf.

I was very happy 5 am this morning when I notised this error in the only list
example there is for CC65 at all. One list, one error.
(I have also baught Prospero C and Lattice C in second hand for my ST and
Prospero is GREAT. I havent looked at Lattice yet as I picked it up today. But
I will program my dear 130XE in first place.)

-=> Wfr.!! Per-Erik "Pekka" Peterson.!! <=-

Gothenburg SWEDEN

(UUCP Dialup connection)

964. bbs bbs BBS BBS BBS BBS BBS BBS BBS BBS BBS BBS BBS BBS BBS

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 01:04:32 UTC
From: koutchin@mail1.sas.upenn.edu
Message-ID: <3grvf0$b15@netnews.upenn.edu>
Source record: 94902

EXCUSE ME,
WOULD YOU PLEASE TELL ME WHERE I CAN GET A LIST OF BBS'S WHERE I CAN
GET COMERCIAL CRAKED/HACKED SOFTWARE.

THANK YOU

P.S. SORRY FOR CAPS, I WROTE A KEYBOARD DRIVER FOR MYSELF AND IT WENT
A LITTLE KAKA. I'LL FIX IT TOMORROW. SORRY AGAIN.

ARTEM (CHECK OUT COPYRIGHT? THREAD)

KOUTCHIN@MAIL.SAS.UPENN.EDU
KOUTCHA1@HP800.LASALLE.EDU
PRIMEART@AOL.COM

965. Re: Ever a workable 80-column mod?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 01:12:21 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <hs+6jwN.ransom22@delphi.com>
Source record: 94903

William Kendrick <kendrick@zippy.sonoma.EDU> writes:

>Ooooh...
>
>you REALLY need to get ahold of both FlickerTerm80 and Ice-T, man..
>
>where HAVE you been!? :)
>
>Both support VT100 in 80 columns up to 9600 and above baud..
>
>-bill!

I figured someone would point this out to him. :)

I use FT80 and find that it does a fine job.

Has anyone suggested that the author of that program make the
portion of the program that produces the display into a driver loadable
at startup, and useable with BASIC, etc. (programs that use the E:
device)? It should be possible...perhaps even rather simple.

-Joe

966. Re: Where to buy new 8-bit floppy disks

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 01:19:34 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <hO3YTqG.ransom22@delphi.com>
Source record: 94904

James Wood <jamesw@CSOS.ORST.EDU> writes:

>I'd like to know where to buy "low density" flopy disks for my 8-bit
>Atari. All I can find are HD disks in town.

Call BEST Electronics and/or B&C Computervisions. Their
phone numbers/addresses are listed in the FAQ.
Strange tht you can't find DD 5.25" disks in your area. Here
in the Chicago area, the office supply "warehouses" (ie, Office Max,
Office Depot) stock DD disks in at least three brands, plus a generic
"brand".

-Joe

967. Re: Where to get 8-bit upgrades/labor????

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 01:29:18 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <pSwarOG.ransom22@delphi.com>
Source record: 94755

James Wood <jamesw@CSOS.ORST.EDU> writes:

>1) All of my 8-bit floppy drives are old, but seem to work well. I've
>had some problems losing data, however. I run old Sparta 3.2d. (Yes, I
>need to upgrade...I just don't have my 8-bit with me at the moment).
>I figured perhaps the belts are just old....Hell, I don't know. I'd like
>to have someone check 'em out, and maybe clean, align, and replace the belts.

Depends on the drive you have. If it is an Atari 1050, you can
get a new mech (which will fix all problems not related to the PC board)
for $17.50, or two for $29.95 from American Technavisions. This is
less than you would pay to have a technician look at your drive.
Info on American Technavisions is in the FAQ.

>2) My only memory-modified machine died; probably a bad ROM. Need it fixed.

In this case as in all others, depends on how "electronically
inclined" you are. Some prefer to swap chips out in hopes of finding
the problem, others have other techniques. I, being of the type that has
extreme difficulty desoldering, typically will just buy a whole new
board at BEST Electronics when something dies. It ain't cheap, but the
few times I tried to repair things myself, I just made the situation
worse and had to buy new anyway. :)

>3) My 130XE cart. slot doesn't work - like to have it fixed, and perhaps
>the memory upgraded.

For th cart slot, if the fixes listed in previous messages didn't
work, see my response above. :) As to the memory upgrade, you might
try the vendors in the Faq to see if anyone offers plug-in or easily-
performed memory uprades for 130XE's.

>4) I'd like memory upgrades on some of my other machines.

See above.

>5) I'd like **someone** to help me get a hard drive working....I don't
>know what I need to get one going on the BB, and I don't know what
>software/formatters I need to run, once I get the cables plugged in.

Well, lots of folks here say Bob Puff is a great man who will
help a customer or potential customer out. Give him a call (His #,
as all other Atari Vendors #'s are, is listed in the FAQ). Since you
are apparently a potential customer, I am sure he will be eager to
help (if the stories that appeared here recently are typical).

>6) I'd like to get those neat Video/Audio upgrades done, on at least ONE
>of the machines. Has anyone ever done the stero sound thing (Gumby?)

Can't help you here at ALL, but thought I'd respond to it
anyway so you don't feel as if I am ignoring you. :)

>Thanks in advance.
>
>James

you're welcome. Hope I was able to help. Again, I am no electronics
expert, so I just gave you what I would do if I were in your situation.

>PS- WHY DOESN'T ANYONE EVER REPLY TO MY POSTS? HAS MY DEODERANT
> FAILED ME???? :)

This is pure guesswork on my part, but perhaps folks get tired
of responding to some of the more Frequently Asked Questions. Another
theory I have is that everyone assumes that someone else will respond,
and thus no one actually does respond. :)

Happy 8-bitting.

-Joe

968. Re: Hang it up??? Atari8 really dead?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 01:45:25 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <pw6aTyF.ransom22@delphi.com>
Source record: 94756

James Wood <jamesw@CSOS.ORST.EDU> writes:

>I can only conclude that:
>
>1) Users on comp.sys.atari.8bit don't give a shit
> or
>2) Users on comp.sys.atari.8bit have no need/never did/never will for the
> strange things that I ask for (disks, service)
> or
>3) Users on comp.sys.atari.8bit are all experts with hardware, and perform
> all their OWN hardware modifications/upgrades
> or

>4) Users on comp.sys.atari.8bit never have problems with their Atari
> hardware so they don't need repairs, and they use the equipment in
> stock form so they don't need upgrades (use stock & toss when broken)
> or
>5) Users on comp.sys.atari.8bit find the questions that I ask to be
> rather difficult.
> or
>6) Any combination of #1 and any of the above.

[bunch of flamage deleted]

Hoo, boy. That's the way to get helpful responses, lemme tell
you!

I responded to your questions which I noticed had not been
responded to. That was before seeing this message, however, or I
would not have done so.
I did not note the date of your questioning message. However,
it just appeared at my site today. If you sent it several days ago,
then perhaps this is the reason no one had responded yet -- it
hadn't made it round the 'net yet.
Your acid-coated message really bugs me. I shouldn't let it,
I know.
Hell, I have personally answered many, many questions. I am
no expert, but I did give answers where I could (usually stuff about
where to find things, as I tend to collect 8-bit catalogs). Many
others on here also answer queries when they can.
By insulting the readers of CSA8, you have taken a step on the
road to being ignored by the group. That is exactly the opposite of
what you wanted, is it not?
Gadzooks, whining about not being given instantaneous, free
advice! Amazing.

I hope you regretted writing that message after you did so.
We've all done that sort of thing, I am sure. Please tone it down
a bit, have patience, and rejoin the group -- as you note, we are
a small bunch that needs to stick together. I welcome anyone who
shares my hobby to this group, and am glad to see new faces. So, please,
don't write off the group, and don't flame us because we haven't
answered your every wish as fast as you would like. We're all in this
together...let's not break it apart with such frivolous disputes.

-Joe

969. Re: James Dean vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 01:48:53 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <hS65LaF.ransom22@delphi.com>
Source record: 94757

<etxansk@garbo.ericsson.se> writes:

>I would love to have a similar thing, not necessarily a mirror, maybe a
>poster, with an Atari 800 on it, or screenshots from some classic Atari
>games. Is there a place where I can find gif/jpg picture files with
>reasonable quality? It would be so cool with a tastefully composed
>poster in that style. The same text could be used, think of it: 'This
>reminds me of the good old days.' Also, Atari did have colourful and
>interesting pictures on the covers of their game packages, didn't
>they? Maybe the artwork used there would look good on posters too.

Ooooh. Good idea! Anyone know how much it costs to get
posters printed up? I'd buy one or three. :)

-Joe

970. Re: Enhanced density on Indus?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 01:52:20 UTC
From: teyilei@magnus.acs.ohio-state.edu
Message-ID: <3gs28k$clp@charm.magnus.acs.ohio-state.edu>
Source record: 94758

In article <3grusa$cdv@charm.magnus.acs.ohio-state.edu>,
Rob Funk <rfunk@magnus.acs.ohio-state.edu> wrote:
>In article <3grlin$bg3@charm.magnus.acs.ohio-state.edu>,
>Teyi N Lei <teyilei@magnus.acs.ohio-state.edu> wrote:
>>Is there any way to get the Indus GT drive to read, format, and write in/on
>>DOS 2.5's 1024 sector enhanced density?
>
>Yep. But unless you boot from an ED disk in that drive, you have to
>switch the drives density manually. It's been a while since I had an
>Indus, but I remember that you hold one of the buttons while pressing
>another one. (Sorry I can't remember which buttons.)
>
>If this question isn't in the FAQ I think it should be.
>
Hmm, there's a protect button, track button, and drive button. I've looked
in the manual, but since it came out before DOS 2.5, it does not mention
enhanced density. Should the rear dip switches be set to single or double
density for this trick? Anyone?

Btw, one of you wouldn't happen to have an extra 1050 power supply that you
don't mind selling, would you? SShould say "9v AC 80va" on the bottom.

971. Re: Vladimir Elberg the Intel advocate

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 02:01:52 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <pS06TAI.ransom22@delphi.com>
Source record: 94759

Glenn Saunders <krishna@primenet.com> writes:

>This will be the last waste of bandwidth on this petty flamewar issue,
>plys I'll be off the net for a few weeks or more which I'm sure a lot of
>people will be happy to hear. I just wanted people to get a taste of the

[lots of stuff deleted,mostly quoted ravings from a lunatic, not Glenn]

>I guess I better get my Kill File ready for this guy (and I suppose others
>will throw me in there too, so be it).

Geez,this is getting depressing. Not only is James Woods writing
us all off as a bunch of unhelpful/possibly ignorant people, you're
assuming the vast majority of users here hate you.
People may disagree with you, but I doubt that anyone hates
you or anyone else on here. People disagree with me all the time here
and on my BBS (as well a on my BBS network). That's part of the fun!
Part of the challenge of communication.
When people disagree with me intelligently (like the great posts
made in reply to my assertation that the Atari 8-bit is all the computer
anyone needs), it makes me think. I have to solidify my argument,
and strengthen my points. Sometimes it makes me realize I have a weak
argument, and I subsequently rethink i, poften changing my opinion.
I consider that fun!
It would be boring if everyone agreed with me. :)
Imagine each posting being quoted hundreds of times, all with the
addition of only "Yeah, you are so right"! :) Boooorrriiiinnnggg! :)
Each of us here contributes to the discussion, making this
newsgroup enjoyable to read...and enjoyable to participate in!
So, just because I (and others) disagree with some of the
points you make, don't take it personally. Your posts aren't
flames, so you are taken seriously.
You will be missed in your absence from the net.

-Joe

972. Instrns for SIO2PC construction?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 04:10:14 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FBDQCCUUUp@stingray.manawatu.gen.nz>
Source record: 94760

Could someone please send me the details of how to make an SIO2PC cable?

I want to make use of it on my ST.

Thanks,
Richard =8-]

--

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

973. hareware sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 05:04:52 UTC
From: ab588@yfn.ysu.edu
Message-ID: <3gsdhk$2s4@news.ysu.edu>
Source record: 94761

```
These items are all in exellent condition:
Call Joe Sabatino at 216-545-1492 if interested. or email me at
ab566@yfn.ysu.edu.

800xl - 256k Newell $60
1050 drive s/US dblr 40
Sparta X cart 4.21 30
R-time 8 clock 40
--
Joe Sabatino -->ab588@yfn.ysu.edu
```

974. On the subject of Poland....demo!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 05:15:30 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950202211356.278B-100000@PEAK.ORG>
Source record: 94762

On 2 Feb 1995, Konrad Kokoszkiewicz wrote:
>
> PS. I wrote "XL/XE", but I have thought "8-bit-Atari". In Poland both
> expressions are synonyms. Sorry to 400/800'er for this mistake.
>

I've seen amazing graphics demos on these old machines....from
Poland. I can't remember what the most impressive was called, but it
appeared to mix graphics modes ON THE SAME SCAN LINE!!! Losts neat
music, lotsa colors, lotsa things moving!!!

James

975. Re: C/65

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 05:24:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <3FEB199500244330@pavo.concordia.ca>
Source record: 94763

In article <D3C4r6.n2z@cs.vu.nl>, ipoorten@cs.vu.nl (Ivo van Poorten) writes...
>I saw it listed C/65 for the price of $80,= (!!!) Has anybody ever heard of
>this before? Does anybody actually _own_ a copy of C/65 or was it never
>released? If it was, what's it like?
As I recall, C/65 was actually a collection of macros; once your C program
was complete, you'd use MAC/65 to assemble the macros. It never really
caught on.

Dave

976. Re: Ever a workable 80-column mod?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 05:30:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <3FEB199500304100@pavo.concordia.ca>
Source record: 94764

In article <Pine.SUN.3.91.950129020130.14638D-100000@PEAK.ORG>, James Wood
<jamesw@CSOS.ORST.EDU> writes...
>
>You know, I'd be tickled if I could actually use my 8-bit Atari to call
>up the Internet with. However, I suppose it's just impractical. It
>looks like the Atari 8-bit line will one day be layed to rest, never
>having had this problem solved.
>
There is in fact a solution, that I personally use at 9600 baud. It's called
FlickerTerm, and it's available from the Umich archive. It uses a redefined
character set, and fine scrolls half a character width every VBI. By showing
two alternating displays (hence the "flicker" in the name) you get 80 columns.
There's bold and inverse as well, plus a really good VT100.

If you can't get files via FTP to your Atari, Email me and I'll sned out a
disk.

Dave Paterson
DA_PATE@pavo.concordia.ca

977. Re: Black Box

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 05:45:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <3FEB199500454373@pavo.concordia.ca>
Source record: 94765

In article <3gojps$sdj@cybernet.cse.fau.edu>, msinger@griffon.oe.fau.edu (Matthew Singer) writes...
>
>
>Can someone help out an old 8 bitter with info on this? I's sure like
>to copy all my floppies to a hard drive before many more of them
>wont read anymore...
>
>thanks
>
The black box plugs into the PBI on a 800xl or 600xl, or to the ECI on the 130xe. It provides a HD interface, optional printer buffer, parallel printer interface, and serial port which operates at up to 19200 baud. It is a product of Computer Software Services of Rochester, NY (address in the vendor/developers list, posted about the 15th of the month). Price is $199.99 plus shipping.

There's also The Floppy Board, an add-on for the BB, which permits you to add up to four standard floppy drives (360,720,1.2 or 1.44).

I've never owned either, but most people really like them.

Dave

978. Re: Enhanced density on Indus?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 06:17:02 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3gshou$du1@charm.magnus.acs.ohio-state.edu>
Source record: 94766

In article <3gs28k$clp@charm.magnus.acs.ohio-state.edu>,
Teyi N Lei <teyilei@magnus.acs.ohio-state.edu> wrote:
>Hmm, there's a protect button, track button, and drive button.

OK, try holding TRACK then pressing drive a few times. The display
should switch from (assuming it's drive 1) "1S" to "1E" to "1d" and
back. You want "1E".

> Should the rear dip switches be set to single or double
>density for this trick? Anyone?

I don't think it matters, but you might try it both ways.

>Btw, one of you wouldn't happen to have an extra 1050 power supply that you
>don't mind selling, would you? SShould say "9v AC 80va" on the bottom.

I don't, but it's the same supply that the 400/800/1200xl and most of
the other Atari peripherals used, so it shouldn't be too tough to find
one.

--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

979. Re: Where to buy new 8-bit floppy disks

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 06:19:06 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3gshsq$duf@charm.magnus.acs.ohio-state.edu>
Source record: 94767

In article <3gq2mp$h8a@jobe.shell.portal.com>,
Jeff M Lodoen <jlodoen@shell.portal.com> wrote:
>James Wood <jamesw@CSOS.ORST.EDU> writes:
>>I'd like to know where to buy "low density" flopy disks for my 8-bit
>>Atari. All I can find are HD disks in town.
>
>I thought they couldn't be used, but I made some back-ups with
>HD 5.25" disks. Worked fine (one of eight I tried wouldn't format,
>though).

I don't see why HD wouldn't work -- the only macroscopic physical
difference is the missing hub ring, and the magnetic properties are
better than DD.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

980. Re: Ever a workable 80-column mod?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 06:34:45 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9502030635.AA04705@zippy.sonoma.EDU>
Source record: 94768

You've been "asked not to do it"? (re: 80 column hack or something)

Why not and by whom?!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX
Coming soon: my WWW home page!
Confused... (And ah! it's SCREEN which is slowing everything down! duh!)

981. Re: Vladimir Elberg the Intel advocate

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 06:37:07 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3gsiuj$e05@charm.magnus.acs.ohio-state.edu>
Source record: 94769

In article <pS06TAI.ransom22@delphi.com>,
Joe Walsh <ransom22@delphi.com> wrote:
>Glenn Saunders <krishna@primenet.com> writes:
>>I guess I better get my Kill File ready for this guy (and I suppose others
>>will throw me in there too, so be it).
>
[...]
> People may disagree with you, but I doubt that anyone hates
>you or anyone else on here. People disagree with me all the time here
>and on my BBS (as well a on my BBS network). That's part of the fun!
>Part of the challenge of communication.

Yes! I frequently find myself disagreeing with Glenn, but I
still value opinions different from mine. How could we killfile one
of the mainstays of the group? :-)

> When people disagree with me intelligently (like the great posts
>made in reply to my assertation that the Atari 8-bit is all the computer
>anyone needs), it makes me think. I have to solidify my argument,
>and strengthen my points. Sometimes it makes me realize I have a weak
>argument, and I subsequently rethink i, poften changing my opinion.
>I consider that fun!
> It would be boring if everyone agreed with me. :)

And that doesn't just apply here, but everywhere.
In fact, I've actually made friends (on the opposing side) solely on
the basis of intelligent disagreements/debates on newsgroups.

> Imagine each posting being quoted hundreds of times, all with the
>addition of only "Yeah, you are so right"! :) Boooorrriiiinnnggg! :)

Yeah, you are so right! ;-)
(you may have inadvertantly started a trend contrary to your intent!)

> Each of us here contributes to the discussion, making this
>newsgroup enjoyable to read...and enjoyable to participate in!

My interest in this newsgroup has changed from a technical one to a
social one, simply because of the interesting discussions that happen
here. It's the only non-OSU computer newsgroup I still keep up with.
In fact, now that I think about it, it's the only worldwide newsgroup I
still keep up with. That's because I think this is a fun place to be.

> So, just because I (and others) disagree with some of the
>points you make, don't take it personally. Your posts aren't
>flames, so you are taken seriously.
> You will be missed in your absence from the net.

I couldn't have said it better.
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

982. Re: More disk info rqrd please =8-]

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 06:46:56 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9502030647.AA04817@zippy.sonoma.EDU>
Source record: 94770

No! DON't compare the first three characters with " " or characters 8-11
with "FREE"!

This won't work with all DOSes (namely, MyDOS; I think Atari DOS puts the
free sector count right at the beginning of the "FREE SECTORS" line as
well..)

I check the first character for a number, since MyDOS and AtariDOS, and
if I remember, SpartaDOS (NO FLAMES, FOLKS! It's been a while since I've
booted up Sparta! :)) all place the free sectors value at the BEGINNING
of the line.

If not, I guess just make it check in a number of ways... but all of MY
code is just:
IF A$(1,1)>="0" AND A$(1,1)<="9" THEN ...

Anyway...

later!

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX
Coming soon: my WWW home page!

983. Re: bbs bbs BBS BBS BBS BBS BBS BBS BBS BBS BBS BBS BBS BBS BBS

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 06:49:11 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9502030650.AA04894@zippy.sonoma.EDU>
Source record: 94771

You're not excused :) and no, I can't (and I hope no one else can) tell
you where to find hacked software.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX
Coming soon: my WWW home page!

984. Re: Where to buy 850 cables?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 06:59:55 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9502030700.AA04974@zippy.sonoma.EDU>
Source record: 94772

James! Again, check out the following two new programs:

FlickerTerm80
Ice-T

FT80 is by Clay Halliwell (of ColorViewSquash fame) and Itay Chamiel (of.. umm.. Ice-T and The Wall fame (well, I dunno how many people know about The Wall, actually :))).

Anyway, FT80 uses a design which I actually came up with (but so did Clay himself) which uses two Graphics 0 screens which are flipped between (hence the "Flicker"). They have 3-bit fonts, and yeah, so does all other 80 column on the Atari (without hardware) but the advantage here is the scrolling is incredibly fast. Rather than scrolling 8K of data, and plotting text (placeing 8 bytes and doing OR's and AND's and stuff with the bits) you just scroll 2K of data and to write text, you just place one byte!

Ice-T uses a typical Graphics 8 bitmapped screen, like most other software, BUT the advantage Itay's added is again, faster scrolling. Rather than scrolling 8K, he just redraws the display list so it LOOKs like the data has been moved; he only needs to clear 320 bytes (1 line; the new bottom line) rather than scrolling about 8K and THEN clearing the 320 bytes.

Both programs support 9600 bps and above. They have their own specialities; I think Ice-T is the only one with file transfer so far, and it's just X-modem (download only I think, too?).

THey also both support VT emulation. Ice-T has and advantage because he'll be able to support more than 128 characters if he wants to, since it's bitmapped. FlickerTerm though gets to use 4-bit wide characters (versus 3-bit wide). Clay found that the flickering causes pixels which are directly adjacent to each other but within different character cells across the screen (thus, in different frames of the flickering) to look like there's a very thin blank line between them, so he used that to his advantage and was able to get a very nice looking, and very unique, 4-bit font.

Of course, Ice-T's font is very good to, for a 3-bit font.. I dunno where Itay got it or how he thought it up, but it looks very good compared to a lot of other 80 column screens I've seen.

Anyway.. I believe a review of both might be in one of the upcoming _Current_Notes_ or something.. talk to Rick Reaser (don't have his e-mail address handy) or ask on c.s.a.8 for details.

Good luck!

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX
Coming soon: my WWW home page!

(Posted to c.s.a.8 and mailed to Mr. Wood)

985. Re: Copyright ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 07:11:09 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9502030712.AA05067@zippy.sonoma.EDU>
Source record: 94773

Artem.. how many times have you called the rest of comp.sys.atari.8bit
"dumb", "not smart enough to understand", etc.?

You are NOT making any more friends, dude.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX
Coming soon: my WWW home page!

986. Re: Vladimir Elberg the Intel advocate

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 07:15:08 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9502030716.AA05134@zippy.sonoma.EDU>
Source record: 94774

Joe! Regarding your post about people not hating Glenn and the fact that disagreement and argument is a lot of fun... I TOTALLY AGREE!!! :) :) :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX
Coming soon: my WWW home page!
Yeah, I know.. smart ass

987. FS: Lots of Atari stuff!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 07:25:36 UTC
From: bensmith@teleport.com
Message-ID: <3gslpg$117@linda.teleport.com>
Source record: 94775

```
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sale, most are for the Atari 8-Bit line
of computers.

Title; Author; Publisher; Description;
Price

An Invitation to Programming 2:; Atari;
SoftWare Manual for Writing Programs;
.............................$5.00 U.S.

Atari Basic; Bob Albrecht, LeRoy Finkel
& Jerald R. Brown; John Wiley & Son

Basic Reference/Minus front Cover;
.....$3.00 U.S.

Atari Basic; Bob Albrecht, LeRoy Finkel
& Jerald R. Brown; John Wiley & Son
Basic Reference;.....$5.00 U.S.

Atari Basic Reference Guide; Atari;
Quick Reference for Atari Basic.;
.....$7.50 U.S.

Atari Microsoft Basic Instruction
Manual; Atari; PhotoCopied and Bound
Manual;.....$5.00 U.S.

Atari User's Guide; Mark Ellis, Robert
Ellis & Larry Joel Goldstein; Brady
Communicat Basic & Graphics for Atari
400/800/600XL/800XL/1200XL;..$5.00 U.S.

Basic Atari Basic; James S. Coan &
Richard Kushner; Hayden Book Comp Atari
Basic Book for the 400, 800 and the XL
Computers;.....$5.00 U.S.

Bits, Bytes and Buzzwords; Mark Garetz;
dilithium Press; Understanding Small
Business Computers;.....$5.00 U.S.

COMPUTE!'S FIRST BOOK OF ATARI
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Information!;.....$7.50 U.S.

Compute!'s Second Book of Atari;
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DOS 3; Atari; An Introduction to DOS 3;
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Gemini-10X/15X Users Manual; Star
Micronics,; Manual for Gemini Printers;
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HomePak; Russ Wetmore; Batteries Includ
Manual for HomePak;.....$5.00 U.S.

Inside Atari Basic; Bill Carris; Reston
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Approach to the BASIC Language!;
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Inside Atari DOS; COMPUTE! Books; DOS
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Introduction to Computers and Data
Processing Shelly & Cashman; Anaheim
Publishi Class Room Text Book, not
necessarily about Atari Computers;
.....$3.00 U.S.

Making it Count; Boeing Computer;
Student Manual/Introduction to
Computers & their Applications;
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Mapping the Atari; Ian Chadwick;
COMPUTE! BOOKS; Comprehensive
sourcebook and memory guide for Atari
400/800;.....$7.50 U.S.

Music Construction Set; Will Harvey;
Electronic Arts; Just the Manual and
Reference Card;.....$5.00 U.S.

My First Alphabet; Atari; SoftWare
Reference;.....$3.00 U.S.

OS/A+; OSS; Manual for/Systems Software
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Paint; Alex Packer; Reston Publishin;
.....$3.00 U.S.

Program Design and Construction; David
A. Higgins; Prentice Hall In Book on
General Programming;.....$3.00 U.S.

The Home Accountant; Continental Soft
PhotoCopied and Bound Manual;
.....$5.00 U.S.

The Home Filing Manager Users Guide;
Atari; SoftWare Manual/Users Guide;
.....$5.00 U.S.

The Home Filing Manager Users Guide;
Atari; PhotoCopied and Bound Manual;
.....$3.00 U.S.

User's Handbook to the 400/800
Computers; Jeffrey R. Weber & Stephen

J. Sczcecinski; Weber System's I Atari Handbook;.....$5.00 U.S.

Your Atari Computer; Lon Poole with Martin McNiff & Steven Cook; Osborne/McGraw-H Guide to Atari 400/800 Personal Computers/includes XL Series Update;.....$5.00 U.S.

ATARI 8-BIT SOFTWARE FOR SALE:

An Invitation to Programming 1:, Atari Cassette, Box & Docs.....$5.00 U.S.

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Deadline, Infocom Disk.....$5.00 U.S.

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Reforger '88, SSI, Apple/Atari
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Stratos, Adventure International
Disk, Box, & Docs.........$10.00 U.S.

Syn Calc, Synapse
Disk, Box, & Docs.........$20.00 U.S.

TAC - Tactical Armor Command
Avalon Hill
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TeleLink 1, Atari
Cart, Docs................$10.00 U.S.

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Temple of Apshai, Epyx
Disk, Box, & Docs.........$15.00 U.S.

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Box, & Docs...............$20.00 U.S.

War, Adventure International
Disk.......................$5.00 U.S.

War in Russia, SSI
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Disk, Box, & Docs.....$20.00 U.S.

Zork I, Infocom
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All interested Parties Reply in
E-Mail at the Following Address:

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Or call (503)256-9974 anytime!
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Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

988. Want to Buy out Cheap, Complete Atari systems.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 07:51:14 UTC
From: bensmith@teleport.com
Message-ID: <3gsn9i$3d3@linda.teleport.com>
Source record: 94779
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Looking for Atari Users getting out of Atari and willing to sell their
Atari's CHEAP. Will buy from the one selling CHEAPEST. Looking for both Atari
ST and Atari 8 Bit Systems. Including Lots of Original Commercial SoftWare.

Please Direct all Replies in E-Mail
To: bensmith@teleport.com or for
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bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

989. PX XFORMER to DOS Utility

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 08:34:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19950203083409MIS0160@MVS.UDEL.EDU>
Source record: 94787

Is there a utility that will take a file on an Atari virtual disk
used by PX XFORMER and create a DOS file?--kinda the opposite of the
XFORMER's ability to import a DOS file as a 1-file virtual disk.

Roger Cole INTERNET:Roger.Cole@MVS.UDEL.EDU

990. SOFTWARE AT ARCHIVE

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 08:58:24 UTC
From: cp576@cleveland.Freenet.Edu
Message-ID: <3gsr7g$q7d@usenet.INS.CWRU.Edu>
Source record: 94780

I have uploaded several programs to the archive over the past
couple months: BURGER.ARC a burger time clone game,
KASM, KLINK assembler and linker. AMAC and RA65 compatable.
KEDIT151 an Action type text editor. Newest version fixes bugs
in earlier versions. DISKFORM a program that can send and
recieve disk and diskimages to a PC with a terminal program
capable of standard XMODEM (not CRC) transfers.

If anyone has tried any of these or had any problems let me know.

Send comments/problems to
cp576@cleveland.freenet.edu

991. Vladimir Elberg the Intel advocate

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 10:40:16 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2F30F535@POST0.LAAFB.AF.MIL>
Source record: 94781

Actually, I found that stuff that Vladimir Elberg wrote (and Glenn Saunders comments on "petty flame wars") to have high entertainment value.

992. Re: Copyright ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 10:56:34 UTC
From: koutchin@mail2.sas.upenn.edu
Message-ID: <3gt252$j1r@netnews.upenn.edu>
Source record: 94782

RESEARH.

I ASKED PEOPLE IN OTHER NEWSGROUPS, CHATS, REAL LIFE WHAT THEY THINK
ABOUT WHAT IS GOING HERE.

NOBODY CALLED IT SMART MOVE
MOST OF'EM SAID THAT YOU ARE PEOPLE REALLY LIKE TO WAIST YOUR MONEY
SOME PEOPLE SAID THAT YOU ARE PEOPLE UNFUCKABLE RICH !!! :-) (i hope so)

Think about, these are not my opinions, these are opinions of
other people, tons of people.

993. Re: Joining of comp.sys.atari.8bit and the Atari Pro! Network?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 11:34:08 UTC
From: James King <jeking7@delphi.com>
Message-ID: <5y3YbyI.jeking7@delphi.com>
Source record: 94783

James Wood <jamesw@CSOS.ORST.EDU> writes:

>In some messages there, I saw references to the possible incorporation of
>the comp.sys.atari.8bit as a networked message base over the Atari net.

What you saw was MY effort to interconnect comp-sys-atari-8bit and the
Atari Pro! network. Unfortunately, those non-internet types on the
Pro! network complained so much about the internet messages, that I'm
bagging the idea!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

994. Re: Hang it up??? Atari8 really dead?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 11:38:35 UTC
From: James King <jeking7@delphi.com>
Message-ID: <5S3bTWL.jeking7@delphi.com>
Source record: 94784

Perhaps you should re-read all the latest messages - as I've seen
several replies to your messages.

This constant snivelling you're doing certainly isnt going to help your
cause.

Do you think there are 100messages/day in csa8 because NOBODY cares
or responds to posts! Open your eyes man and quit whinning like some
little freaking piss-ant baby!

I've even replied by mail - and you're STILL not happy! Sheesh!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

995. European Atari stuff auction update

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 15:33:28 UTC
From: zeist@serc.nl
Message-ID: <1995Feb3.153328.20276@cc.ruu.nl>
Source record: 94785
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,alt.atari.2600vcs,comp.sys.atari.8bit

```
// European Atari stuff Auction - Update 3 February 1995 //

E-mail bids to zeist@serc.nl. I will inform you when someone has done a
higher bid on your item. Go on! Make me an offer! The 'by' section states the
first name of the current highest bidder (in my previous auction I stated the
first part of the e-mail name, this makes it easier for me).

Remember: I pay postage and packing; your bid is all you have to pay.

I will post this auction update once a week (on friday) to r.g.v.marketplace,
r.g.v.classic, alt.atari.2600vcs and c.s.atari.8bit. Auction ends friday
17th (Feb).

All games (and the console) are PAL versions, new in shrink-wrap. E-mail me
if you want to receive updates via e-mail, or if you have a question on an
item. I have descriptions ready to send.

##### 2600 carts (min $10):
highest by date

Solaris - - -
Midnight Magic - - -
Battle Zone - - -
Xenophobe - - -
32 in 1 $30 marlin 2 feb

##### XE carts (min $10):

Barnyard Blaster - - -
Lode Runner - - -
Bug Hunt - - -

##### Atari 2600 Jr.:

$55 jeremy 2 feb

================================================================================
Name : Bob van Zeist SERC (Software Engineering Research Centre)
E-mail: zeist@serc.nl P.O. Box 424, 3500 AK Utrecht, The Netherlands
WWW : http://www.serc.nl Tel: +31-30-545412, Fax: +31-30-545948

My home page: http://www.serc.nl/People/zeist
================================================================================
```

996. Re: Best 8-Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 16:20:08 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <132215@cup.portal.com>
Source record: 94786

Peter, if you want to try a program that uses Antic banking, try to find ENVISION from the now defunct Antic Magazine. It automatically detects expanded memory & fails with both Rambo & Newell upgrades.
Rick

997. Action Cartridge WANTED

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 16:50:59 UTC
From: trond.karstensen@hiof.no
Message-ID: <trond.karstensen.94.2F325EF3@hiof.no>
Source record: 94788

Does anybody out there have an Action! cartridge for sale ? I would like to buy a complete package with Action! Toolkit

Email : trondk@sofus.hiof.no

998. Re: Where to buy 850 cables?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 16:57:07 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950203085627.20879D-100000@PEAK.ORG>
Source record: 94789

Thanks for the reply, Bill.

Where can I get these terminal programs? I'm eager to try 'em out!

James

999. Re: Best 8-Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 18:10:46 UTC
From: Peter@bell.demon.co.uk
Message-ID: <791835046snz@bell.demon.co.uk>
Source record: 94790

In article <3gra6s$9su@charm.magnus.acs.ohio-state.edu>
rfunk@magnus.acs.ohio-state.edu "Rob Funk" writes:

> In article <791728433snz@bell.demon.co.uk>,
> Peter Bell <Peter@bell.demon.co.uk> wrote:
> >The setup I've put on my machine seems to work OK, it has an additional
> >PIA, and a little bit of logic so that either the original PORTB (sticks
> >3 + 4) or the memory mapping port appears at $D301. This is controlled
> >off the ROM select switch (so, when you are in 800 OS mode, you get
> >four joy ports, and when you are in XL/XE OS mode you get the memory
> >mapping register).
>
> Wow! Do you have any text or schematics that would tell us how to do
> this to our own machines?

I've never actually got around to writing it up, although I do still have
all the notes. I'll try and sort out all the info, and post it.

Are you just interested in the PIA switching or the whole thing?

Pete
--
Peter Bell <peter@bell.demon.co.uk>

1000. Re: Low IBMASCII

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 19:03:13 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3gtulh$i9l@charm.magnus.acs.ohio-state.edu>
Source record: 94791

In article <D3E9s2.Ipw@itex.jct.ac.il>,
kylemol moron <bruck@brachot.jct.ac.il> wrote:
>10 - "paragraph" (eol)
aka carriage return -- cursor goes to beginning of current line.

>12 - new page (clear screen?)

NOT clear screen. On a printer it ejects the current page, but on a
terminal it usually prints as either "^L" or a little female symbol
(with the IBM character set).
--
------------ R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

1001. Re: Best 8-Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 19:13:05 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3gtv81$ic8@charm.magnus.acs.ohio-state.edu>
Source record: 94792

In article <791835046snz@bell.demon.co.uk>,
Peter Bell <Peter@bell.demon.co.uk> wrote:
>Are you just interested in the PIA switching or the whole thing?

Mainly the PIA switching (sounds like it eliminates a lot of software
incompatibility), but also everything else that isn't one of the
"standard" upgrades.
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

1002. Re: Need 1050 ED disk VTOC info!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 19:27:17 UTC
From: richczeta@aol.com
Message-ID: <3gu02l$kpg@newsbf02.news.aol.com>
Source record: 94793

The Hardware Manual states that the DOS 2.X VTOC's bitmap extends from byte 10 to 99. 90*8 = 720 bits. So where's the bitmap for a 1050 ED disk's extra sectors? Using the rest of sector 360's bytes, only 944 bits/sectors can be accounted for. (Dos 2.5 may or may not use the rest of sector 360 for the bitmap, I don't know.)

Another sector must hold the rest of the bipmap. So, where is it? I know it's there. A DOS 2.5 ED disk has 1023 usable sectors. 12 are used by DOS, leaving 1011 free for files. VTOC = 1, File directory = 8, Boot sector = 1, and I assume the last sector is unused like a SS 720 sector disk. That's 11 sectors. One more is used, which I assume to be the extra VTOC sector. But which sector is it? Matthias Belitz says $400. Is this correct?

Rich

1003. Re: Need 1050 ED disk VTOC info!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 19:34:12 UTC
From: richczeta@aol.com
Message-ID: <3gu0fl$krn@newsbf02.news.aol.com>
Source record: 94794

Whoops!

I meant OS manual.

Rich

1004. Re: Enhanced density on Indus?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 20:21:34 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950203122002.8449C-100000@PEAK.ORG>
Source record: 94795

On 2 Feb 1995, Teyi N Lei wrote:

> Is there any way to get the Indus GT drive to read, format, and write in/on
> DOS 2.5's 1024 sector enhanced density?
>

I have owned Indus GT drives for years, and I never had a
problem. They always functioned exactly like a 1050. With DOS 2.5, I'd
just choose "Format disk" and it would automatically format in the
"enhanced" format. Of course, "Format Single" would generate a
single-density disk.

Is your drive refusing to format?

James

1005. Re: Hang it up??? Atari8 really dead?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 21:12:42 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950203122505.8449D-100000@PEAK.ORG>
Source record: 94796

On 2 Feb 1995 Rick_Michael_Cortese@cup.portal.com wrote:

> James; I don't see your problem. *EVERY* newsgroup I've been in is less
> responsive then this one. The FAQ has all the info you could possibly

That may be your opinion, and I am new to the net, but my limited
experience on other groups has proven otherwise. On other newsgroups, I've
received numerous replies from intelligent posters; on any newsgroup, I
reply if I know the answer. Perhaps your luck in other newsgroups has
been different.

> need & there is a list of vendors. You seem to be complete ignorant
> of "Netiquette" <Whoop! completely above>. NEVER go into a newsgroup
> cold turkey & just start posting these types of questions. Not just
> here, but anywhere on the net unless you want to risk being flamed.

Yes, I am new to the net. Am I "ignorant?" I'd prefer to choose
the word "uninformed." NEVER go into a newsgroup and post questions?
What the F___ is the group for? As for flaming me....go ahead...I'll reply.

A list of vendors? Is there a price list? Are prices always the
same between vendors? Are prices always the same ANYWHERE over time?

> The proper way to do this is to scan all the existing messages for the
> FAQ, if it's not there, then just post a one line message asking where
> it could be found or could the person who maintains it send me a copy.

That is true. However, in my opinion, a simple question that can be
answered in one or two lines by someone who may have had recent
experience in relation to the question, would take up appx. the same time
and bandwidth, and obviously faster. I'm sure the FAQ is informative,
however. I'll have a look.

> You know the real reason why I don't respond to you? Because your questions
> are usually followed by Michael Current posting the FAQ.

I highly doubt there is any correlation between my posting of a question,
and the posting of the FAQ. Would you be so kind as to provide me with a
correlation coefficient?

> I think everyone
> here probably assumed you were smart enough to read the FAQ so they didn't
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
> bother to reply since it would be redundant. There's no rules to speak
^^^^^^^^^^^^^^^^^^
> of on the net, but this is the way things work. There may not be any
^^^^^^^^^^^^^^^^^^^^^^^^^^

> such thing as stupid question, but asking these types of qestions that
> we've all seen for years & are answered elsewhere are anoying.
^^^^^ ^^^^^^^

PARDON ME, BUCKO! The questions I asked were simple. I was not asking anyone to write a book to answer my questions. If you want to question my intelligence based on this matter, you'd better be prepared to go face-to-face.

The things you have said lead me to believe that you are VERY egocentric; it is relatively easy for any moron to masquerade behind a keyboard, purporting to be a genious. In one small paragraph, you have 1) questioned my intelligence, 2) told me "the way things work," 3) spoken for everybody, and 4) been annoyed at questions about ATARI 8-BITS in the ATARI FORUM.

I do not know what your calling in life is, but this is a hobby for me, albeit one I am serious about. Let me offer you a nickel's worth of free advice, Mr. Cortese: DON'T YOU EVER attempt to assess someone else's intelligence because they are not as informed as you are in ONE particular area. I do not know you or your credentials, so the only factors I can accomodate into my assessment of your intelligence has been the flagrant arrogance throughout your message. For your sake, I sincerely hope that there is more to you than that. However, I won't go into the specifics of questioning your intelligence as you have done mine (you are freely permitted, of course, to speculate my opinion of your intelligence, however).

Also, I would advise you to drop the surly attitude (it's very unbecoming) , and perhaps seek counseling about that anal-retintiveness that causes you such anguish and irritation at the questions of a newbie.

MY FELLOW 8-BITTERS: I apologize for posting this reply publicly, but I felt it appropriate to manifest my reposte in an equivalent manner to its antecedent.

MR. CORTESE: Feel free to reply via E-mail, but I'd just as soon have you keep this garbage in E-mail and off the rest of the net. However, I'd just as soon NOT read your garbage at all.

Sincerely (very much so),

James

1006. Re: Hang it up??? Atari8 really dead?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 22:25:22 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3guagi$jtn@charm.magnus.acs.ohio-state.edu>
Source record: 94797

In article <Pine.SUN.3.91.950203122505.8449D-100000@peak.org>,
James Wood <jamesw@CSOS.ORST.EDU> wrote:
>On 2 Feb 1995 Rick_Michael_Cortese@cup.portal.com wrote:
>> need & there is a list of vendors. You seem to be complete ignorant
>> of "Netiquette" <Whoop! completely above>. NEVER go into a newsgroup
>> cold turkey & just start posting these types of questions. Not just
>> here, but anywhere on the net unless you want to risk being flamed.
>
> Yes, I am new to the net. Am I "ignorant?" I'd prefer to choose
>the word "uninformed." NEVER go into a newsgroup and post questions?
>What the F___ is the group for? As for flaming me....go ahead...I'll reply.

When you go into a newsgroup, first READ the posts to see what the
newsgroup is about and to see if your questions have been answered
recently already. READ the FAQ to see if your questions are common
ones that have readily available answers.

And remember that any newsgroup involves some give & take. We (yes, I
said WE) both ask and answer questions. It's a two-way street.

>> The proper way to do this is to scan all the existing messages for the
>> FAQ, if it's not there, then just post a one line message asking where
>> it could be found or could the person who maintains it send me a copy.
>
>That is true. However, in my opinion, a simple question that can be
>answered in one or two lines by someone who may have had recent
>experience in relation to the question, would take up appx. the same time
>and bandwidth, and obviously faster. I'm sure the FAQ is informative,
>however. I'll have a look.

Maybe it takes you the same time, but it saves a lot of time for the
rest of us if you go to the FAQ first. That's what it's there for!

>> I think everyone
>> here probably assumed you were smart enough to read the FAQ so they didn't
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>> bother to reply since it would be redundant. There's no rules to speak
> ^^^^^^^^^^^^^^^^^
>> of on the net, but this is the way things work. There may not be any
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^
>> such thing as stupid question, but asking these types of qestions that
>> we've all seen for years & are answered elsewhere are anoying.
> ^^^^^ ^^^^^^^
>
>PARDON ME, BUCKO! The questions I asked were simple. I was not asking
>anyone to write a book to answer my questions. If you want to

>question my intelligence based on this matter, you'd better be prepared
>to go face-to-face.

The reason _I_ didn't reply is your put-down attitude from the
beginning. Why should we answer your questions when, in the same
post, you heap verbal abuse on us?

>The things you have said lead me to believe that you are VERY egocentric;
>it is relatively easy for any moron to masquerade behind a keyboard, purporting
>to be a genious. In one small paragraph, you have 1) questioned my
>intelligence, 2) told me "the way things work," 3) spoken for everybody,
>and 4) been annoyed at questions about ATARI 8-BITS in the ATARI FORUM.

1) I didn't see anything there questioning your intelligence. He was
saying we figured you could read the FAQ on your own.
2) "The way things work" in this case is simple netiquette. If you
are new to a group, read the FAQ before posting. Any newsgroup will
tell you that.
3) Well, he pretty much spoke for me. I wouldn't have been quite as
charitable, though.
4) ....annoyed at questions which are answered in the FAQ. Also
annoyed at your attitude.

>Also, I would advise you to drop the surly attitude (it's very
>unbecoming) , and perhaps seek counseling about that anal-retintiveness that
>causes you such anguish and irritation at the questions of a newbie.

You're the one with the surly attitude.

>MY FELLOW 8-BITTERS: I apologize for posting this reply publicly, but I
>felt it appropriate to manifest my reposte in an equivalent manner to its
>antecedent.

Why don't you just apologize for most of your posts to this group?

>MR. CORTESE: Feel free to reply via E-mail, but I'd just as soon have you
>keep this garbage in E-mail and off the rest of the net. However, I'd
>just as soon NOT read your garbage at all.

I'd just as soon not read your garbage.

I'd hate to have to make a killfile for this group, but I already have
two nominees.

And Glenn was worried about people killfiling HIM?
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

1007. Koronis rift

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 23:13:00 UTC
From: drfalcon@delphi.com
Message-ID: <Bc54LWU.drfalcon@delphi.com>
Source record: 94798

Hi, anybody out there played/ing Koronis Rift by Lucasfilm
Games or what ever they were called back then.This has to be
one of the best 8bit games
ever.What about the Eidolon? Has any body got these for sale.
Cheers.

1008. Re: Low IBMASCII

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 23:39:34 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3guerm$4lg@nic-nac.CSU.net>
Source record: 94799

No, ROb.. not always.. I'm used to ^L being clear screen on 99% of the
online "stuff" I've used.. At least under ASCII or ANSI..

(Also, the Think C standard "console" output (an 80x24xmonospaced-text window)
supports ^L for clearscreen.. for compatibility I guess?)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX
Coming soon: my WWW home page!

1009. Re: On the subject of Poland....demo!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 23:48:57 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3gufd9$54d@nic-nac.CSU.net>
Source record: 94800

That was the small Our5oft demo. Yeah, that was pretty cool. It also fakes about 25 player/missiles in the same area of the screen (and then another 4 or 5 at the top for a swinging logo).

The thing is, rather than doing a WSYNC within the DLI code, they just timed it perfectly to mix Graphics 8, Graphics 9, and Graphics 15 all on the same line. As for the "25" player/missiles, it was 9 objects:

1 Large, blocky yellow ball
8 3-colored sprites

The trick is though, they only ever had 5 PMG's on one scan line at a time, just like is the technical restriction. The large blocky yellow ball was probably the 4 missiles turned into a 5th player, and the 3-colored sprites were really just two PMG's aligned, and then switched into the "3rd color" mode. Two of those make a total of 4 players + the 5th player.

Pretty neat trick though. If only more games used that.

There IS a demo which literally puts up 8 sprites on the scan line, and that I don't know how to do (except maybe an APAC/ColrView style frame-flip like I'm planning on doing for a coupla upcoming games (well, at least one)).

And finally, the "Sweet Illusions" demo has a VERY nice introduction part.. at the end they have the coders' faces slide up on the right side of the screen (in 80x192x16grey mode) and then on the left side, in Graphics 0 or Graphics 8 (320x192x2mono mode) a description of them fades in or is typed out or something.

That whole demo's pretty fun to watch. :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX
Coming soon: my WWW home page!

1010. Re: Where to buy 850 cables?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 23:51:34 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3gufi6$5ei@nic-nac.CSU.net>
Source record: 94801

They should both be up in the Telecomm directory of the Umich archives.

FTP or Gopher to it, or if you can't, have BART e-mail you UUE'd stuff..
if you can't handle THAT, just tell me and I'll e-mail you 'em UUE'd.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX
Coming soon: my WWW home page!

1011. Re: PX XFORMER to DOS Utility

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-03 23:58:11 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3gufuj$5il@nic-nac.CSU.net>
Source record: 94802

There are two PC utilities which can (usually) extract files out of PC XFormer
and SIO2PC "ATR" files (I know of none which handle XFD's).

s2pc is one, and atarimg is another. They're both available at UMich
(atari.archive.umich.edu (FTP) or gopher.archive.umich.edu (gopher) or
mirror.archive.umich.edu (one of the Umich mirrors; note not all carry
the Atari 8bit directories).

One more note is that be sure you don't accidentally download one of the
many versions (why so many still!? delete the old ones already! :))
of SIO2PC, because many of the SIO2PC ZIPs have "s2pc" in the name.

s2pc might be in the Diskutils directory... I sometimes use s2pc, but
usually just run "FILE2PC" on my Atari when it's hooked up to my PC
via SIO2PC (or even easier (but much much slower) is to set up SIO2PC to
capture P:rinter calls into a PC file with no translation and then just
Copy files to the P:rinter on the Atari, but this is useless if you don't
have an Atari and SIO2PC setup).

Also, I cannot run Atarimg because it uses some graphics mode which my
MCGA-pack'in 4MHz IBM PS/2 #25 8086-based machine doesn't support.

Later!

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX
Coming soon: my WWW home page!
Keeper of the Atari 8-bit Newbie/Emulator FAQ file!

1012. Re: SOFTWARE AT ARCHIVE

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-04 00:00:27 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3gug2r$5oi@nic-nac.CSU.net>
Source record: 94803

I tried BURGER and I liked it; I have another BT clone which I don't think was ever finished. Also, I don't actually use KEdit much, but recommend it to people without Action! because Action! has a RAD editor! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX
Coming soon: my WWW home page!

1013. SIO commands (drives/printers/etc.)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-04 00:14:36 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FBENADUUUp@stingray.manawatu.gen.nz>
Source record: 94804

>Could someone please send me the details of how to make an SIO2PC cable?
>
>I want to make use of it on my ST.

I just got the instructions from a.a.u.e. (via BART), but:

Could someone please tell me all of the commands (and what they mean) that
are sent from the 8bit to diskdrives/printers/etc. ?

I'd really appreciate it.

Thanks,
Richard =8-]

--

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

1014. Re: Hang it up??? Atari8 really dead?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-04 00:20:12 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <132229@cup.portal.com>
Source record: 94805

Joe, I know you mean well, but give it up. The guy responded to my admonition to get the FAQ & offer to give him free 800xl OS ROMs by challenging me to a face to face confrontation. Some people you just can't reach. He's probably just a C64 user comming here for flame bait. If he changes his tone, fine, but until then...
Rick

1015. Re: Hang it up??? Atari8 really dead?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-04 03:13:56 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <ZK1YrwU.ransom22@delphi.com>
Source record: 94806

<Rick_Michael_Cortese@cup.portal.com> writes:

>Joe, I know you mean well, but give it up. The guy responded to my
>admonition to get the FAQ & offer to give him free 800xl OS ROMs by
>challenging me to a face to face confrontation. Some people you just
>can't reach. He's probably just a C64 user comming here for flame bait.
>If he changes his tone, fine, but until then...
>Rick

(sigh) I bow to your superior experience.
I am ever the optimist. :)

-Joe

1016. Re: Vladimir Elberg the Intel advocate

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-04 03:22:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <RI+YrEQ.ransom22@delphi.com>
Source record: 94807

William Kendrick <kendrick@zippy.sonoma.EDU> writes:

>Joe! Regarding your post about people not hating Glenn and the fact that
>disagreement and argument is a lot of fun... I TOTALLY AGREE!!! :) :) :)
>
>-bill!

well, at least you didn't quote my whole message just to say
that. :) :) (Note: I'm NOT saying Rob did the wrong thing in his post...
we can all use a little ego-pumping every now and again[Grin].)

BTW, I totally agree with you. :)

-Joe

1017. Joust

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-04 04:36:57 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9502042234.AA08057@emh.kunsan.af.mil>
Source record: 94834

> Clay! :) If the players in Joust are sprites, then why exactly do
> they have the SAME color as the bitmapped backgrounds!? I mean,

Well, lessee... the playfield colors are brown, another shade of
brown, and white (DLI'd to red at the bottom). The enemies are red,
grey, blue, and tan (Bounders, Hunters, Shadow Lords, and
Pterodactyls).

You were saying?

--
Clay Halliwell | ATARI XL/XE DO + THE
ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
Lonersoft ... Solutions you don't want, for problems you don't have!

1018. Re: bbs bbs BBS BBS BBS BBS BBS BBS BBS BBS BBS BBS BBS BBS BBS

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-04 04:45:39 UTC
From: James King <jeking7@delphi.com>
Message-ID: <Zww6LQT.jeking7@delphi.com>
Source record: 94808

Ah! My first nominee for my killfile! Artem: Get a life and piss off!

You're poss regarding "cracked" and "hacked" commercial software are
getting very tiresome.

If anybody out there knows about pirated software, it's me -- but since
the slow demise of the 8bit, there's probably been nobody more
willing to buy up the remaining "commercial" software than me.

Just 2 weeks ago, I bought 15 titles from American Technavision!

Go away, Artem!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

1019. FlickerTerm tech

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-04 04:52:58 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9502042250.AA08339@emh.kunsan.af.mil>
Source record: 94809

> Anyway, FT80 uses a design which I actually came up with (but so
> did Clay himself) which uses two Graphics 0 screens which are
...
> than scrolling 8K of data, and plotting text (placeing 8 bytes and
> doing OR's and AND's and stuff with the bits) you just scroll 2K of
> data and to write text, you just place one byte!

Minor clarification... FlickerTerm doesn't physically move the
character data when scrolling-- it uses the same technique as Ice-T
(rewriting the display list). Early versions of Flick used manual
scrolling, but it lost characters on every line at only 4800 baud!
So I went to the display list technique (good thing too, as blinking
text adds another 2K of data!)

However, the P/MG underlay data IS physically scrolled. Recommended
for low-speed (<9600) or hardware flow-controlled connections only.

> Both programs support 9600 bps and above. They have their own
> specialities;

Non internet junkies might also like to know that Flick has (almost)
full ANSI/IBMASCII support. A heckuva lot better than ANSITERM.

--
Clay Halliwell | ATARI XL/XE DO + THE
ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
Lonersoft ... Solutions you don't want, for problems you don't have!

1020. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-04 05:06:48 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3gv218$10f@lastactionhero.rs.itd.umich.edu>
Source record: 94810
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 51971 Feb 2 00:45 ./8bit/Demos/cmc_demo.com
-rw-r--r-- lenn 203 Feb 2 00:45 ./8bit/Demos/cmc_demo.txt
-rw-r--r-- lenn 24045 Feb 2 00:45 ./8bit/Demos/demo8pl.com
-rw-r--r-- lenn 255 Feb 2 00:45 ./8bit/Demos/demo8pl.txt
-rw-r--r-- lenn 15006 Feb 2 00:45 ./8bit/Demos/seaside.com
-rw-r--r-- lenn 246 Feb 2 00:45 ./8bit/Demos/seaside.txt
-rw-r--r-- lenn 22819 Feb 2 00:45 ./8bit/Demos/strange2.com
-rw-r--r-- lenn 225 Feb 2 00:45 ./8bit/Demos/strange2.txt
-rw-r--r-- lenn 21325 Feb 2 00:45 ./8bit/Demos/train.com
-rw-r--r-- lenn 214 Feb 2 00:45 ./8bit/Demos/train.txt
-rw-r--r-- lenn 7029 Feb 2 00:45 ./8bit/Demos/vectscrl.com
-rw-r--r-- lenn 212 Feb 2 00:45 ./8bit/Demos/vectscrl.txt
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

1021. Re: WANTED:850 MODEM/PRINTER CABLES

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-04 05:16:35 UTC
From: tdrake1@umbc.edu
Message-ID: <3gv2jj$el3@news.umbc.edu>
Source record: 94811

James Wood (jamesw@CSOS.ORST.EDU) wrote:

: WHERE CAN I BUY ATARI 850 PRINTER AN MODEM CABLES? HOW MUCH?
: Anybody receiving on the other end?

I hear you loud and clear.

You can buy an Atari 850 interface and printer and modem cables from:

B&C Computervisions
1725 De La Cruz Blvd. #7
Santa Clara, CA 95050-3011

1-408-986-9960 Phone Hours T-FR 10am-6pm SAT 10am-5pm
FAX 408-986-9968

From their catalog:

ACA002 Atari 850 Interface (Reconditioned) $74.95
CAA002 850 to Printer-Parallel Cable $15.00
CAA003 850 to Modem $15.00

Hope this helps you.

-=-=-=

1022. Re: WANTED:850 MODEM/PRINTER CABLES

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-04 05:40:53 UTC
From: mfontana@magnus.acs.ohio-state.edu
Message-ID: <3gv415$m8e@charm.magnus.acs.ohio-state.edu>
Source record: 94812

In article <3gv2jj$el3@news.umbc.edu>,
drake thomas (phd posi) <tdrake1@umbc.edu> wrote:

>You can buy an Atari 850 interface and printer and modem cables from:
>
>B&C Computervisions
>1-408-986-9960 Phone Hours T-FR 10am-6pm SAT 10am-5pm
>
>ACA002 Atari 850 Interface (Reconditioned) $74.95
>CAA002 850 to Printer-Parallel Cable $15.00

Wow, that's steep.

I've got an extra 850 interface and parallel printer cable
(originally for Atari's 825 printer, I think- picked this up from a friend).
It worked before being put in storage. Includes power supply and
SIO cable, but no box or manual. If anyone could use this, I'll
send this stuff anywhere in the U.S. for $25.

Mark

1023. Re: Hang it up??? Atari8 really dead?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-04 06:20:09 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <132250@cup.portal.com>
Source record: 94813

Rob, I know your heart is in the right place too, but I seriously question if this guy's for real. I think he's just baiting us & I'm not joking. Just as an example, his post about burned out OS ROM was posted on the 25th. Dave Patterson, much to his credit, made him the offer of free ROMS before I did. As a matter of fact, the post from Dave showed up at Portal before Mr Woods post. I responded with an offer of free ROMs the same day I saw the message on Portal & I believe it went out before he flamed us. I'm not sure about the exact time, but I think Joe Walsh got out his answer before the flame. Let's see, one post from Mr Wood asking for assistance for which he got two offers of free hardware & one message detailing solutions. I also checked & sure enough, there was a post for FAQ vendors in between his question & his flame.
BTW: I shouldn't keep a dictionary next to my computer, but ignorant is defined by Webster's as uninformed.
During this same time period, there was the post by Toad Computers. Don't you get a little suspicious yourself when somebody complains about lack of support for Atari 8 bit computers? I laughed out loud myself. Could anybody that owns one REALLY think there is support? Ha Ha HA! I'm really to the point where I'll publically offer to fix the thing for free just to see if this guy really owns one.
The guys complaints are so completely without merit that I think the only thing he should do is appologize to the sig as a whole or blow away. We have enough personality conflicts without somebody making up this kind of stuff. The slights he talks about are either a joke <most likely> or imagined. The guy is just completely out of line/off the wall. He even took it upon himself to warn someone he won't get any help in the sig. It just so happens I did get in touch with the guy who asked about the ibm<>atari transfer & I think the whole thing was resolved within his "URGENT" time period. I won't know for sure I helped, but at least the guy didn't flame the whole group. Nahhh, this guy sounds like a C64 user playing a joke.
Sincerely
Rick

1024. Re: Vladimir Elberg the Intel advocate

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-04 06:20:13 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <132251@cup.portal.com>
Source record: 94814

I'll echo Joe's comments Glen, you are frequently a jerk, but so am I.
Besides, you like most of the people I have respect for, are out there.
I recall you submitted Led Zepplin cuts for the AMP music contest right?
I don't know about any of the other stuff you've done, but that contribution
alone is enough win some of my ACKs.
Rick

1025. Re: Bill Wilkinson responds

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-04 06:35:22 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <R08bzua.lmcclure@delphi.com>
Source record: 94815

In a message dated 1-30-95, Fredrik Lundholm said:

"Certainly, isn't the MSX computer clocked at 8 MHz?"

More like 4 Mhz for the standard CPU on MSX-1 computers. In fact, I think 3.58 Mhz was the exact speed. I have no idea of whether the "standard" speed was bumped up in the MSX2 and 2+ standards or not. There was also the Turbo-R, but that is really getting far out into MSX territory.

"Blow it out of the water! sure the 6809 has a lot of registers and complicated opcodes, but since there are so many, the processor require a lot of tics to decode and process the instructions."

Faster? Perhaps, perhaps not. Blow it out of the water? No way. Along with my two Atari 8-bits, I have a 6809-based CoCo 3 running at 1.89Mhz. All things considered, I would have to judge it to be every bit as fast as the 1.79Mhz 6502 in my A-8's. I believe interrupt latency on the 6809 is higher than with the 6502, making the 6502 a better choice (at the same speed) for such things as serial communications. However, the 6809 is definitely set up better for some things, such as multi-tasking (where its registers come into play). Also, if the way it handles the 32K size screen modes available on the CoCo 3 is any indication, it apparently handles byte moves faster than an equivalent speed 6502.

Actually, comparing the 6502 to the 6809 is encouraging sibling rivalry, as both have the same "parent"...the 6800.

Both also have more advanced brethren. The 6502 has not only the 65C02, but also the 65C816. The 6809 has the Hitachi 6309, which was supposedly only a CMOS varient, but some folks discovered some time ago that Hitachi built in their own, faster, more capable "native" mode, which is now exploited by at least two OS-9 system software patch kits for the CoCo 3.

1026. Re: PC-Filesystem - does anybody has coded it yet

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-04 06:36:19 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <R014LKT.lmcclure@delphi.com>
Source record: 94816

In a message dated 1-30-95, Glenn Saunders said:

"The true PC filesystem may require too much memory overhead
to be viable on an 8-bit CPU."

Virtually all of the PC filesystem setup dates back to at least DOS 2.11. As I recall, many PC's were still only 128K at the time, with 512K being considered "large". Take a look back at the old 2.11 code for the system files, and even add in COMMAND.COM for that version, and as I recall, you'll still fit within 64K with room to spare. Considering that is in less-efficient 8088 code, a 6502 version should be about the same size as MyDOS or SpartaDOS 3.2.

"There is also the issue of copyright. I don't know how
Atari's ST got away with its MS-DOS ripoff filesystem."

You might be able to patent a file system, if you could prove it was novel enough, but one cannot copyright the structure of something (or at least you couldn't until "Look and Feel" lawsuits arrived). Even if Microsoft had wanted to try that tack, DRI could simply have waited to see if Microsoft won, and then sue them for copying the file system of CP/M. After all, until subdirectory support was added to MS-DOS, the file system of MS-DOS was essentially a clone of that of CP/M. Also, since TOS was developed from CP/M-68K, one could also argue it had more right to that file system than MS-DOS! <grin>

Further, I cannot recall any lawsuits, or even warnings over making a compatible file system. If so, all the MS-DOS read/write utilities on the market for non-PC machines would be in danger.

1027. Re: 2600 Tech Info

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-04 06:37:27 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <RW9YTof.lmcclure@delphi.com>
Source record: 94817

In a message dated 1-30-95, Earl Halliwell said:

"I wonder how exactly we're supposed to reply in e-mail
to someone who neglected to include their email address?"

He probably saw no need to duplicate his mail address as a sig, as
it would be in the message header. In fact, here's how the header
for his message appeared on Delphi's Usenet reader:

From: rh_warre@ece.concordia.ca (Robert H. Warren)
Newsgroups: comp.sys.atari.8bit
Subject: Atari 2600 Tech info
Date: 29 Jan 1995 23:07:09 GMT
Organization: ECE - Concordia University
Lines: 10
Message-ID: <3gh72t$l3f@newsflash.concordia.ca>
NNTP-Posting-Host: kelvin.ece.concordia.ca
X-Newsreader: TIN [version 1.2 PL2]

Note the "From" address in the very first line. (Actually, there was
the "Path" info before that, which I deleted to save space). As I
recall, even reading messages individually (vs. nonstop capture), the
"From" field still shows up.

I suppose the existence of less-capable newsreaders is the reason
sigs came into existence in the first place.

1028. FlickerTerm tech

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-04 08:08:19 UTC
From: snyder10@rs1.tcs.tulane.edu
Message-ID: <3gvclj$j4h@rs10.tcs.tulane.edu>
Source record: 94818

Quoting ehalliwe@emh.kunsan.af.mi

e >Non internet junkies might also like to know that Flick has (almost)
e >full ANSI/IBMASCII support. A heckuva lot better than ANSITERM.

I second that feeling! Every board in the local area has gone Ascii
and having Flick really helps...heck, used with SnapShot from CTH
you've got Zmodem download in one window and Ymodem in another...

Mike
---
* PabQwk 2.0 #9 * Delete C:? (Y)es (O)k (F)ine by me

1029. Re: MASSIVE AUCTION VII (Atari section) -- Initial Post

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-04 09:00:32 UTC
From: nrl6001@ccsalpha1.nrl.navy.MIL
Message-ID: <95020317182713@ccsalpha1.nrl.navy.mil>
Source record: 94819

Michael J. Novak Jr. (dw901@cleveland.Freenet.Edu) writes:

> I don't have a disk to check the drive, but the power light comes on
> and it makes a sound like it is trying to read a disk.

Yeah, right. Like he has all this stuff and not a disk in the house.
Can't you hear it now? "Well it worked when I shipped it to you." Or,
"Well, gosh, I never promised it would work. I figured you were just
looking for a drive that would make a sound like it was reading."

Bob Gray gray@utopia.nrl.navy.mil

1030. Re: Black Box

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-04 09:08:22 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950204004707.5107B-100000@PEAK.ORG>
Source record: 94820

On 1 Feb 1995, Matthew Singer wrote:

>
>
> Can someone help out an old 8 bitter with info on this? I's sure like
> to copy all my floppies to a hard drive before many more of them
> wont read anymore...
>
> thanks
>

The Black Box is a really neat device. I have one (but I have hardly had a chance to use it....my computer is in another state (great!) and I'll have to get someone to dig it out of storage and send it..... Anyway... Let me clog up the net with my bullshit (this is probably in the FAQ....so I'm doing an illegal move here by posting...) I will just give you my layman's observations.

The first thing I noticed is that the Black Box isn't black...it's green! That's because you see the circuit board. A case is extra. I like cosmetics, so I ordered the case.

The black box is shaped like the letter T = the single end sticks in the cartridge port/ECI (parallel bus) of the 130XE. The 800XL hooks to it with a short ribbon cable instead. If the 130XE is used, the Black Box gives you back your cartridge slot with one on the Black Box. I don't like using it with a 130XE - this big ol' fragile thing stickin' its end in the slot. I don't suppose you'd have a problem with firm surface to set it on (big desk), but it takes quite a bit of desk real-estate.

The Black Box is expensive, but it is pretty fun. It seems pretty full-featured; The first thing I noticed is that when I plugged it in, my Happy 1050 drive (of course, on the SIO port...not connected to the Black Box) started to HAUL ASS. It did the famous "Warp Speed" at ALL times with ALL DOSses. I don't think Happy was ever able to make it do that. As for the Ultraspeed on other modified 1050s (USD) or the XF551, I haven't tried it. The Happy Warp Speed was neat.

I don't even know how to fully work the BB. There are two buttons on the top. One of them calls up the Black Box menu, from which you can swap drive letters (so you can have more drives than can be physically used). There is a floppy formatter (for the floppy board, of course, which I have). There is a machine language monitor, and you can press the button on the BB at ANY time running ANY program, and even examine the contents of the processor registers!

I only tried the Floppy Board a little, and I don't know if I had things hooked up right. However, what I DID get working was phenomenal. The drives are **UNBELIEVEABLY** fast. They make Happy Warp speed seem slow. I suspect that it reads the drives as fast as is physically possible. Ever pay attention to the tempo of the I/O beeps on the monitor speaker, as each sector is read (who can't with an Atari :) I've always thought they were an EXCELLENT idea. You can audibly discern what is going on (ever get a "device NAK" error? Sounds like hell!). How else would you know that some disks are faster than others? Remember how fast the Happy drive sounds? Hand it double-density sectors, and the beeps slow a bit. The Floppys on the floppy board "beep" the I/O flag in DOUBLE density faster than the Happy can in single - perhaps much so. Plus, the Happy always took a pause to change tracks. The format must be twisted with the Floppy board drives, because I swear you can't tell the drive even HAS tracks unless you listen to the head bump in the drive....just a rapid-fire, uninterrupted blare....it's kinda like listening to a high-performance engine being gunned....IMO.

There's a SCSI hard disk port, although I believe an MFM (RLL too?????) hard drive can be used. I'm going to get that going in the next month or so....I don't know enough about it....and it's one of the main reasons FOR a BB.

Parallel port....optional 64K buffer. If you don't get the buffer, the BB can use your computer's RAM as the buffer.

Hi-speed serial - excellent!! I used it a LOT to transfer files to a PC at 19.2 and never had a hitch.

That's all I know!

James

1031. Bugging everyone with questions...

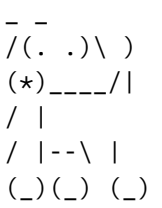
Newsgroup: comp.sys.atari.8bit
Date: 1995-02-04 10:47:24 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FBEXAGVKUp@stingray.manawatu.gen.nz>
Source record: 94821

I just wanted to say, that sorry if I've asked any questions that you have
all seen before.

I usually scan the FAQ for keywords to do with my problem (at the moment,
mostly SIO or SIO2PC) - but perhaps you get my questions every "season".

Richard.

--



Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

1032. Re: Low IBMASCII

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-04 14:08:21 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D3HB9y.Fu7@nntpa.cb.att.com>
Source record: 94822

In article <9502020924.AA17089@emh.kunsan.af.mil>,
Earl C Halliwell <ehalliwe@emh.kunsan.af.mil> wrote:
>> >support for the low IBMASCII characters in FlickerTerm-- the
>> >characters from 0-31. Only problem is, these are also control
>> >characters. Any suggestions?
>>
>> Only display them in circumstances when a PC would display them.
>
>Well gee Rob, I kind of figured that part out already. <g>
>
>> I'm not quite sure what those are, though. I think it's analogous
>> to the fact that you can only see the inverse-esc character (155)
>> on an Atari when you write directly to the screen; otherwise you
>> just get a carriage return.
>
>No, it's more like how you only see the tab/arrow/esc characters when
>they're preceded by an ESC code. Doesn't ANYONE here know how the PC
>does it?
>

OK .. I'm getting a bit confused here as to the purpose of the
original request. When I read it, I assumed someone wnated an
extension of the terminal emulator which would display the control
characters, 0-31, as readable characters. On rereading it,
perhaps the request is to display the IBM style graphics
characters corresponding to these values.

The first depends on the prupose and specific design decisions. I
have seen terminals and emulators which display these characters
as little tiny two letter combinations related to the ASCII
control function .. for example:

f c l d <--- displayed in one character position
f r f 1

^L ^M ^J ^Q <--- control codes

I have also seen emulators that display these codes as hex or
octal strings imbedded in the text, such as <0D> for carriage
return, either mixed with normal text, or including the text as
hex strings (no text at all).

The other problem seems related to how a typical IBMPC based
terminal emulator works. There are several standards of sorts,
but they are mainly grouped by the expression ANSI ... though most
do not conform to the ANSI standard termainl emulation in one way

or another. These seem to generically (in the PC world) be based on the ANSI.SYS driver provided with MS-DOS, and provide the services specified in the IBM and MS-DOS documentation for ANSI.SYS. The incompleteness comes about because ANSI.SYS does not provide anywhere near full ANSI terminalstandard functionality. But meeting ANSI.SYS means that typically the colors and characters would display the same as if the file was TYPEd on an IBMPC running with the ANSI.SYS driver. This generally adds escape sequences to the normal ASCII control functions such as line feed, carriage return, form feed, and tab.

In addition, BBS programs have added sequences for generating musical tones and such. I have never gathered documentation for everything implemented in the IBM BBS world, I just keep looking for more complete implementations of either ANSI standard, or VT100 (which have some overlap). The most complete listing I have of ANSI standard seqquences is in the documentation with the ANSI.SYS replacement, FANSI Console, which is a fairly complete implementation of the standard sequences. Another reasonable complete terminal emulator implementation is the Zcomm temrinal emulator produced by Chcuck Fosberg of Zmodem fame. He does not provide documentation (nor do most IBM-PC terminal programs, a pet peeve of mine) on exactly what sequences he has implemented or detailing their usage, but it seems fairly ANSI compatible.

If one wished to emulate IBM PC terminal programs which are based on ANSI.SYS, one would find at least the minimal set in the MS-DOS manuals. In addition, though, one would need to implement the IBM-PC character set if one wished to be able to display PC BBS based ANSI drawings and such. This would be difficult to do in a tiny character cell.

--
Richard Dell

1033. Re: THIS IS URGENT !!! HELP !!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-04 14:30:36 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D3HCB0.M42@nntpa.cb.att.com>
Source record: 94846

In article <Pine.SUN.3.91.950129221808.24884A-100000@PEAK.ORG>,
James Wood <jamesw@CSOS.ORST.EDU> wrote:
>
> There is, I believe, a way to hook the 1050 right up to the PC's
>serial port. All I've ever seen is vague references about this over the
>net, and, as with other subjects, my questions don't seem to appeal to
>others....I do not know how feasible this is. There was once a way of

The reason you have only seen vague references is because no one
ever sat down and actually did it. Yes, it is very possible and
feasible, hardware wise all one needs to do is switch the pinouts
of an SIO2PC type cable around, and wire an additional RS-232 to
TTL type converter for an outgoing COMMAND/DATA linefrom the PC to
the SIO.

The problem is the hardware wouldbe useless without supporting
software, and no-one who has the knowledge/ability to write the
software has seen a personal need (I may be presuming a bit or
overgeneralizing). It is certainly on my own person list of
things to do once I get around to it, but I certainly doubt
whether I will do it anytime before May at the earliest.

Bottom line is still, the hardware would be only a slightly more than
trivial modification/addition to the SIO2PC hardware, but
thesoftware would need to be done from scratch, and does not as
yet exist.

--
Richard Dell

1034. Re: Best 8-Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-04 14:47:30 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D3HD37.463@nntpa.cb.att.com>
Source record: 94823

In article <132121@cup.portal.com>,
<Rick_Michael_Cortese@cup.portal.com> wrote:
>genuinely buy them with those funny little things they call paychecks. The
>Axalon boards used a different scheme that most people liked better, I'd
>have to look at my board & see if they patented it or something. The OSS

This is the kind of thing that needs to be more readily
accessible. As I seem to have run across in the last week or two
tearing into my old Ataris and rereading some old text files, the
Axalon bank select was an 8 bit register located at CFFF (or
DFFF??). Simple and straightforward. And nothing wouldbe
patentable about bank selection anyways, at least by Axalon, the
concept was well understood way before the Atari even came about.

Anyone know more precisely about the Axalon interface? My memory
seems to say that the bank select register selected a bank to
appeard in the second 16 K page, 4000-7FFF. I presume a reset
would reset the latch to a known state. Was there an
enable/disable bit, or was the 4000-7FFF region always looking at
the Axalon board?

--
Richard Dell

1035. 1802 processor was Re: Bill Wilkinson responds

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-04 15:11:23 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D3HE70.CtC@nntpa.cb.att.com>
Source record: 94838

In article <Pine.SUN.3.91.950130104249.17092C-100000@PEAK.ORG>,
James Wood <jamesw@CSOS.ORST.EDU> wrote:
>
>
>On 29 Jan 1995, Glenn Saunders wrote:
>
>> The 1802 was not considered a mainstream processor for home computer
>> applications although it was pretty cool (cool enough for Voyager I and
>> II).
>
> I've never heard of the 1802. (Other than the Commodore monitor :)
>Who was this processor by?
>

The 1802 was developed by RCA, who at the time was one of the
leaders and pushers of CMOS devices in general, and I believe the
1802 was the first and for a long time the only CMOS
microprocessor. Harris, who is heavily into satellite stuff, was
a second source, and I believe developed the Silicon on Saphire
version, which was capable of faster clock rates, and more
resaistant to radiation effects.

Some of the attractive (to me) features of the 1802 were the
static clocking of the logic hence you coulddrop the system clock
to zero and save power, since most power is lost during charging
and discharging of capacitances during the clocking. In addition,
it sort of had built in DMA, whereas most other processors
required extra chips for DMA. This enable one to build a
development system with no ROM, just a hex keypad and hex LEDs to
load memory, sort of like the real front panels early 8080 and Z80
systems had (gee...doesn't any _REAL_ computer have a front
panel?) Finally, CMOS logic is very tolerant of a wide range of
supply voltages, though it runs faster at higher voltages. Thus a
CMOS based system can be run on batteries with no voltage
regulation.

Though none of this is at all directly pertinent to this group.

--
Richard Dell

1036. Looking for monitors

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-04 15:47:57 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950204074613.280A-100000@PEAK.ORG>
Source record: 94824

Anybody know where to find a good (but CHEAP) monochrome monitor for use with the XEP-80? I assume this is like the Apple II monochrome (green) 80-col monitor?

Also looking for Commodore Amiga 1084 monitor - this will work with an 8-bit with "split" composite video, as well as an ST, right?

Thanks.

James

1037. Re: Hang it up??? Atari8 really dead?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-04 16:16:22 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D3HH7B.1r0@nntpa.cb.att.com>
Source record: 94825

In article <Pine.SUN.3.91.950130142536.9098B-100000@PEAK.ORG>,
James Wood <jamesw@CSOS.ORST.EDU> wrote:
>
>On Sun, 29 Jan 1995, James Wood wrote:
>
>>
>> There sure seems to be a shortage of firms which offer 8-bit upgrades and
>> service. I'd like to get the following done:
>>

<a bunch of questions about vendors to do different fixups>

>>
>> James
>>
>> PS- WHY DOESN'T ANYONE EVER REPLY TO MY POSTS? HAS MY DEODERANT
>> FAILED ME???? :)
>>

As several other people have replied, and to a certain extent with
a bit too much flammage on each side, I merely want to point out
as no one else has that there exists a news group specifically to
help newcomers by answering such questions as how the net works,
and how one should proceed opon reading a news group for the first
time.

The newsgroup is news.announce.newusers. It contains several
periodically reported articles, all of which deal with the history
and etiquette of the Usenet. In short summary, I would only say
what I do when I read a group for the first time.

1) I always read all the messages available on my system.
This frequently will answer my question, if it is one frequently
asked, or at least contain a reference as to where and how to find
the FAQ for the group. The FAQs exist primarily to answer
commonly asked questions, and almost always will have lists of
vendors, or ftp file sites, and such. At the very least, it gives
me an idea of who is active in the group, and what the general
level of technical competance is, which may help in framing my
question.

2) I always remember that no-one who posts here is paid to post
here. In fact, it costs many people here money to even read posts
from me. Thus the key is to be reasonably polite and non-abusive,
or else why would anyone bother taking time to consider my
questions or ideas. Also, I try to remember that many people

react differently than I do to electronic-only contacts. There is a definite lack of visual feedback which can lead to easy misunderstandings. Give people the benefit of the doubt, that perhaps you misunderstood them, or they you, when disagreements arise.

3) Remember that the medium is not instantaneous, though at times it can be nearly so. There are frequently people reading and replying to posts that are as much as a month old. There are also people reading and replying to posts less than an hour old. Many people only check in on weekends, or on specific days during the week. I tend to read daily, when I read, but with frequent pauses of non-access for periods of from several days to a few weeks. In general, it seems a week or so is usually a reasonable length of time for everyone reasonablly active to have read and perhaps replied to a post, that catches those who only read/reply on one day a week, say Wednesdays over lunch, or weekends. So if I ask something and get no replies, I will either assume no one knew the answer, or try rephrasing my question, rather than just reposting it the same way. I will never assume people were being rude.

4) Somewhat less important, but always worth remembering, is that everything one posts goes to literally hundreds of thousands of sites. Depending on the news group, and the readership, this represents a large investment of other peoples time and energies, just to read a post from little ole me. Not so much here, where perhaps the readership could be measured in the hundreds or low thousands, but in some groups any post may actually be costing the world thousands of dollars in peoples time and resources (think about a group read by 100,000 people, and itcosting each of those people only one cent, six seconds at $6 per hour alternative uses of one's time, to read a post ... there is $1000)

5) It is very easy for the inherent anarchy that is the basic rule of the net to overtake a news group. Then the value of any particular group goes downhill real fast, as people get more and more alienated.

Give a read to the contents of news.announce.newusers .. it is interesting.

--
Richard Dell

1038. Re: Where to buy new 8-bit floppy disks

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-04 16:34:02 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D3HI0q.2BH@nntpa.cb.att.com>
Source record: 94710

In article <3gshsq$duf@charm.magnus.acs.ohio-state.edu>,
Rob Funk <rfunk@magnus.acs.ohio-state.edu> wrote:
>In article <3gq2mp$h8a@jobe.shell.portal.com>,
>Jeff M Lodoen <jlodoen@shell.portal.com> wrote:
>>James Wood <jamesw@CSOS.ORST.EDU> writes:
>>>I'd like to know where to buy "low density" flopy disks for my 8-bit
>>>Atari. All I can find are HD disks in town.
>>
>>I thought they couldn't be used, but I made some back-ups with
>>HD 5.25" disks. Worked fine (one of eight I tried wouldn't format,
>>though).
>
>I don't see why HD wouldn't work -- the only macroscopic physical
>difference is the missing hub ring, and the magnetic properties are
>better than DD.

The technical term is the coercivity of the media. Low density
floppies are in the 300 range (280 seems to hit my memory bank)
while high density types are around 600. This means it is harder
to magnetize a high density media, and the circuitry in the disk
drive must supply a higher magnetic field to the disk drive heads.
Thus, a high density media will not work in a low density drive,
as the heads do not, and are not able to, put out a high enough
magnetic flux density.

As to the origianl poster's question, I might suggest getting a
copy of Computer Shopper magazine and picking out a supplier of
your choice. I tend to use MEI from habit (1-800-634-3478), not
sure of current price though, as I only buy once a year or so, but
something like 18 cents each in 500 lots. There are cheaper
though, so pick one for yourself.

Locally, I just walk into Staples or Office Warehouse and buy a
box ... though I don't know specifically that they do indeed stock
360 K DSDD floppies this date and time. But then, I would never
ask for a local source for something like this on the net,
generally getting better and more accurateresponse from people
around here, though I have asked (being in eastern PA) for local
CA sources for things, in planning for a trip to the west coast.

--
Richard Dell

1039. XEP + SpartaDOS / XE Emulator wanted

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-04 16:45:41 UTC
From: CONRADUS%PLEARN.BITNET@PLEARN.EDU.PL
Message-ID: <199502041645.KAA16970@mail.cs.utexas.edu>
Source record: 94826

1) Anyone saw the XEP80 working under SpartaDOS X 4.20 with its XEP-driver? On European, PAL-computers it does not work at all. But I can't believe, that ICD distributed a cartridge with a non-working program. Does it run on NTSC-computers? These have a little different main clock frequency.

2) I am looking for good (i.e. working) XE emulator for Falcon030. Is there something like this?

Konrad Kokoszkiewicz
conradus@plearn.bitnet

1040. 130xe programming

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-04 17:11:52 UTC
From: x92jablonski@wmich.edu
Message-ID: <1995Feb4.131152.27463@wmichgw>
Source record: 94827

hi,

i have an atari 130XE with the 1050 drive etc... and i was wondering
what languages i can get compilers and stuff for that will run on my atari,
i know how to program in pascal, c, and Sparc assembly, which of these can i
do on the atari, and how muck will it cost me to do this?

thanks a lot,

chris

1041. Re: Copyright ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-04 17:36:30 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D3HKwv.4yl@nntpa.cb.att.com>
Source record: 94828

In article <3gt252$j1r@netnews.upenn.edu>,
Artem Koutchine <koutchin@mail2.sas.upenn.edu> wrote:
>RESEARH.
>
> I ASKED PEOPLE IN OTHER NEWSGROUPS, CHATS, REAL LIFE WHAT THEY THINK
>ABOUT WHAT IS GOING HERE.
>
> NOBODY CALLED IT SMART MOVE
> MOST OF'EM SAID THAT YOU ARE PEOPLE REALLY LIKE TO WAIST YOUR MONEY
> SOME PEOPLE SAID THAT YOU ARE PEOPLE UNFUCKABLE RICH !!! :-) (i hope so)

Are you aware that using capital letters in posts is equivalent to
shouting? It certainly is not going to win many people over to
your point of view.

>
>Think about, these are not my opinions, these are opinions of
>other people, tons of people.

Sounds like the opinion of a bunch of people who have immature
attitudes.

Why does every post you make have an "Us versus Them" kind of tone
to it? Are you a part of this news group, or just a transient?

On a personal basis, I tend to have a laise-faire attitude
towards software piracy. I was never caught up in the relatively
massive Atari/Commodore/Apple piracy binge, though I certainly
observed enough of it going on in people around me interested in
computers. It definitely helped contribute in large measure to
the movement of development away from these platforms towards the
IBMPC, but that movement was inevitable anyways. It is also one
of the reasons why game software these days tends to be
concentrated in cartridge based systems. From what I have read
here, a lot of the long term Atari users are very bitter about the
piracy that went on, and the results it had.

As far as the group goes, there is absolutely no way a group of
people can condone piracy of software ... by definition of which I
mean the illegal archiving and copying of software. Any public
access site that condoned something illegal would be opening
themselves up for liabilities.

There is a large gray area of overlap though, where software
companies have faded away, and where disagreements about
whetherspecific rights revert to the author, or whether a magazine

could release thesoftware for further usage. The concensus in this particular group has tended towards a very conservative approach in this area. I realize you are a newcomer to this group, but it was fairly comprehensively discussed just this past fall, and seems to come up for discussion about every 6 months or so. For myself, I think I have no problem supporting the principle involved of not discouraging the current rather fragile level of support for the Atari 8 bit platform. It would seem to be short sited to let a short term enthusiasm and rush of excitement for re-trying old software lead to the death of that platform.

Another reason for supporting a conservative interpretation is that what one is basically doing at least in some form is asking someone else to break the law. Consider it like jay walking, one can certainly do it, and might suggest it to someone else, but it is extremely arrogent to belittle someone else for not jaywalking, just because one is willing to do it personally. You never know why somoene else is making the decisions they are making, but it is their decision to make, not yours.

If you want an archive of old software, start one. Don't expect others to do it for you. Or do what many here do, look for bargains in flea markets or thrift shops ... there are thrift shops in Philadelphia. Look in the classifieds, post your own ads asking for stuff, perhaps get in touch with former computer group members local to you. As an example, coming up in April will be the Trenton Computer fest, the oldest event of it's type on the east coast, if not in the country. Last year I picked up two or three boxes of Atari software there for an average price of less than a dollar a package. Original packages, full documentation and disks. If you have trouble getting there, ask around now at your school, you should find someone who is going.

You certainly shouldn't get angry because people who don't know you, and don't owe you a thing, don't react the way you want them to. That is like getting angry at the sun for coming up in the morning, a very useless activity.

--
Richard Dell

1042. Re: Low IBMASCII

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-04 17:36:43 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3h0e24$qrf@charm.magnus.acs.ohio-state.edu>
Source record: 94829

kendrick@zippy.sonoma.edu (William Kendrick) wrote:
>No, ROb.. not always.. I'm used to ^L being clear screen on 99% of the
>online "stuff" I've used.. At least under ASCII or ANSI..

Maybe I shouldn't have been so emphatic on that one....
In my unix-terminal experience, ^L is a signal to the program to redraw
the screen, but not just clear it. When I sent a text file containing
^L straight to the screen, I never get a clear-screen.

------------ R o b F u n k ------------|------> Funk.17@osu.edu <----------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

1043. Questions and Answers

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-04 17:40:07 UTC
From: esok@park.uvsc.edu
Message-ID: <D3HL30.GxC@park.uvsc.edu>
Source record: 94830

In article <Pine.SUN.3.91.950201004151.1312F-100000@PEAK.ORG> James Wood
<jamesw@CSOS.ORST.EDU> writes:

[mail delivery problems deleted]

> I hear you. I'll admit that I've littered the conference
>myself.... I got pissed because I ask simple questions like:
>
>1) Where can I buy low-density disks for my Atari8?
>2) Where can I buy 850 modem and printer cables?
>3) Where can I find someone to clean/adjust/repair my aging
> disk drives?
>4) Where can I find someone to upgrade the memory and repair my
> XLs and XEs.
>5) Where can I find someone to perform the Super Video upgrades?

1. I happened upon a sale at the university bookstore where they were
selling double density disks (as opposed to high density ones)
for 4.5 cents each. I snatched up about a hundred of them.
Also, about two months prior to this, I posted a request in
the local for.sale group (utah's) asking for double density
disks, and I found someone who sold me a whole boxful for
about $0.10 each (these had been used years ago for a PC).
Look around. Patience will bring dividends. I now have
200 or so blank disks that will last me the rest of my life.

2. I think that there are cables available that turns 25-pin RS232 to
9-pin RS232 made for the PC, but they would probably work for
the Atari's 850 or P:R: or whatever. I got my modem cable
about 8 years ago when I bought a P:R: connection used for about
$30 or so. I haven't needed to get another one so I haven't
kept my eyes out for it. Printer cables might be more difficult;
try the big vendors in the vendors FAQ (Best, B&C Computervisions,
American TV, Toad, etc.).

3. I have been fortunate in that my disk drives have never given me any
trouble. I have an Indus (bought new about 8-9 years ago) and
a 1050 bought used about 5 years ago. If they go out on me,
though, I'm up a creek as well. :(

4. There's nobody around where I live to repair anything either. Look in
the Upgrades FAQ (posted a few days ago) that talks a little about
memory upgrades. You might find these with the vendors mentioned
above.

5. Ditto #4.

>Honest to God, not a *single* (zilch!) person replied. NOT ONE!!!!!
>I'm not asking someone to enter a long-winded post and write a book.

I usually don't post responses because I figure that everyone else will, and I really don't like to duplicate effort. It's not that I don't care; I do, and I try to help out when I can. I have enjoyed using the Atari 8-bit for 10+ years and will continue to do so. I'd love to sit down and code some of the ideas for cool games that have been wandering around in my mind for years now, but with school and Robert Jordan and Tad Williams and other books to read my time is not as plentiful as it once was.

Someday I will sit down and write stuff, and I will do it for the fun of doing it, not for a profit.

--
When you wish upon a star... ~ , ` ; "
. , . . .
. . . \ | / . : ` '
~ '- * - ` ; ; . '
. , ' / | \ , ` : ;
, ' ` ~ , ' " :
` " : , ~ Eric Sokolowsky(esok@park.uvsc.edu)

1044. Re: Best 8-Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-04 17:42:22 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D3HL6n.5Bu@nntpa.cb.att.com>
Source record: 94831

>> In article <791728433snz@bell.demon.co.uk>,
>> Peter Bell <Peter@bell.demon.co.uk> wrote:
>> >The setup I've put on my machine seems to work OK, it has an additional
>> >PIA, and a little bit of logic so that either the original PORTB (sticks
>> >3 + 4) or the memory mapping port appears at $D301. This is controlled
>> >off the ROM select switch (so, when you are in 800 OS mode, you get
>> >four joy ports, and when you are in XL/XE OS mode you get the memory
>> >mapping register).
>>

I love that idea! Elegant and straightforward! Do post your
notes when you get them organized.

--
Richard Dell
(busily contemplating future mods)

1045. Luminance/Composite video was Re: Best 8-Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-04 17:58:57 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D3HLyB.5xI@nntpa.cb.att.com>
Source record: 94832

In article <D3CFJz.JJq@itex.jct.ac.il>,
kylemol moron <bruck@brachot.jct.ac.il> wrote:
>And the video of a stock 1200XL *SUCKS MAJORLEE* compared with an 800!!
>My Supervideo 130XE is, on an RF television, still not as good as my good
>old 800.. The mono monitor is much better though.

Which brings up a question. Was this with the composite output,
or the luminance one?

I was just sorting thru my DIN to RCA cables to see what I had and
how it hooked into the Atari, and tried my 800 with my TV direct
video input. Nice picture from the composite output, definitely,
but for interests purpose, I hooked the luminance input up, and
low and behold, quite a bit of color in the display. I expected
straight B+W. Which would I be better off using with a B+W
monitor? (I have not as yet looked back at the print in the Tech.
Manual to see what I can see)

--
Richard Dell

1046. Re: Where to buy new 8-bit floppy disks

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-04 18:05:23 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3h0fnr$qrf@charm.magnus.acs.ohio-state.edu>
Source record: 94833

rdell@cbnews.cb.att.com (richard.b.dell) wrote:
>In article <3gshsq$duf@charm.magnus.acs.ohio-state.edu>,
>Rob Funk <rfunk@magnus.acs.ohio-state.edu> wrote:
>> the magnetic properties are
>>better than DD.
>
>The technical term is the coercivity of the media. Low density
>floppies are in the 300 range (280 seems to hit my memory bank)
>while high density types are around 600. This means it is harder
>to magnetize a high density media, and the circuitry in the disk
>drive must supply a higher magnetic field to the disk drive heads.
>Thus, a high density media will not work in a low density drive,
>as the heads do not, and are not able to, put out a high enough
>magnetic flux density.

Oops. Didn't think of that.
E-M just isn't my strong area. :-)

------------- R o b F u n k -------------|------> Funk.17@osu.edu <----------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

1047. Re: PRAISE FOR CSS

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-04 18:16:19 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D3HMr8.6o6@nntpa.cb.att.com>
Source record: 94835

In article <Pine.SUN.3.91.950201010930.1312I-100000@PEAK.ORG>,
James Wood <jamesw@CSOS.ORST.EDU> wrote:
>
>great, but it isn't pretty! I think it would be neat to install a DIN
>plug on the back or side of the 551 so I could accomplish the same thing
>by plugging in a SF314 drive....the double-sided 720K 3.5" for the Atari
>ST. Wouldn't that be a neat trick??
>

Two basic approaches, one relatively more common than the other.

First, bear in mind that (I assume) the extension is on a 34 pin
ribbon cable, of the type used for most floppy drives.

So the straightforward approach is to use chassis mounted 34 pin
ribbon connector plugs and sockets, cut your custom holes, and
clamp your custom cables. A common source of parts would be
Digikey (1-800-344-4539) though there are many others. You are
entering the hacking area, and the results will depend completely
on your personal abilities to build or find parts.

I don't like external ribbon cables (which are very noisy RF wise
... which is why you don't see this commerically much at all), so
on a personal basis I have standardized on 36 pin Centronics
printer type Amphenol Blue Ribbon connectors. Patching them to
ribbon cable is tedious, but easily doable, and there are some
plugs of this type that will clamp down on ribbon cable.
Externally, I use a custom wired cable of twisted pairs, each pair
carefully matched with the opposing ground. The first
installation of this I used the extra pair of wires for a reset
button, though the recent installtions have wired them to +5 and
+12 with a switch so as to be able to tap external power for the
drive. I have never used this power source though, mostly having
local power supplies for the drives. I think many of the
commercially available Centronics to Centronics printer cables
are twisted pair type, though one should not take that for
granted.

Though it's hard to argue with the ease of snaking a ribbon cable
thru a small crack in the case, and hooking up directly with no
disconnectable (without disassembly) connectors.

--
Richard Dell

1048. Re: Joining of comp.sys.atari.8bit and the Atari Pro! Network?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-04 18:16:46 UTC
From: "Craig S. Rothman" <73304.377@CompuServe.COM>
Message-ID: <3h0gae$j8a$1@mhadg.production.compuserve.com>
Source record: 94836

"Unfortunately those non-internet types on the PRO! network complained
so much about the internet messages, that Im bagging the whole idea.."

Well, I complained, and as a sysop like you who runs PRO!, it did not
stem from any ignorance regarding internet, as I am here typing to you
just fine, and this should nix that mind-set. What you did was to dump
about 5-6 messages (the headers took up most of the space) into the
Atari 8 bit sig on the PRO! net. While it wasnt a bad idea Jimbo, I think
you misinterpreted what people were saying to you. There was a call for
you to keep these USENET messages separate from the PRO! atari 8 bit net.
This is because the scrolloff in a PRO! message area is only 250 messages
and we generally turn over old messages within a week and a half. Adding
more people to it would also flip it faster. It would have been better to
make a new area devoted to this sig, and then the turnover would be less for
each area. Another issue of course is that we would have trouble if we
wouldnt be able to automate distribution of cross posted messages..
If you were going to take much of your time up to move messages back and forth
between the networks, I can live with it... But Id love a separate base..
The same people would be in the separate base, but it would keep the locals
whove talked to each other in a smaller traffic area, within reach of each
other...

-Craig "The UnderDog" Rothman
PRO! Sysop Node #102 (The UnderDog BBS)
Framingham MA. 01701

1049. the Great PRO! board search

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-04 18:21:22 UTC
From: "Craig S. Rothman" <73304.377@CompuServe.COM>
Message-ID: <3h0gj2$j8a$2@mhadg.production.compuserve.com>
Source record: 94837

DOes anyone out in net-land know of any non-networking PRO! boards that
run on an Atari 8 bit cpu? IM starting a project to try and find as many
of these non-networked boards and see if we cant hook them into the network
at a little or no cost at all. If you know of any PRO! boards, please
pass the info to me, complete with the sysops board number, and Ill try
to contact them directly.

-Craig
--
Call the UnderDog BBS! Express PRO! (508) 820-3089

1050. Re: Copyright ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-04 18:51:43 UTC
From: koutchin@mail2.sas.upenn.edu
Message-ID: <3h0ibv$5hd@netnews.upenn.edu>
Source record: 94839

: Are you aware that using capital letters in posts is equivalent to
: shouting? It certainly is not going to win many people over to
: your point of view.

Well, i know that it means shouting but in this case it doesn't. I just
wanted to highlight the info. Sorry about that, i won't do it again.

: Sounds like the opinion of a bunch of people who have immature
: attitudes.

No. Most of them user of 8bit computers like C64,ZX,AMSTRAD and
of course ATARI. 40% of them work in Software companies. 10% of
them have their own bbs's. 5% of them have something to do with
internet file archives in any form (ftp, www, gopher ..)

: Why does every post you make have an "Us versus Them" kind of tone
: to it? Are you a part of this news group, or just a transient?

I am a part of the whole thing not only of this n.g. Actually
i keep track of about 90 n.gs. Why "Us Versus Them" because
this is basic method of learning something. LIke in your
childhood when your mother wanted to teach you how to use spoon
she showed you how to do that. SO, i am showing you peope who
do thing differently.

*n.g. - newsgroup

: of the reasons why game software these days tends to be
: concentrated in cartridge based systems. From what I have read

What makes you thing so ? Have you ever seen cartridge for IBM or MAC ?
All games fo SEGS, NINTENDO (i am not shouting :-) etc just tha
kind of game that you can play for a week and that you hate it (certain
exceptions applied) and this is just perferct method to suck money
from parents of little kids. If that paresnt were a bit smarter they
would buy something like 386 for games or at leasy 8bit stuff like
C64 or ATARI. It is cheaper and more enterntaining.

: here, a lot of the long term Atari users are very bitter about the
: piracy that went on, and the results it had.

Why ?

: As far as the group goes, there is absolutely no way a group of
: people can condone piracy of software ... by definition of which I

again Why ? Are they bone brained ? Like 100 years old they can't
(or afraid) change a thing ? What about C64 and ZX users ? They

did it ! They changed everythinh and so far everything is just fine.

: approach in this area. I realize you are a newcomer to this

not really. I just started to thin about again and couldn't help it
to raise the question again.

: group, but it was fairly comprehensively discussed just this past
: fall, and seems to come up for discussion about every 6 months or

and it will ...

: so. For myself, I think I have no problem supporting the
: principle involved of not discouraging the current rather fragile
: level of support for the Atari 8 bit platform. It would seem to be

It is normal level of support. Not more not less than for ZX or C64.
(yes yes US vs THEM (no shout) again)

: Another reason for supporting a conservative interpretation is

Where are we ? In Britain ?

: that what one is basically doing at least in some form is asking
: someone else to break the law. Consider it like jay walking, one

No. I am asking to take something that belongs to us. To do something
that has been done by others several times.

: If you want an archive of old software, start one. Don't expect

I can't open any internet stuff (i am poor student) but i did
open my BBS. And I am working on ATARI stuff.

: others to do it for you. Or do what many here do, look for

Not For Me ! For everyone !

: bargains in flea markets or thrift shops ... there are thrift
: shops in Philadelphia. Look in the classifieds, post your own ads

Thank you. Thank a lot. I din'y know about that and will check that out.
BUt still it does not change anything.

: You certainly shouldn't get angry because people who don't know
: you, and don't owe you a thing, don't react the way you want them

I am not angry. I just trying to understand why you people doing things
hard way if it could be done better.

: to. That is like getting angry at the sun for coming up in the
: morning, a very useless activity.

No itis not. If you get angry for the sun for coming up in the morning
this i a sign that you should close the certains.

YOu said that it will kill poor atari platform. Well, firts of, it did not kill C64 and ZX (Amstrad alive in europe). Second, i have to repeate myself 4th time, if the soft for ATARI would be free people would return to ATARI more active and vendors will compensate their loses on soft selling hardware. Maybe i am wrong but who really cares. People will continue buying hardware almost forever. But remember, ATARI is dead and number of machines getting smaller and smaller. So, there will be time when only a couple of antique stores will be selling ATARI.

Artem.

1051. 8-bit Mags, Etc for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-04 22:32:49 UTC
From: aa217@detroit.freenet.org
Message-ID: <3h0vah$o33@detroit.freenet.org>
Source record: 94840

I've got some extra Compute! books, very old ANTIC's
and very old pre-Hustler A.N.A.L.O.G.'s, and some other
miscelanous books and magazines. If you are interested, send
me E-mail to this address (aa217@detroit.freenet.org)
--

1052. Re: Joust

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-04 22:33:43 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3h0vc7$pt8@nic-nac.CSU.net>
Source record: 94841

:) Ok Clay.. are there more than one version of Joust? :)

Ooopps... ok.. :) My mistake.. I just loaded it up (AND DAMNIT! I'M SICK
OF THIS F***ING MONITOR! WHERE CAN I GET A C=1084 FIXED!?!?!) and yeah,
even though there're two identical greys, and two identical reds, yeah,
some of the colors aren't repeated.

Hmm.. maybe I was thinking of one of the two Mario Bros. then? (Yeah..
that'd make more sense cuz in XE MB. there's a lot of detail in the enemies).

Oh well! Sorry folks!
I'm dumb!

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX
Coming soon: my WWW home page!

1053. Re: FlickerTerm tech

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-04 22:35:43 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3h0vfv$pub@nic-nac.CSU.net>
Source record: 94842

Cool! (Re: FT's faster scrolling than I thought and ANSI/IBMASCII support).

Now if Bob Puff would PLEASE hurry up and release the R:P:CONNECTION!

My Atari ain't getting any younger! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX
Coming soon: my WWW home page!

1054. Re: Copyright ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-04 23:04:20 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3h115k$r1d@nic-nac.CSU.net>
Source record: 94843

Richard! Here-here.. that's the best reply to Artem so far. I REALLY
hope it shuts him up, else I'm going to have to join a few others in adding
him to a kill-file.

<sigh>

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX
Coming soon: my WWW home page!

1055. FS: ATR-8000 with Drives

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-05 00:03:17 UTC
From: chris@world-one.com
Message-ID: <D3I2tI.5CA@world-one.com>
Source record: 94844

FOR SALE:

ATR-8000 64k Model
P:rinter Port
R:S-232 Port
D:isk Drive Port for up to 8 dirves (720K each)

ATR-8000 is also a CP/M computer but I haven't seen it work in that mode.
I have the CP/M software, I think.

Includes Two (2) DS/DD 5.25 Floppy Drives.

$200 o.b.o./Make offer Includes shipping.

I also have a non-working ATR-8000 should be repairable $40 include
shipping.

---
chris@world-one.com | Internet Services | (610) 874-5190 BBS
WorldONE Communications | Custom On-Line Systems | (610) 874-9651 Voice
---

1056. Re: Copyright ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-05 00:37:56 UTC
From: koutchin@mail1.sas.upenn.edu
Message-ID: <3h16l4$4p0@netnews.upenn.edu>
Source record: 94845

: Richard! Here-here.. that's the best reply to Artem so far. I REALLY

Yes, you're right. That was really good, smart, thoughtful reply. I really enjoyed reading that. Bravo Richard ! But, i did not change my opinion I just appriciate my oponents.

: hope it shuts him up, else I'm going to have to join a few others in adding
: him to a kill-file.

Yes, i appriciate my oponents not people who just hiding from such talk adding me to killfile. You are loosing Bill, not me.

1057. Re: atari harddrive?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-05 00:58:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet.org_2f342385_Per.Erik.Peterson@asb2.ct.se>
Source record: 94655

From: per-erik_peterson@asb2.ct.se

The Winter 1995 wrote chaos following stuff...:

c> Ok, question to a point i never fully understood. Has there ever
c> been a simple plug-and-go harddrive for the atari XL/XE?? something
c> that just plugged in line with the floppys and printer? or was it all
c> that cryptic stuff i dont have full info on, concerning MIO cables and
c> black boxes and whatever?

I dont know and I dont think there is an special Hard Drive for the Atari
but...

My Node Bertil Jagard on STright BBS Gothenburg told me that there is a new
Harddrive around that you plug directly into your Printerport so you must have
an Printer Interface. I dont know so mutch about this drive yet except that it
cost around $500.

-=> Mvh.!! Per-Erik "Pekka" Peterson.!! <=-

(UUCP Dialup connection)

1058. Re: RP Connection

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-05 01:14:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet.org_2f342699_Per.Erik.Peterson@asb2.ct.se>
Source record: 94656

From: per-erik_peterson@asb2.ct.se

The Winter 1995 wrote Glenn Saunders following stuff...:

GS> Well, only a little over a year late. But better late than never.
GS> This is the same info I got from him about around March or April of
GS> last year.

Okey. Let see if there is some R.P this or next summer then.?? CB-)

-=> Mvh.!! Per-Erik "Pekka" Peterson.!! <=-

(UUCP Dialup connection)

1059. WWW Pages!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-05 01:33:35 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3h19tf$3nv@nic-nac.CSU.net>
Source record: 94847

Since I'm setting up my own WWW page, I'd like to have a page with ALL of the Atari 8-bit-based pages.

Is there a complete list in the FAQ, or just a partial list? How about I just say this:

Everyone with a WWW home page, please e-mail me.

Thanx!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX
Coming soon: my WWW home page!

1060. Re: CC65

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-05 02:11:32 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FBFOEAVIUp@stingray.manawatu.gen.nz>
Source record: 94848

```
> #include "stdio.h"
> #include "math.h"
>
> main (argc, argv)
> int argc;
> char *argv[];
> {
> char buf[20];
> char f1[6], f2[6];
>
> atof(f1, argv[1]);
> atof(f2, argv[2]);
>
```

Shouldn't that be double f1,f2; ??? If you're converting from ASCII to floats, using atof(); I would have thought they should be.

But then again, atof shouldn't take 2 parameters - atleast the ANSI atof() doesn't - it's: double=atof(char*);

Richard =8-]

--

```
_ _
/(. .)\ )
(*)____/|
/ |
/ |--\ |
(_)(_) (_)
```

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

1061. Re: Disk directory - how?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-05 02:15:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet.org_2f343677_Per.Erik.Peterson@asb2.ct.se>
Source record: 94753

From: per-erik_peterson@asb2.ct.se

The Winter 1995 wrote William Kendrick following stuff...:

WK> 10 create strings
WK> 15 show prompt
WK> 20 get mask
WK> 25 if there's no string (they just hit [Return]), assume "D:*.*"
WK> 30 if there's no mask after a path (ie, "D1:" or "D:GAMES>", then add
WK> "*.*") 35 if there's a "D:" don't add one
WK> 40 if there's a "Dx:" don't add a "D:"
WK> 45 ok.. there was no "D:" or "Dx:", so add a "D:"
WK> 50 as I said, like 30 should either be here only or be repeated her at
WK> line 50 55 open that mask for input as a directory listing...
WK> 60 (trap the EOF error)
WK> 65 read the string, show it, keep going
WK> 70 close up and that's all folks!

Isnt it better if there was a language like this to our computers. hehehe

I was talking to our boss in our 8-bit User Group Yesterday and we play around
a little whith some thoughts to make an Swedish Basic whith C.
The name of it will be "ASB grund"

1 Rensa skarmen
2 Putsa rutan
5 avsatt namn$(20)
10 Skriv"Hejsan din fantratt. Vad heter du?"
20 forin namn$

hehehehe. But its just fiction.

-=> Mvh.!! Per-Erik "Pekka" Peterson.!! <=-

Goteborg Sverige

(UUCP Dialup connection)

1062. Re: Joining of comp.sys.atari.8bit and the Atari Pro! Network?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-05 03:08:15 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <5c9YzEX.ransom22@delphi.com>
Source record: 94849

James King <jeking7@delphi.com> writes:

>What you saw was MY effort to interconnect comp-sys-atari-8bit and the
>Atari Pro! network. Unfortunately, those non-internet types on the
>Pro! network complained so much about the internet messages, that I'm
>bagging the idea!

Sounds like a good idea to me. Joining the two groups of
Atari users, I mean.

How do I find out whether there is an atari Pro! network BBS
in my area? Is there a list of them somewhere on the 'net?

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1063. Re: Joining of comp.sys.atari.8bit and the Atari Pro! Network?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-05 03:21:08 UTC
From: James King <jeking7@delphi.com>
Message-ID: <xe+bzoU.jeking7@delphi.com>
Source record: 94850

Tell me, Craig (self righteous, self-appointed master of the Pro!
network), how the HELL are you supposed to let folks SAMPLE internet
messages, if they are inaccessible to an existing message base?

How do I CREATE a separate Internet message base and STILL let folks
sample network-wide? It's impossible! So, as you see -- I HAD to
post them to an existing base -- and what better place to post than
the Atari 8bit base!

DUH!

Secondly, NOT ONE FREAKING PERSON offered to help create a patch to
remove the headers from the Internet messages.. All I got were
complaints from a bunch of small minded morons! The Pro!
network is a total failure -- as there are far too many self
righteous, self appointed message censors/critics to make it
enjoyable!

I went WAY out of my way to port the messages from csa8 to the Pro!
network.. Even offered to pay Bill Bingham to code his QWK program
to automate the process for me. Did anybody offer to help? NOT A ONE!
Did anybody offer ANYTHING? NOT A ONE! Instead, I got a bunch of
foul mouthed complaints!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

1064. Re: Joining of comp.sys.atari.8bit and the Atari Pro! Network?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-05 03:22:03 UTC
From: James King <jeking7@delphi.com>
Message-ID: <xc-6DGT.jeking7@delphi.com>
Source record: 94851

Where do you live? I can research your query for you..

RE: finding a Pro! network BBS in your area.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

1065. Re: ST Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-05 05:17:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet.org_2f345f8f_Per.Erik.Peterson@asb2.ct.se>
Source record: 94657

From: per-erik_peterson@asb2.ct.se

The Winter 1995 wrote Rob Funk following stuff...:

RF> 2 - The ST's printer port is a standard parallel port, as seen on the
RF> PCs found among the more depraved people who hang out here. ;-)

There is one little different pin 1 is earth and somthing other on the PC. And
dont remember what now but if you want to now exactly, write a E-mail to
bertil_jagard@straight.ct.se.

-=> Wfr.!! Per-Erik "Pekka" Peterson.!! <=-

Gothenburg SWEDEN

(UUCP Dialup connection)

1066. Re: ST Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-05 05:20:08 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <132303@cup.portal.com>
Source record: 94852

Ken, to the best of my knowledge, ST Xformer does not allow for direct file transfers. I think it had an add in program or menu or extra device handler (F: from the DOS menu????) so what you would do is boot up the emulator with a 1050 attached, go to DOS & copy to the F: device & the file would appear on the ST disk as a file rather then a virtual disk. There was also a program that would load a file list on the one side of the screen with the contents of a virtual drive and one on the other side with the contents of the ST disk. You'd then select files & transfer them in or out of the virtual disk to the ST disk. The file transfers were very manual to say the least compared to how most people seem to want them done today. Seems like everybody is talking about the equivalent of a LAN with mixed computers on it sharing files! It'd be great if it could happen, but gauwd the work it would take. For simple file sharing it wouldn't be to bad, but the first time the Atari would jump through CIOV or SIOV or DINV with a buss command the others didn't understand. If the software does something like sends out a set drive parameters, how would you handle that? Just ignore it maybe or have one and only one of the computers send out a NACK? Maybe I'll spend a day or two in C on my clone & see what I can come up with. I think the only problem with SIO2PC is Nick is such a man he only programs in assembly. If I can knock out a couple of lines of code in C so a few other platforms could look at it *maybe* something good'll happen.
Rick

1067. Re: 130XE and 1040 For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-05 05:37:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet.org_2f346430_Per.Erik.Peterson@asb2.ct.se>
Source record: 94754

From: per-erik_peterson@asb2.ct.se

The Winter 1995 wrote drutherford following stuff...:

d> Hi Erik,
d> I would offer $100.00 for the whole lot.you can reply here or get me on
d> Delphi, DRUTHERFORD or
d> voice:307-637-5418,,111
d> (the xtra 1's are because i have a switch box on my line for BBS.
d> If you have a better offer let me know I may wish to bid against it.

What.?? I dont understand anything of this.?? Wy havnt you Quoted my
letter.?? And what did I print in it.?? I have not said Im going to sell
anything.?? Do you have the origin letter left then send me an copy of it
please. See you...

-=> Wfr.!! Per-Erik "Pekka" Peterson.!! <=-

Gothenburg SWEDEN

(UUCP Dialup connection)

1068. Re: CC65

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-05 05:40:23 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <132305@cup.portal.com>
Source record: 94853

Sheesh Peterson! Your floating point challenge from Jan 22nd got to Portal
on the 4th! Does this mean I've already lost or do you still need
an answer?
Rick

1069. FlickerTerm tech

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-05 07:59:19 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9502060156.AA12227@emh.kunsan.af.mil>
Source record: 94854

> FlickerTerm, and it's available from the Umich archive. It uses a
> redefined character set, and fine scrolls half a character width
> every VBI.
>
> Dave Paterson
> DA_PATE@pavo.concordia.ca

Actually, there's no HSCROL involved. Flick uses a separate
character set and display list for each page.

> On the PC, 0-8 and 14-30 are characters.
> 9 - tab
> 10 - "paragraph" (eol)
> 11 - newline
> 12 - new page (clear screen?)
> 13 - reserved
> 31 - reserved
>
> -itay

It was my understanding that IBM assigns graphics characters to
EVERY code from 0-31.

> Maybe I shouldn't have been so emphatic on that one....
> In my unix-terminal experience, ^L is a signal to the program to
> redraw the screen, but not just clear it. When I sent a text file
> containing ^L straight to the screen, I never get a clear-screen.
>
> ------------ R o b F u n k ------------|------> Funk.17@osu.edu

Yikes! Never extapolate what UNIX does to anything else in the
universe. ^L is the ASCII Form Feed character, interpreted by
convention in full-screen terminals as a clearscreen command.

> 1) Anyone saw the XEP80 working under SpartaDOS X 4.20 with its XEP
> -driver?
> On European, PAL-computers it does not work at all. But I can't
>
> Konrad Kokoszkiewicz
> conradus@plearn.bitnet

The Sparta XEP driver leans VERY heavily on the NTSC system clock to
maintain proper timing with the XEP. As a result, it doesn't work on
PAL systems.

--
Clay Halliwell | ATARI XL/XE DO + THE

ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
Lonersoft ... Solutions you don't want, for problems you don't have!

1070. Re: Looking for monitors

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-05 08:02:29 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950205000030.24176B-100000@PEAK.ORG>
Source record: 94705

On Sat, 4 Feb 1995, James Wood wrote:

>
>
> Anybody know where to find a good (but CHEAP) monochrome monitor for use
> with the XEP-80? I assume this is like the Apple II monochrome (green)
> 80-col monitor?
>
>
> Also looking for Commodore Amiga 1084 monitor - this will work with an
> 8-bit with "split" composite video, as well as an ST, right?
>
> Thanks.
>
> James

BEFORE YOU FLAMERS (pun intended) GET ME: I doubt the FAQ will answer
these questions.... They'll tell me where to get an XEP 80, but NOBODY
seems to have old, composite monitors....I guess they think you're a fool
if you don't run 800x600@76Hz. B&C and Toad won't have 'em.

However, I did locate a USED 1084. It's quite nice.

James

1071. Re: Ever a workable 80-column mod?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-05 08:12:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <5FEB199503121006@pavo.concordia.ca>
Source record: 94706

In article <hs+6jwN.ransom22@delphi.com>, Joe Walsh <ransom22@delphi.com> writes...
>
> Has anyone suggested that the author of that program make the
>portion of the program that produces the display into a driver loadable
>at startup, and useable with BASIC, etc. (programs that use the E:
>device)? It should be possible...perhaps even rather simple.
>
>-Joe
The display driver is _really_ simple; it's about 12 bytes or so.
I wrote a display VBI (but no E: or S: handler). All it requires is this:
Flip the DL LMS address to the second screen; then scroll half a character.
Since fine scrolling is active, each screen line requires 48 bytes.
You could avoid this by using multiple LMSes, but that would require
multiple changes. My version had the two screens 5 pages apart; the routine
went like:

```
LDA DL_LMS_HI
EOR #5
STA DL_LMS_HI
LDA SCROL
EOR #4
STA HSCROL
RTI
```

The default Atari character set looks kinda neat in FT mode; a fair bit of
kerning. And I didn't discover that just because I forgot to point CHBASE to
the new set. No... it was.... er... Intentional! Yeah, that's the ticket! ;-)

Dave

DA_PATE@pavo.concordia.ca

1072. Re: SIO commands (drives/printers/etc.)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-05 08:25:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <5FEB199503255028@pavo.concordia.ca>
Source record: 94707

In article <FBENADUUUp@stingray.manawatu.gen.nz>, richard@stingray.manawatu.gen.nz (Richard MORRIS) writes...
>I just got the instructions from a.a.u.e. (via BART), but:
>
>Could someone please tell me all of the commands (and what they mean) that
>are sent from the 8bit to diskdrives/printers/etc. ?
>
>I'd really appreciate it.
>
>Thanks,
>Richard =8-]
The best place to go for that would be the Atari Tech Ref manuals; it's all there in gory detail. Probably the most valuable resource I've found; a pity that you have to read it cover to cover twice to get the feel for it.

Dave
DA_PATE@pavo.concordia.ca

1073. Re: Atari 8-bit to PC request

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-05 08:31:05 UTC
From: butler@netvision.net.il
Message-ID: <NEWTNews.19442.791977284.Butler@Base.netvision.net.il>
Source record: 94699

In article <3g6v33$efg@netnews.upenn.edu>, <siano@cceb.med.upenn.edu> writes:

> Here's my problem. I've been an IBm user for years now, and
> I'd really like to get all of my old text files into my MS-DOS system.

I know you can connect an 810 or 1050 to an IBM by using a plug-in
board called a GEMULATOR, I believe it is available at some Atari Dealers.

It actually allows a PC to emulate an Atari ST but you can use the
supplied XFormer utility which allows the ST to emulate an 8-bit Atari.

Neat huh! PC->ST->8 Bit.

I think the price is around $99.00.

I've tried it and it works.

1074. Re: James Dean vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-05 08:39:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <5FEB199503395355@pavo.concordia.ca>
Source record: 94708

In article <1995Feb2.162117.23371@ericsson.se>, etxansk@garbo.ericsson.se writes...
>
>I would love to have a similar thing, not necessarily a mirror, maybe a
>poster, with an Atari 800 on it, or screenshots from some classic Atari
>games. Is there a place where I can find gif/jpg picture files with
>reasonable quality? It would be so cool with a tastefully composed
Try ftp - atari.archive.umich.edu, or gopher gopher.archive.umich.edu.
Go to the Merit Archives, then Atari, 8bit, then I think it's graphics.
There are GIFs of a bunch of different software.

Dave

1075. Re: Ever a workable 80-columns mod

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-05 08:42:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <5FEB199503422356@pavo.concordia.ca>
Source record: 94709

In article <199502021044.EAA10631@mail.cs.utexas.edu>,
CONRADUS%PLEARN.BITNET@PLEARN.EDU.PL (Konrad Kokoszkiewicz) writes...
>
>I think, that _nobody_ can (and nobody _want_ to) modify the XEP 80,
>due to a lot of Atari's cumstom chips inside. I am persuaded, that it will be
>much easier and much cheaper, if anybody try to connect a VGA-style graphic
>card to XL/XE. It were nice, weren't? I have thought about something like
>it, but, unfortunately, I am not an electronic, then I cannot build a proper
>interface. Nevertheless software does not look very difficult to develop...
>(last, but not least: VGA-card looks to be much better, than XEP, doesn't it?)
>
There is someone in Germany who has produced a "Cart to PC Bus" device, and
apparently has drivers for a Herc card (including the printer port). I'll
see if I can find the info and re-post it. But if Herc is possible, then
an 8-bit VGA card might be too.

Dave
DA_PATE@pavo.concordia.ca

1076. Re: CSS`s Fix 2 into 1 fo

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-05 11:29:00 UTC
From: DAG.HUGDAHL@flight.org
Message-ID: <1d6_9502110105@flight.org>
Source record: 94716

Quoting From: krishna@primenet.com (Glenn Saunders)

GS>The 1200XL has a resistor inhibiting the +5 on the SIO. The MPP
GS>interface for the 1200XL has an external supply which is why it is more
GS>expensive. The sad part is that things like this were engineered for the
GS>1200XL when all it takes is the jumpering of a resistor to put the
GS>voltage back to the SIO.
GS>
GS>Companies assumed that the end user wouldn't even be able to do that, so
GS>they engineered around it.

But, I guess since the Atari 8-bits were really plug 'n play computers,
why not do it this way? I'm sure a lot of people were probably afraid to
open up their computers and do modifications.

-Dag-

---
* PabQwk 2.0 #23 * This tagline is umop apisdn
---------- -//- ----------
Internet: DAG.HUGDAHL@flight.org
| FlightLine BBS 612.544.5118 <> note: the views of this |
| airline-generl.aviation-flsim <> user are strictly his own. |
---------- -//- ----------

1077. RP Connection

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-05 11:31:00 UTC
From: DAG.HUGDAHL@flight.org
Message-ID: <1d7_9502110105@flight.org>
Source record: 94717

Quoting From: per.erik.peterson@asb2.ct.se (Per.Erik Peterson)

PP>I just talked to Bob Puff (No I didnt mention the discussion here about him
PP>and
PP>CSS as its unrelevant) in the phone.
PP>
PP>As someone else printed here the RP Connection will not be finnished untill
PP>Summer as they got so mutch else to do on the firm.
PP>
PP>But the information he gaved me was supricing for me. The baudrate will be
PP>38.4
PP>bps and there will be a special termprog for it (I think it will include)
and
PP>he will also make Bobterm to work whith this High Speed.
PP>
PP>The price will probebly be around $49.95

Thanks for the info! This is what I have been waiting to hear...

-Dag-

---
* PabQwk 2.0 #23 * Damnit Jim, I'm a programmer, not a doctor!
---------- -//- ----------
Internet: DAG.HUGDAHL@flight.org
| FlightLine BBS 612.544.5118 <> note: the views of this |
| airline-generl.aviation-flsim <> user are strictly his own. |
---------- -//- ----------

1078. Re: Saving my old disks!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-05 12:04:00 UTC
From: DAG.HUGDAHL@flight.org
Message-ID: <1d8_9502110105@flight.org>
Source record: 94720

Quoting From: heller@akh104.rh.psu.edu (Andrew K. Heller)

AK> I don't think any version of chipmunk backs up AR...any version...
AK>as I recall ARD used fuzzy sectors...and ARC well...that was phillip
AK>Price's brain child of weird stuff...
AK>
AK> nothing at like his Tail of Beta Lyrae protection... but still nasty.
AK>
AK>
AK>Of course you can just buy another version for $6.50 from one
AK>of the suppliers.

I was able to use Chipmunk to back up my AR disks...

-Dag-

---
* PabQwk 2.0 #23 * The future isn't what it used to be.
---------- -//- ----------
Internet: DAG.HUGDAHL@flight.org
| FlightLine BBS 612.544.5118 <> note: the views of this |
| airline-generl.aviation-flsim <> user are strictly his own. |
---------- -//- ----------

1079. Re: FlickerTerm tech

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-05 12:47:16 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D3J26s.11@nntpa.cb.att.com>
Source record: 94711

In article <9502060156.AA12227@emh.kunsan.af.mil>,
Earl C Halliwell <ehalliwe@emh.kunsan.af.mil> wrote:

>universe. ^L is the ASCII Form Feed character, interpreted by
>convention in full-screen terminals as a clearscreen command.
>

Yes ... and bear in mind not interpreted at all on a lot of VT100,
ANSI, and such newer dumb (what a misnomer!) terminals. People
got carried away with making everything escape sequences, I
suppose. Some dumb terminals interpret it as merely a home
(which is really dumb, in my opinion). The ASCII says form feed,
which means to me something like new page, so I would at least
expect a blank screen and cursor at top left corner, as most
implementations do. It does generally get interpreted as a
clear screen (actually, clear screen and home) on most IBM based
terminal emulators.

--
Richard Dell

1080. Re: Bill Wilkinson responds

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-05 15:36:32 UTC
From: eyvind@pvv.unit.no
Message-ID: <EYVIND.95Feb5163632@bigblue.pvv.unit.no>
Source record: 94712

In article <Pine.SUN.3.91.950130104249.17092C-100000@PEAK.ORG> James Wood
<jamesw@CSOS.ORST.EDU> writes:

[...]

> > It's funny, though, when it comes to game consoles, the 6809 showed up
> > only in the Vectrex. Most of them used either 6502 or Z80 variants up to
> > including Gameboy (Z80), and NES 8-bit (6502), both still in production.
>
> I'm getting a little off topic, here.... But have you guys
> noticed the "Super Game Boy" adapter for the Super NES? THis allows you
> to put your Game Boy (Z80) games in your Super NES (65816) and play. How
> is this done? To my knowledge, the 65816 in the SNES only runs at
> 3.something Mhz. Is this fast enough to do Z80 emulation in software?
> (How fast is the Z80 in the Game Boy?) Is there some trick hardware in
> the "Super Game Boy" that does the work?

Probably a Z80. If they can put a DSP in a cart, they can put a Z80
in the Super Gameboy.
--
Eyvind Bernhardsen

1081. Re: Joining of comp.sys.atari.8bit and the Atari Pro! Network?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-05 15:42:50 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <Zo17jWi.ransom22@delphi.com>
Source record: 94713

James King <jeking7@delphi.com> writes:

>Where do you live? I can research your query for you..
>
>RE: finding a Pro! network BBS in your area.

Well, in light of your recent response to the person who complained
about CSA8 messages being reposted on the PRO! network, I am a bit dubious
as to the network's worthiness. But, what the hey, may as well find
out for myself.

I live in the (708) area code -- Libertyville, IL. (Lake
County -- there used to be an Atari user group in Waukegan, IL, not too
far from here, but I have no idea whether they are still in existance.)

Thanks for the offer to research.

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1082. Re: Hang it up??? Atari8 really dead?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-05 15:46:14 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <Zq2ab6u.ransom22@delphi.com>
Source record: 94714

<Rick_Michael_Cortese@cup.portal.com> writes:

>group. Nahhh, this guy sounds like a C64 user playing a joke.
>Sincerely
>Rick

Gads, are the C=64 users STILL on the warpath with us? After
all this time? You'd think they'd have gotten a life by now. :)

-Joe
--

_____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1083. Re: Low IBMASCII

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-05 18:00:15 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <132317@cup.portal.com>
Source record: 94715

Just a chance, but could they be talking about IBM code-page tables?
For instance, if you do something like:
FOR N=0 TO 255:? CHR$(N):NEXT N
You get some of the lower ANSII stuff like <TAB> & <BELL> but along
with that you get something like:
1=>happy face
2=>inverse happy face
3=>heart
4=>diamond
5=>club
6=>spade
11=>symbol for Mars or male
12=>female symbol
24-27=>arrows i.e. <esc><ctrl>= on an Atari
I've seen this type of stuff appear on ANSII bbs's & it's possible they
need that stuff. I've seen places where they use stuff like:
<arrow>main files
mail bye
back E-mail
W/O the lower codes, the "You are Here" menus are a little hard to follow.
Rick

1084. Re: FlickerTerm tech

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-05 19:45:28 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3h39vu$72l@charm.magnus.acs.ohio-state.edu>
Source record: 94718

rdell@cbnews.cb.att.com (richard.b.dell) wrote:
>In article <9502060156.AA12227@emh.kunsan.af.mil>,
>Earl C Halliwell <ehalliwe@emh.kunsan.af.mil> wrote:
>>universe. ^L is the ASCII Form Feed character, interpreted by
>>convention in full-screen terminals as a clearscreen command.
>
>Yes ... and bear in mind not interpreted at all on a lot of VT100,
>ANSI, and such newer dumb (what a misnomer!) terminals. People
[...]
>(which is really dumb, in my opinion). The ASCII says form feed,
>which means to me something like new page, so I would at least
>expect a blank screen and cursor at top left corner, as most

ASCII was designed for paper teletypes, not screen displays, so
I don't think it's too productive to follow ASCII control codes to
the letter.

>implementations do. It does generally get interpreted as a
>clear screen (actually, clear screen and home) on most IBM based
>terminal emulators.

All terminal emulators emulate a _terminal_, not a paper teletype.
And they usually specify which terminal they're emulating, vt100
and ANSI being the most common in the IBM world. (I think ANSI
is just vt100 with color and different arrow-key codes.)

What you need to do, then, is decide what terminal you're emulating,
and get the specs on that. Don't rely on ASCII specs. Get vt100
or ANSI specs. They should specify exactly what you want to know.

------------- R o b F u n k -------------|------> Funk.17@osu.edu <----------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

1085. Beware of "Nobody"

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-05 20:18:50 UTC
From: bosco@host.yab.com
Message-ID: <Pine.3.89.9502051313.A7653-0100000@host.yab.com>
Source record: 94721

Nobody is an unauthorized user using the Univ.of Texas internet
connection. Couple that with his request for pirate bbses, it sounds
like the FEDS or someone finking for them.

BEWARE!

1086. Game: Line-Up uploaded at UMICH.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-05 20:37:32 UTC
From: vparada@inf.utfsm.cl
Message-ID: <3h3cuc$1d6@camahueto.inf.utfsm.cl>
Source record: 94722

Hola mundo.

I have just uploaded "Line-Up" game into the Atari Archive
at UMICH, in the "New" directory.

It's name is LINEUP.DCM (in lower-case) and must be processed
by the Disk Communicator 3.2 to recover the enhanced density
bootable disk.

Here is the .txt file also uploaded:

- - - - - - - - - - - - - >8---------------------------------
LINE-UP

(C) 1994 by Nelson Ramirez,
Puerto Montt, CHILE.

Another GAME of the *tris series.
It is a public domain version of the
arcade game of the same name.

This is one of the most interesting
and well-done games I've ever seen
(of this style) for the 8bit.

You have to reduce (kill) the falling
blocks storing them in a line of
three (or more) of the same type.

To finish a level, you have to reduce
a required number of units/lines/
diagonals/???.

Diagonals gives you more points than
other lines, as well as lines of more
than three units (blocks).

There is also a bonus score for final
height.

You can use SHIFT key to change the
falling triad, up to two times in a
level (but you will loose your
height bonus).

It has many different levels
(and many hidden levels, where you
can jump to another levels!).

There are special blocks that are
bombs, time-stoppers and others.

Great sound and animation.

Nice presentation with a digitized
track. Then, a Spanish scrollbar is
displayed with another good
composition.

It requires an XL/XE Atari with 64K,
a standard joystick, and an enhanced
density disk drive (1050).

HAVE FUN!

Victor Parada
Valparaiso, CHILE.

mailto:vparada@inf.utfsm.cl

95/02/05
- - - - - - - - - - - - >8----------

Bye... ++Vitoco
--
Lic. Victor A. Parada __ __ Universidad Tecnica
Ingenieria Civil en Informatica o-''))_____\\ Federico Santa Maria,
mailto:vparada@inf.utfsm.cl "--__/ * * *) Valparaiso, CHILE.
http://www.inf.utfsm.cl/~vparada/ c_c__/-c____/ +56 32 626364 x431 :-)

1087. Re: Game: Line-Up uploaded at UMICH.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-05 21:37:28 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3h3geo$kqe@nic-nac.CSU.net>
Source record: 94723

FOr a sec, that game sounded first like Columns (UltraTetris on XL), then like Klax (Glaggs on XL).

Wierd.. can't wait to see it! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX
Coming soon: my WWW home page!

1088. SUPER Hardware Sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-05 21:41:09 UTC
From: ab588@yfn.ysu.edu
Message-ID: <3h3gll$5qe@news.ysu.edu>
Source record: 94724

Atari 8bit Hardware/Firmware/Software Sale:

(All items exellent condition)

Joe Sabatino - 216-545-1492 voice

*320xe - 320k 130xe $75

*800xl - 256k Newell 60

*1050 dd/hs US dblr drive 45

*Supra modem 2400 b 30

*Magnavox 80col greenScr 45

*XEP80 80 col unit 40

*Atariwiter 80 25

*Basic xe 20

*2 Sparta X carts 4.21 30/ea

*2 Sparta R-time8 clocks 40/ea

*Data transfer switch 1 to

4 printers, 1-25db in

to 4 centronics out 20

This next item sold as unit:

*PC minitower case w/200 watt

power supply w/fan;

*Seagate ST238R rll 30 meg

Hard drv w/Adaptec cntrolr.

w/*Puff Delux Conversion

Modified dual drv setup

built in *XF551 5 1/4" 360k

ds/dd/hs drive & *Sony 3 1/2"

720k ds/dd/hs drive all run

off the above power supply

*LOADED W/8BIT SOFTWARE (if

run with MIO OR BB)

-----> $ 260

*MIO 1meg (bullet proof!) 90

(WILL SELL MIO SEPERATE ONLY

IF HARD DRIVE IS ALREADY SOLD)

All above items $550 FREE shpg.

or as marked PLUS shpg.

If Ingterested call Joe Sabatino

at (216) 545-1492 or leave

email to ab588@yfn.ysu.edu.

internet address or

J.SABATINO Genie email

--
Joe Sabatino -->ab588@yfn.ysu.edu

1089. Re: 130xe programming

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-05 21:48:06 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3h3h2m$l5v@nic-nac.CSU.net>
Source record: 94725

If you want C for the Atari, there are a few. Some are PD/Share/Freeware and available via gopher (gopher.archive.umich.edu), ftp (atari.archive.umich.edu) or e-mail (atari@atari.archive.umich.edu ; "help" in body of message) at the Atari Archives in the Merit Archives at the University of Michegan (sp?!). (atari/8bit/Languages).

If you want a C/Pascal-like language, go for Action!, available on Cartridge. It isn't produced anymore (except I think FTe is putting it in Mars8 along with other OSS languages) but I saw it once (the other week) for sale, used, for THREE DOLLARS(US)!!!!!

Also, there's of course BASIC (built-in), TurboBASIC XL (at the Archive: tbasici.arc (interpeter) and tbasicc.arc (compiler and runtime runner), BASIC XL and BASIC XE (cartridge, I guess XE is coming with Mars8?) and a few straggling BASICS (A+, MicroSoft II, etc.).

There are a number of PD/Share/Free and commercial 6502 assemblers (and the Sweet16 is coming with a 65816 assembler, but I'm guessing you won't need that yet :)). Mac/65 is no PD(?) I think (at least the PC Xformer-compatible version), and there's A65, MAE, and probably a few others (I don't do assembly (yet)).

There's Quick which is a (little hard to use) Pascal/C/Assembler type language available on disk from Germany (Power Per Post as well as from UK and/or US dealers; check the Vendors/Developers list). It's just a little slower than Action! for whatever benchmark they tested, but is supposedly great for games (has built-in DLI/VBI access; I've found the DLI routines I picked up for Action! are a bit on the unstable side, unfortunately.)

There's also of course a few Pascal (or at least one; the one I saw I REALLY couldn't stand; horrible editor - but now that I have a RAMdisk and SIO2PC setup, perhaps I can just jump back and forth to TextPro or something) packages, as well as Forth and Logo. I know very little of these.

I'm sure there's more, but if I were you, I'd stick to the basics:

BASIC/TurboBASIC XL (stuff everyone can get ahold of)
Action!/Assembly (for speed; just compile the stuff and you're fine :))

I personally do Action!/TBXL but as I implied with that (yet) up there, I'll hopefully get down to some Atari assembly some time soon. (I know some 68000 but that doesn't help me, I have no Mac/Amiga/ST's (yet! :)))

Good luck! Have fun!

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!

William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX
Coming soon: my WWW home page!
PERSIST!

1090. Re: Enhanced density on Indus?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-05 22:26:39 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <3h3jav$1otr@blue.weeg.uiowa.edu>
Source record: 94726

rfunk@magnus.acs.ohio-state.edu (Rob Funk) writes:

>OK, try holding TRACK then pressing drive a few times. The display
>should switch from (assuming it's drive 1) "1S" to "1E" to "1d" and
>back. You want "1E".

Really? On mine, "A" means single density, "b" means double, and "C"
enhanced. Is one of our memories faulty, or are there versions of the
drive both ways?
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

1091. Re: 1802 processor was Re: Bill Wilkinson responds

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-05 23:24:43 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <hG75zWr.ftooned@delphi.com>
Source record: 94727

richard.b.dell <rdell@cbnews.cb.att.com> writes:

>Though none of this is at all directly pertinent to this group.

Richard,

You shouldn't assume that nobody in this group has never played
with the RCA COSMAC Elf... <grin>

Mike (FTe)

1092. Re: the Great PRO! board search

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-05 23:35:44 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <hG1arig.ftooned@delphi.com>
Source record: 94728

Craig,

The FTe BBS has been down for the past few months, and has never really been "networked".

I've found that it's much more enjoyable to simply log onto the Internet and/or the Fine Tooned Product Support area on Genie.

I've seriously considered just setting up a CPM BBS, as the CPM Community is much more respondent to releasing source code, and actually encouraging people to "write modules" in the same spirit that Express! was originally, and HeathKit did with encouraging people to build their own computers.

Just had to whine a little... <grin>

Mike

1093. "Make Me An Offer" Sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-05 23:38:23 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3h3nhf$pou@ccshst05.cs.uoguelph.ca>
Source record: 94729

Hi!

I've got the following items up for sale or (preferably) trade. There are
no prices on anything. If you see something you like, make me an offer!
I've just got a couple of rules:

==========
1. Give me a couple of days to decide who gets what. On really popular
items, it's only fair to give everyone a shot.

2. If you're from the USA, please pay by postal money order. Canadian
banks put a fifteen day hold on US cheques.

3. No items will be shipped until I receive money or the trade item. You
can understand why.

4. You can choose whatever shipping you want ... surface mail, air-mail,
UPS. I would recomend UPS because it's insurable.

5. I reserve the right to refuse specific offers (even if they are the
highest offer) in the event that the person is likely to resell at a
higher price. I *REALLY* hate people who gouge their prices!

6. When paying for an item, please include both your snail mail and
e-mail addresses in the envelope. Thanks!
==========

Atari 2600 Games
==========
With instructions, no box.

- "Secret Quest"
- "Winter Games"
- "Star Raiders" (includes touchpad & overlay)

Atari 2600 Games
==========
No box or instructions.

- "Pac-Man"
- "Kangaroo"

Atari 7800 Games
==========
With box and instructions.

- "Galaga"
- "One On One Basketball"

Atari 7800 Games
==========
With instructions, no box.

- "Super Huey UH-IX"
- "Summer Games"
- "Impossible Mission"
- "Fight Night"
- "Touchdown Football"
- "Food Fight"
- "Hat Trick"
- "Real Sports Baseball"
- "Centipede"
- "Karateka"
- "Choplifter!"

Atari 7800 Games
==========
No box or instructions.

- "Dig Dug"

Sega Master System Games
==========
(With box & instructions)

- "Global Defence"

- Sega Master System Light Phaser

TRS-80 MC-10 Micro Color Computer System
==========
- Includes computer, power supply, hook-up accessories, 16K expansion module, instructions and dust cover.

Freebees:
==========
I'm willing to throw these for free if anyone makes an order.

- Colour Computer 3 Extended Basic manual (French version).
- Colour Computer 3 Quick Reference Guide (French version).
- Instruction Manual ... "Scrapyard Dog" (7800).

Stuff I'm looking for:
==========
(I'm willing to negotiate on an individual basis, so that we can come up with a deal that's fair to both parties).

- Atari Lynx Games
- Tandy Co Co software
- Sega Master System Games
- Atari 7800 Games

Just let me know what you have, and I'll let you know if I'm interested! Thanks!

>> Mark <<

--
==
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Now begone ... before someone drops a house on you too!"
==

1094. Re: 130xe programming

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-05 23:59:46 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <D3JxBn.A6o@iglou.com>
Source record: 94730

You definitely can't do Sparc assembly on an Atari, but you'd probably find 6502 assembler easy to learn. Compilers for Pascal and C are available at atari.archive.umich.edu, but most serious Atari programmers recommend Action!, a language sold in cartridge form by Fine Tooned Engineering (see the Atari 8-bit Vendors List, posted regularly in this newsgroup).

--
Bill Marcum bmarcum@iglou.com
filling the bathtub with brightly colored power tools

1095. Re: Joining of comp.sys.atari.8bit and the Atari Pro! Network?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 00:00:20 UTC
From: James King <jeking7@delphi.com>
Message-ID: <hKw4Tis.jeking7@delphi.com>
Source record: 94731

I'm almost certain there's not only a BBS in the 708 area code, but
a club as well. Let me examine my lists and I'll get back to you.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

1096. ECI MPD/ line function?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 00:23:38 UTC
From: Peter@bell.demon.co.uk
Message-ID: <792030218snz@bell.demon.co.uk>
Source record: 94732

The heading really says it all.

I was looking at the pinouts, and all the other pins make sense, but I can't work out what this one is supposed to do.

Anybody out there got any idea?

Pete
--
Peter Bell <peter@bell.demon.co.uk>

1097. Re: Best 8-Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 00:41:11 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <132389@cup.portal.com>
Source record: 94733

You know Rob, if you wanted to do it via a 2nd PIA, it wouldn't be
that tough to get it wired into the Axalon area. That way any software
such as SDX or Letter Perfect or what have you would just test for
Axalon expanded memory, think it was running on an 800 with an Axalon
board & go ahead determining the size. I'll go ahead & post an eight bit
latch on the buss design & take a crack at what the logic is to get things
on an 256k 800xl to look like a 128k Axalon board is plugged in. Probably
a trivial design effort that will take more time to do an ASCII schematic
then the logic for. I have one spare 800xl that I may even get around to
modifying. I know some of the German 800 hacks allow for 1 meg. May be a
worthy waste of time <g>.
Rick[A

1098. Re: PC-Filesystem - does anybody has coded it yet

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 01:00:14 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <132390@cup.portal.com>
Source record: 94734

Ryan: You will *NEVER* be able to read a full IBM disk with a non-modified XF551. <Note the 'period'> No if's and or buts. I'm under the impression the modification of a XF551 to read 512 byte sectors is not that hard, but one of the persons who knows how to do it isn't talking to the others who helped with him the development. Go ahead & pay the $80 for the ROM if you really need the ability. IMO: It's not really worth it if that's the only thing you need. Just use UTIL or Atario or whatever.
Rick

1099. Re: Joining of comp.sys.atari.8bit and the Atari Pro! Network?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 01:39:10 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <pM77T2u.ransom22@delphi.com>
Source record: 94735

James King <jeking7@delphi.com> writes:

>I'm almost certain there's not only a BBS in the 708 area code, but
>a club as well. Let me examine my lists and I'll get back to you.

Thanks!

-Joe
--

_____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1100. Re: Best 8-Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 02:56:41 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3h4359$9bq@charm.magnus.acs.ohio-state.edu>
Source record: 94736

Thanks for the writeup! I just put it on my web page.

--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

1101. Re: Enhanced density on Indus?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 03:20:33 UTC
From: ai542@FreeNet.Carleton.CA
Message-ID: <D3K6M9.4Gx@freenet.carleton.ca>
Source record: 94737

In a previous posting, Michael Current (mcurrent@blue.weeg.uiowa.edu) writes:
> rfunk@magnus.acs.ohio-state.edu (Rob Funk) writes:
>
>>OK, try holding TRACK then pressing drive a few times. The display
>>should switch from (assuming it's drive 1) "1S" to "1E" to "1d" and
>>back. You want "1E".
>
> Really? On mine, "A" means single density, "b" means double, and "C"
> enhanced. Is one of our memories faulty, or are there versions of the
> drive both ways?

I dusted off my Indus, powered it on and checked. Looks like both of you
have half of the solution;

- 1a is single
- 1b is double
- 1c is enhanced

The best way to check for SURE is to put in a diskette where you KNOW the
density and compare the displays. Unfortunately I can't do this since I
have misplaced my cables box.

--

"Any sufficiently advanced technology | ai542@FreeNet.Carleton.CA
is indistinguishable from magic." | (Vince Grienti)
--- Arthur C. Clarke | Nepean, Ontario CANADA

1102. 2600 Power Supply info needed

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 03:41:47 UTC
From: zenin@primenet.com
Message-ID: <3h45pr$6s5@news.primenet.com>
Source record: 94738

Could someone please look on their 2600 power supply and email me the specs?
ie: Voltage, milliamps (ma), ac or dc, is the center pin on the connecter
positive or is it the other part?

-I lost my P/S when I moved.... :(

Thanks!

_____ _____
/ / O O \
/ | ___/ | All my posts are made from %85 post-consumer
/ _____/ electrons.
/ zenin@primenet.com
/ aka Byron B. FTP ftp.primenet.com:/users/z/zenin
/_____

1103. Re: Where to buy 850 cables?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 04:16:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet.org_2f35a3d8_Per.Erik.Peterson@asb2.ct.se>
Source record: 94585

From: per-erik_peterson@asb2.ct.se

The Winter 1995 wrote James Wood following stuff...:

JW> Needless to say, 80-col is a necessity. Whether or not the XEP-80 can
JW> do 9600-14.4K baud is not known....but I'll figure that it's doubtful.

Well You have Flicker Term 80 but its not good for your eyes to watch the
flickering monitor. But its work great. I can sitt whith it for an half of hour
but not longer. I think the right name for it is FLICK80.ARC and you have it
somewhere in Internet.

-=> Wfr.!! Per-Erik "Pekka" Peterson.!! <=-

per-erik_peterson@asb2.ct.se

Gothenburg SWEDEN

(UUCP Dialup connection)

1104. Some Messages from Ianet. BB Print (1)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 04:37:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet.org_2f35a924_Per.Erik.Peterson@asb2.ct.se>
Source record: 94658

From: per-erik_peterson@asb2.ct.se

As there is so little messages here those days I will do something about this emptyness. <G> I asked in Ianet and USFnet if this info ever was published her in this newsgroup and the answer I reasived was NO. So those of you who read Ianet and USFnet can skip the next 11 messages. The rest of you can enjoy this article from ABBUC Germany. Let Atreju tell us little more first. Over to you mate....

```
------------------------------
BBS Express Pro! Node #463
Base#: 10
Message: 21 (#128)
Title: Black Box Speed Up (1)
Author: ATREJU
To: All
Posted: Fri 13-Jan-95 at 10:03:14pm
Replies: 0
Origin: ABBUC-BBS [node #408]
Germany [+49+5439+3265]
```

New facts about the BlackBox

(c) Erhard Puetz November 10th, 1994

This article has been written for the ABBUC magazine. It may be freely distributed but not changed in any way without the authors consent. (Translated by Mathy Van Nisselroy, December 19, 1994)

Some time ago, I printed a letter using StarTexter (Mathy: a German Wordprocessor). I just had bought the BlackBox and therefore played around with it a lot. The transfer from data to the printer struck me as taking very much time. And this with my nice Laserprinter. I prepared a Test text with StarTexter. This ment, totally filling a page. E.g., 79 times the character "A" on a line, with 66 lines.

Printersettings; 12 cpi, Left margin 10, Buffer 10kB.

So, off with the text, stopwatch started. WHAAAAATTT, 14 seconds?!?! This can not be true. a) the BlackBox provides parallel datatransfer, which should be about 10 times faster than serial datatransfer (No Start- and Stopbits, and eight bits are send at the same time) and b) there is a 10kB printerspooler. So that handfull of characters should have flown to the printer in no time. But whatever I tried, nothing helped. So I read the technical page of the printer manual. It says: After a dataword arrived at the interface, the HOST, in my case a 130XE, has to wait 0.5 us

and then activate the STROBE-signal, for at least another 0.5 us. Then the printer needs approximately 10 us for the processing, which adds up to 11us. Which means that the printer is able to receive the above mentioned 5280 characters in approx. 0.06 seconds. The difference between 14 seconds and 0.06 seconds was a bit much for my taste. 1.2 seconds (or twenty times 0.06 seconds) should be about enough for the 130XE I thought, we do have to call CIO, which calls the parallel bus and then there are some read and

per-erik_peterson@asb2.ct.se

-=> Wfr.!! Per-Erik "Pekka" Peterson.!! <=-

Gothenburg SWEDEN

(UUCP Dialup connection)

1105. BB Print (2)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 04:44:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet.org_2f35a94f_Per.Erik.Peterson@asb2.ct.se>
Source record: 94659

```
------------------------------
BBS Express Pro! Node #463
Base#: 10
Message: 22 (#129)
Title: Black Box Speed Up (2)
Author: ATREJU
To: All
Posted: Fri 13-Jan-95 at 10:03:14pm
Replies: 0
Origin: ABBUC-BBS [node #408]
Germany [+49+5439+3265]
```

write operations. Well, some of you might think, why is this guy passing his pants for 14 seconds? Easy. Now write a letter with Daisy Dot III. Two pages. That should be about 250 kByte of data. This would take about 7 minutes to transfer, but that's just the transfer. Add to that the time Daisy Dot needs to convert. And Daisy Dot can not convert while printing, so a slow datatransfer really slows down the system. You loose a quarter of an hour for a stupid letter, you could have written by hand in the same time. Since my XE should be able to transfer the data ten times faster, the only remaining source of error seemed to be the printer. So what does this idea do? I wrote to EPSON, raging around about their not so cheap printers being lame. They, being far from stupid, run a small test program under my conditions (text 66 x 80) and achieve 0.14 seconds transfer time. So that's it. Maybe I SHOULD buy a PC.

One fine day I got the idea to try the whole thing with my old Wiesemann Interface. Ready, GO. Measured time: 8 seconds. Say what? Whattheheckisthis? The ancient interface is faster than the BlackBox? So, at it. Letter to Robert Puff. Including return-postage. No answer. Via Internet. No answer. Via the ABBUC BBS. No answer. Fax. No answer either. (Bull sh*t!). I can't see through this BlackBox. Looks complicated. I'll have to accept that.

And yesterday I came to the conclusion that I'm not gonna accept it. So I delved into the operation system of the BlackBox. Looking for what? For a $40 for the printer in DDEVIC = $300. To my own suprise, I found it relatively soon. The reassembling then took quite a bit of time and brain power, but below you'll find the listing I want to talk about. The actual printer routine starts on page 4 in line 2370 with the label IOV. Boldly speaking you could say that it checks if the BlackBox. Looking for what?

(UUCP Dialup connection)

1106. BB Print (3)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 04:45:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet.org_2f35a970_Per.Erik.Peterson@asb2.ct.se>
Source record: 94660

```
------------------------------
BBS Express Pro! Node #463
Base#: 10
Message: 23 (#285)
Title: Black Box Speed Up (3)
Author: ATREJU
To: All
Posted: Fri 13-Jan-95 at 10:03:14pm
Replies: 0
Origin: ABBUC-BBS [node #408]
Germany [+49+5439+3265]

For a $40 for the printer in DDEVIC = $300. To my own suprise, I found it
relatively soon. The reassembling then took quite a bit of time and brain
power, but below you'll find the listing I want to talk about. The actual
printer routine starts on page 4 in line 2370 with the label IOV. Boldly
speaking you could say that it checks if the printerport of the BlackBox
will be used. In case the answer is "YES", the data will branch to either
send data directly to printerport or save data in a printerspooler. The
printerspooler can either be RAM inside the XL/XE, or extra RAM on the
BlackBox itself. If the spooler is used, as much data as possible will be
put in. As long/soon as this is less than approximately 60kB of data, the
computer will be freed up to do other things and you can even leave you
wordprocessor or whatever and load other files. The data will then be send
from the spooler, per timerdriven interrupt, at about 173 characters per
second, if I got my calculations right, to the printer till the spooler is
empty. But the slow datatransfer happened without the spooler, so the
direct printer routine is the one we need to look at. The most important
part you'll find at page nine. And only after a long time I saw what
really stood there, in line 4940. It says: BNE WR_OK, which when
translated reads, the computer should wait, as long as the printer is
ready. This is baloney. It should read, wait as long as the printer is
NOT ready. So it should say: BEQ WR_OK. I've tried that out immediately.
Once with the original, once with the corrected bug and once with changed
STROBE-Timing (Lines 4780 and 4840). All this using Turbo-Basic and
BW-DOS:

(Mathy: BW-DOS is a SpartaDOS compatible and written by Jiri Bernasek of
BEWESOFT.)

10 DIM A$(66*80)
20 A$(1)="A":A$(5280)="A":A$(2)=A$:REM fill A$ with 'A's.
30 FOR I=80 TO 5280 STEP 80

( UUCP Dialup connection )
```

1107. BB Print (4)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 04:45:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet.org_2f35a999_Per.Erik.Peterson@asb2.ct.se>
Source record: 94661

```
------------------------------
BBS Express Pro! Node #463
Base#: 10
Message: 24 (#286)
Title: Black Box Speed Up (4)
Author: ATREJU
To: All
Posted: Fri 13-Jan-95 at 10:03:14pm
Replies: 0
Origin: ABBUC-BBS [node #408]
Germany [+49+5439+3265]

40 A$(I,I)=CHR$(155):REM the 80th char in each line is an EOL
50 NEXT I
60 OPEN #1,8,0,"P:"
70 TIME$="000000"
80 ? #1;A$;:?TIME,TIME$
90 CLOSE #1:END

Here are the test results:

- originally the printout would take 664 jiffies = approx. 13.28 seconds
- after the first change 118 jiffies = approx. 2.36 seconds
- after the first change & DMA OFF 87 jiffies = approx. 1.74 seconds
- & new STROBE timing 95 jiffies = approx. 1.9 seconds
- & new STROBE timing & DMA OFF 71 jiffies = approx. 1.4 seconds

With th new operating system of the Black BOX, the BB Enhancer:

(Mathy: this probably goes for the Floppy Board as well, since it also
contains the BB Enhancer.)

- after all changes 102 jiffies = approx. 2.04 seconds
- after all changes & DMA OFF 75 jiffies = approx. 1.5 seconds

Wow, really cool to see that data zap to the printer. And I was really
surprised about how close my estimated 1.2 seconds came to the 1.4 seconds
it really took. I'm happy. But also suspicious, this might not be the
only bug Robert Puff left inhere. There always is the possibility of a
serious bug hiding somewhere. On the other hand though, the BlackBox has
been working for me for a very long time and doing very good. I've got to
make a few remarks here. The new STROBE-timing now takes approximately 7
us, about 10 times more then the printer needs. BUT this works on MY
printer. How this works out for other printers, I don't know. And then
something I've been talking to many people about, including Robert Puff,
who even happened to have time for an answer. I said, or bettter yet
```

wrote: Whenever the interface encounters the XL/XE's end-of-line
character, called EOL, ASCII value 155 or $9B, changes into CR = 13 ($0D)
or CR + LF = 13 + 10 ($0D, $0A), graphicdata might be changed in my

(UUCP Dialup connection)

1108. BB Print (5)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 04:46:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet.org_2f35a9b4_Per.Erik.Peterson@asb2.ct.se>
Source record: 94662

```
------------------------------
BBS Express Pro! Node #463
Base#: 10
Message: 25 (#287)
Title: Black Box Speed Up (5)
Author: ATREJU
To: All
Posted: Fri 13-Jan-95 at 10:04:09pm
Replies: 0
Origin: ABBUC-BBS [node #408]
Germany [+49+5439+3265]

opinion. When a 155 appears in a picture, the interface changes this into
a 13, resulting in an error in the picture. It's even worse if a LF is
added. In that case, the printer will not receive the amount of bytes
announced in the graphics data command, e.g. 641 bytes instead of 640
bytes, confusing the printer. For the interface has no way of knowing if
it's converting graphic or text data. Let's look at page 6, line 3120 and
following. There it says; take a character from the buffer. Is it EOL?
If yes, convert it into CR. Which creates an error if it's graphics data.
And there are so many commands for graphic print-outs, that an interface
would have trouble recognizing all of them. What if one sends downloaded
charactersets to the printer? It's been 10 years ago already since I first
found this error. At that time, I had just written a driver, that would
pass-through all ATASCII characters when printing a BASIC listing. The
special characters where send to the printer as graphic data. The
character Ae (upper case character A with two dots over the A) always made
trouble. When I looked at the graphics data a bit closer, the value 155
actually showed up. I then changed the character in such a manner, that
154 or something related came out, it worked.

Last remark. The operating system of the BlackBox has a checksum. At
least with the Enhancer, the change did not stay unnoticed. It always
beeps for a second, when I open a certain menu (no food on this one). But
maybe good old Robert will get his hands on an ABBUC magazine.

So that's it, goodbye and thanks for all the fish.

Your Floppydoc

0890 .TAB 17,23,40
0900 .TITLE "Black Box: part of the printer driver"
0910 .SET 0,4 ;(1-4) ,0 Byte und .SByte Listing Format
0920 .SET 1,0 ;(1-31) ,0 Left margin
0930 .SET 2,125 ;(40-132) ,80 Max length of line
```

(UUCP Dialup connection)

1109. BB Print (6)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 04:46:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet.org_2f35a9cd_Per.Erik.Peterson@asb2.ct.se>
Source record: 94663

```
------------------------------
BBS Express Pro! Node #463
Base#: 10
Message: 26 (#288)
Title: Black Box Speed Up (6)
Author: ATREJU
To: All
Posted: Fri 13-Jan-95 at 10:04:09pm
Replies: 0
Origin: ABBUC-BBS [node #408]
Germany [+49+5439+3265]

0940 .SET 3,12 ;(0-255) ,12 Form feed char
0950 .SET 4,66 ;(28-255) ,66 Number of lines per page
0960 .SET 5,0 ;(0-255) ,0 # spaces in comment field
0970 .SET 6,0 ;($0000-$FFFF),0 Offset:PC+Offset
0980 ;
0990 .PAGE " Sytem Equates"
1000 ************************************************************************
1010 * *
1020 * Black Box: Part of the printer driver *
1030 * *
1040 * Sourcecode reassembled by: Erhard Puetz *
1050 * (c): November 1994 *
1060 * *
1070 * Without any warranties *
1080 * *
1090 ************************************************************************
1100 ;
1110 ;System page zero equates
1120 ;
1130 POKMSK = $10
1140 BRKKEY = $11
1150 RTCLOK = $12
1160 BUFRLO = $32 printer buffer address, moved from DCB ($0304-$0305)
1170 BUFRHI = $33 to zero page
1180 BFENLO = $34 save Y register, counts from 0 to ($0308)
1190 BFENHI = $35 BFENHI is used with CRETRY similar to BUFRLO for the
1200 CRETRY = $36 XE ram spooler buffer address.
1210 DRETRY = $37
1220 SOUNDR = $41
1230 CRITIC = $42
1240 ;
1250 ;Seite 2
```

```
1260 ;
1270 PDVMSK = $0247
1280 ;
1290 ;Seite 3 - Der Device Control Block (DCB)
1300 ;
1310 DDEVIC = $0300
1320 DUNIT = $0301
1330 DCOMND = $0302
1340 DBUFLO = $0304
1350 DBUFHI = $0305
1360 DBYTLO = $0308
1370 ;
1380 ;The Hardwareregister: The VIA from the Black Box
1390 ;
1400 CENTSTAT = $D170 R Bit 4: BUSY (H), Bit 5: FAULT (L)
1410 CENTDATA = $D171 W Dataoutput to Centronics-Inteface (inv)
```

(UUCP Dialup connection)

1110. BB Print (7)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 04:47:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet.org_2f35a9e4_Per.Erik.Peterson@asb2.ct.se>
Source record: 94664

```
------------------------------
BBS Express Pro! Node #463
Base#: 10
Message: 27 (#289)
Title: Black Box Speed Up (7)
Author: ATREJU
To: All
Posted: Fri 13-Jan-95 at 10:04:09pm
Replies: 0
Origin: ABBUC-BBS [node #408]
Germany [+49+5439+3265]

1420 DDRB = $D172 R-W Data-direction-register. 0=Input, 1=Output.
1430 DDRA = $D173 R-W Data-direction-register. 0=Input, 1=Output.
1440 T1C_L = $D174 ; R: Low counter W: Low latch
1450 T1C_H = $D175 R-W High counter
1460 T1L_L = $D176 R-W Low latch
1470 T1H_L = $D177 R-W High latch
1480 T2C_L = $D178 ; R: Low counter W: Low latch
1490 T2H_L = $D179 R-W High counter
1500 SR = $D17A R-W shift register
1510 ACR = $D17B R-W Auxiliary Control Register
1520 CENT_CLK = $D17C R-W Peripheral Control Register (PCR)
1530 IFR = $D17D R-W Interrupt Flag Register
1540 IER = $D17E R-W Interrupt Enable Register
1550 DRA = $D17F R-W Port A without Handshake
1560 ;
1570 ;Adresses of the Parallel Bus
1580 ;
1590 RAMPAGE = $D1BC R-W Black Box. Pagenumber of the active RAM.
1600 PBIBANK = $D1FF R-W Actual PDVS, but the BB uses it differently
1610 ;
1620 ;I-O groups
1630 ;
1640 AUDF4 = $D206 W POKEY
1650 AUDC4 = $D207 W
1660 AUDCTL = $D208 W
1670 IRQST = $D20E R
1680 IRQEN = $D20E W
1690 SKCTL = $D20F W
1700 PORTB = $D301 R-W PIA
1710 WSYNC = $D40A W ANTIC
1720 ;
1730 ;End of system equates
```

```
1740 ;
1750 ;External reference equates
1760 ;
1770 BB_RAM = $D600 Banked Memory, $D600 - $D6FF.
1780 BB_03 = $D680
1790 BB_BADR = $D688
1800 BB_BSIZ = $D690
1810 BB_CFG1 = $D6ED ;only valid on page $F5 active
1820 BB_CFG2 = $D6ED ;only valid on page $F5 active
1830 BB_01 = $DA55
1840 BB_02 = $DE6F
1850 ;End of external references
1860 .PAGE " The actual Programm"
1870 *= $D800
1880 ;
1890 .WORD $734E ;Checksum
1900 .BYTE $00 ;Version Nr. 0
1910 .BYTE $80 ;ID 1 = 128
1920 .BYTE $00 ;Device Type
1930 PDIOV JMP IOV ;$D84B
1940 PDIRQ JMP IRQV ;$D84A
1950 .BYTE $91 ;ID 2 = 145
1960 .BYTE $00 ;Device name
1970 ;
1980 .WORD IRQV ;OPEN All entries into this Handler tables
```

(UUCP Dialup connection)

1111. BB Print (8)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 04:47:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet.org_2f35a9f7_Per.Erik.Peterson@asb2.ct.se>
Source record: 94665

```
------------------------------
BBS Express Pro! Node #463
Base#: 10
Message: 28 (#290)
Title: Black Box Speed Up (8)
Author: ATREJU
To: All
Posted: Fri 13-Jan-95 at 10:05:10pm
Replies: 0
Origin: ABBUC-BBS [node #408]
Germany [+49+5439+3265]

1990 .WORD IRQV ;CLOSE point to RTS. They are apparently
2000 .WORD IRQV ;GET not used. That they appear here
2010 .WORD IRQV ;PUT is required by the Busdefinitions.
2020 .WORD IRQV ;STATUS
2030 .WORD IRQV ;SPECIAL
2040 JMP INIT ;$D842
2050 ;
2060 SEL_ROM STX PBIBANK ;$D1FF Selectionregister
2070 RTS
2080 ;
2090 BRK
2100 CLC
2110 JMP BB_01 ;$DA55
2120 ;
2130 JMP BB_02 ;$DE6F
2140 ;
2150 SEC
2160 JSR $DA54
2170 LDX #$02
2180 BNE SEL_ROM always ->
2190 ;
2200 RAM_MISC PHA
2210 LDA #$FE
2220 BNE SEL_RAM
2230 RAM_MCFG PHA
2240 LDA #$F5
2250 BNE SEL_RAM
2260 RAM_NORM PHA
2270 LDA #$FF
2280 SEL_RAM STA RAMPAGE
2290 PLA
2300 RTS
```

```
2310 ;
2320 INIT LDA PDVMSK ;$0247
2330 ORA #$08
2340 STA PDVMSK ;$0247
2350 IRQV RTS
2360 ;
2370 IOV JSR RAM_MCFG
2380 LDA BB_CFG1 Is printerport of BB switched on?
2390 AND #$20
2400 BEQ EXIT No ->
2410 LDA DDEVIC Should I speak to printer?
2420 CMP #$40
2430 BNE EXIT No ->
2440 LDA BB_CFG1 All printernumbers active?
2450 AND #$08
2460 BNE IOV_1 Yes ->
2470 LDA BB_CFG1 No, only one between 0-7
2480 AND #$07
2490 CLC
2500 ADC #$01
2510 CMP DUNIT Is this the one?
2520 BEQ IOV_1 Yes ->
2530 EXIT CLC
2540 JMP RAM_NORM
2550 ;
2560 IOV_1 LDA CENTSTAT Does the printer give an 'ERROR'?
2570 AND #$20
2580 BEQ EXIT Yes ->
2590 LDA DBUFLO
2600 STA BUFRLO
2610 LDA DBUFHI
2620 STA BUFRHI
2630 LDA BRKKEY Was BREAK pressed?
2640 BNE NOTBRK No ->
2650 DEC BRKKEY Erase
2660 BNE ERR_BRK Break abort ->
2670 ;
2680 NOTBRK LDA DCOMND Status Command?
2690 CMP #$53
2700 BNE WRITE No ->
2710 LDY #$03
2720 :01 LDA PSTAT_TAB,Y
2730 STA (BUFRLO),Y
2740 DEY
2750 BPL :01 All 4 Bytes ->
2760 ;
2770 NO_ERR LDY #$01 Status ok
2780 .BYTE $2C
2790 ERR_NAK LDY #$8B
```

(UUCP Dialup connection)

1112. BB Print (9)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 04:47:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet.org_2f35aa12_Per.Erik.Peterson@asb2.ct.se>
Source record: 94666

```
------------------------------
BBS Express Pro! Node #463
Base#: 10
Message: 29 (#291)
Title: Black Box Speed Up (9)
Author: ATREJU
To: All
Posted: Fri 13-Jan-95 at 10:05:10pm
Replies: 0
Origin: ABBUC-BBS [node #408]
Germany [+49+5439+3265]

2800 .BYTE $2C
2810 ERR_WP LDY #$90
2820 .BYTE $2C
2830 ERR_BRK LDY #$80
2840 ;
2850 LDA SOUNDR I-O Sound on?
2860 BEQ GO_EXIT No ->
2870 JSR RAM_MCFG
2880 LDA BB_CFG1 I-O Sound suppressed?
2890 BPL GO_EXIT Yes ->
2900 LDA #$00
2910 STA AUDF4
2920 STA AUDC4 Volume 0
2930 GO_EXIT SEC
2940 JMP RAM_NORM
2950 ;
2960 PSTAT_TAB .BYTE $80,$28,$1F,$00
2970 ;
2980 WRITE CMP #$57 Write Data?
2990 BNE ERR_NAK No. Then unknown command ->
3000 LDA SOUND
3010 BEQ WR_1 Non ->
3020 LDA BB_CFG1 I-O Sound allowed?
3030 BPL WR_1 No ->
3040 LDA #$03 Just the keyboard
3050 STA SKCTL
3060 LDA #$00 Base frequency 64 KHz
3070 STA AUDCTL
3080 LDA #$A4 Volume 4, pure Tone
3090 STA AUDC4
3100 LDA #$30 Pitch
3110 STA AUDF4
```

```
3120 WR_1 LDY A$00
3130 WR_2 LDA (BUFRLO),Y Read character from buffer
3140 CMP #$9B Is it EOL
3150 BNE WR_3 No ->
3160 LDA A$0D Send CR
3170 JSR WR_4
3180 BCS ERR_WP
3190 JSR RAM_MCFG
3200 LDA BB_CFG1 create linefeed?
3210 AND #$10
3220 BEQ WR_X No ->
3230 LDA #$0A Send LF
3240 JSR WR_4
3250 BCS ERR_WP
3260 WR_X JMP NO_ERR
3270 ;
3280 WR_3 STY BFENLO Y salvage
3290 JSR WR_4 output or buffer data
3300 BCS ERR_WP
3310 LDY BFENLO Buffer end reached?
3320 INY
3330 CPY DBYTLO
3340 BCC WR_2 No ->
3350 BCS NO_ERR Yes ->
3360 ;
3370 WR_4 EOR #$FF Invert data
3380 TAX into X-Register
3390 JSR RAM_MCFG
3400 LDA BB_CFG2 Is printer spooler allowed?
3410 BMI SPOOL_1
3420 JMP WR_5
3430 ;
3440 SPOOL_1 PHA
3970 ROR A
3980 LSR A
3990 STA BFENHI+1
4000 LDY DRETRY bank number as index
4010 LDA PORTB
4020 PHA
4030 AND #$E3
4040 ORA XE_TAB,Y Read table value
4050 STA PORTB
4060 LDY BB_BADR
4070 TXA
4080 STA (BFENHI),Y Buffer dataword
4090 PLA
4100 STA PORTB
```

(UUCP Dialup connection)

1113. BB Print (A)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 04:48:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet.org_2f35aa2b_Per.Erik.Peterson@asb2.ct.se>
Source record: 94667

```
------------------------------
BBS Express Pro! Node #463
Base#: 10
Message: 30 (#292)
Title: Black Box Speed Up (A)
Author: ATREJU
To: All
Posted: Fri 13-Jan-95 at 10:05:10pm
Replies: 0
Origin: ABBUC-BBS [node #408]
Germany [+49+5439+3265]

4110 JMP SPOOL_4 ;$D95A
4120 ;
4130 XE_TAB .BYTE $E3,$E7,$EB,$EF
4140 BB_TAB .BYTE $50,$73,$70,$6F
4150 .BYTE $6F,$6C,$65,$72
4160 ;
4170 CHK_RAM JSR RAM_MISC
4180 LDY #$07
4190 CHK_1 LDA BB_03,A,X ;$D680 are those 8 values still present?
4200 CMP BB_TAB,Y
4210 BNE RAM_INI ;$D9C5 Error ->
4220 DEY
4230 BPL CHK_1 ;$D9B9 Still OK, continue ->
4240 RTS
4250 ;
4260 RAM_INI SEI
4270 LDY #$07
4280 :02 LDA BB_TAB,Y Enter testvalues
4290 STA BB_03,Y ;$D680
4300 LDA #$00
4310 STA BB_BADR,Y Set Bufferstart to zero
4320 STA BB_BSIZ,Y Bufferlength also zero (no data in it yet)
4330 DEY
4340 BPL :02
4350 STA T1L_L Timer 1 creates interrupt for spooler.
4360 STA T1C_L He's loaded with the value $2800 = 10240.
4370 LDA #$28 Timer 1 devides the systemfrequency of 1.77 Mhz by
4380 STA T1H_L this value, resulting in approx. 173 IRQs / second
4390 STA T1C_H Which comes down to approx. 1400 Bd!!!
4400 LDA #$C0 Timer 1 Interrupt switched on.
4410 STA IER
4420 RTS
```

```
4430 ;
4440 WR_ERR SEC
4450 RTS
4460 ;
4470 EOR #$FF
4480 TAX
4490 WR_5 LDA #$FF
4500 STA DDRA Port A all Bits as Output
4510 LDY #$08
4520 STY BFENHI+1
4530 STY BFENHI ;$0035
4540 LDA IRQST Was BREAK pressed?
4550 BMI WR_6 No ->
4560 LDA POKMSK Yes, Reset
4570 STA IRQEN
4580 SEC
4590 RTS
4600 ;
4610 WR_6 LDA CENTSTAT Test printer 'ERROR'
4620 AND #$20
4630 BEQ WR_ERR Error ->
4640 LDA CENTSTAT Test printer 'BUSY'
4650 AND #$10
4660 BEQ WR_7 Ready ->
4670 ;
4680 STA WSYNC Timeout-Routine 8^3*145 + 8^3 + 8^2
4690 DEY comes down to approx. 42 ms BUSY-Timeout?
4700 BNE WR_6
4710 DEC BFENHI+1
4720 BNE WR_6
4730 DEC BFENHI
4740 BNE WR_6
4750 BEQ WR_ERR
4760 ;
4770 WR_7 STX CENTDATA ;$D171
4780 LDX #$04 Wait atleast 2+(4x5)+2+2 = 26 cycles
```

(UUCP Dialup connection)

1114. BB Print(B)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 04:48:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet.org_2f35aa5c_Per.Erik.Peterson@asb2.ct.se>
Source record: 94668

```
------------------------------
BBS Express Pro! Node #463
Base#: 10
Message: 31 (#293)
Title: Black Box Speed Up (B)
Author: ATREJU
To: All
Posted: Fri 13-Jan-95 at 10:55:10pm
Replies: 0
Origin: ABBUC-BBS [node #408]
Germany [+49+5439+3265]

4790 WR_8 DEX This comes down, at 1.77 MHz to 26 x 0.56 = 14.6 us
4800 BPL WR_8 For the EPL-5200 0.5 us will do.
4810 LDA CENT_CLK 'STROBE' active LO
4820 AND #$DF PCR sets CB2 to Low (% 110XXXXX)
4830 STA CENT_CLK
4840 LDX #$10 Wait 2+(16*5)+2+2 = 86 cycles = 48.6 us
4850 WR_9 DEX For the EPL-5200 0.5 us will do.
4860 BPL WR_9 Wait ->
4870 ORA #$20 Reset 'STROBE'
4880 STA CENT_CLK PCR sets CB2 to High (% 111X XXXX)
4890 WR_A LDA CENTSTAT printer 'ERROR'?
4900 AND #$20
4910 BEQ WR_ERR Yes ->
4920 LDA CENTSTAT Printer 'BUSY'?
4930 AND #$10
4940 BNE WR_OK No ->
4950 DEX
4960 BMI WR_A Yes, test another 126 times, then ok.
4970 WR_OK CLC
4980 RTS
4990 ;
5000 .END

( UUCP Dialup connection )
```

1115. Re: Faxmodems/TCP-IP

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 06:41:47 UTC
From: int@link.xs4all.nl
Message-ID: <3h4gbb$q84@link.xs4all.nl>
Source record: 94739

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
: In article <9501261840.AA03917@brachot.jct.ac.il>,
: kylemol moron <bruck@brachot.jct.ac.il> wrote:
: >Another thing that got me curious is connecting the Atari directly to
: >the Internet using a modem calling an SLIP TCP/IP server.. Again, is there
: >any reason why the Atari can't FTP, Telnet or Mail? Where can I get a
: >documentation of the TCP/IP protocol?

: I think this might be within the realm of possibility.
: For TCP/IP protocol info, you'd want to look at the relevant internet
: RFC (I don't know which one). If you can do WWW, there's a pointer to
: the collection of RFCs at http://www.cis.ohio-state.edu/

i'm working on a slip, tcp/ip driver for the atari, slip is working,
and i am able to receive/send IP packets, currently i'm implementing ICMP,
my first goal is to let the atari answer to ICMP-echo requests (ping).
i'm _trying_ (not sure if its possible, need a lot of memory) to implement
it as a device driver (N: or something), so you can do things like:
OPEN #1,8,6,"N:193.67.138.41,23"
to open a TCP connection to 193.67.138.41 port 23.

anyway, my atari already has its own IP address, 800xl.xs4all.nl,
hopefully, someday, when you telnet to it, you will see something like:

Trying 193.67.138.42...
Connected to 800xl.xs4all.nl.
Escape character is '^]'.

ATNET SP-DOS (800xl) (E1:)

login:

:-) (if i ever get that far...)

for information about the low level internet protocols,
read the following (among others) RFCs:
768 UDP
791 IP
792 ICMP
793 TCP

1055 SLIP
1144 SLIP HC

Charles..
--

```
#include <stdio.h> /* for my PGP key, finger int:pgp@link.xs4all.nl */
main(q,x){srand(getpid());for(q=rand()%99;q--;printf(&" \n * \n %s\0 *\n"
" \n* %s\0 *\n * \n* %s\0* *\n \n* *%s\0* *\n * \n* *%s\0* *\n* *\n"
"* *%s"[(x=rand()%6)*14],"\n\x1b[3A",usleep(5<<4)));puts("\n\n");exit(++x);}
```

1116. Clock Chipping mods for 8-bits?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 06:57:13 UTC
From: davew@pacifier.com
Message-ID: <3h4h89$fh2@news.pacifier.com>
Source record: 94740

I have some old 8 bit machines that I have suffessully replaced RAM to faster speeds. Now that these golden old 1200XL/130XE machines run can I clock up the processor or replaced the 6502 with a faster clocking CPU?

I was wondering if anyone has done so. I am a bench technician for the Mac and IBM PC, am familiar with changing simple circuits, but would like to hear from other who have succeeded.

--
---
pacifier.com - Vancouver's Public access Internet (206) 693-0325
telnet or dial the above and type "new" at the prompt to register

1117. Re: Best 8-Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 08:00:22 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <132420@cup.portal.com>
Source record: 94741
Body handling: HTML body converted to readable text

This is one of those 6 of one, 1/2 dozen of another things. You can use a device with less I/O like a 74LS74 & it will have an pin that can be wired with a resistor/capacitor to reset itself everytime you boot the computer or go with something like the 74LS374 which has eight latches in a 20 pin device, but no reset pin. You only need two devices if you do this in a cartridge port since the $D500 !CS line is already in there. No additional decoding chips are necessary.
Tie the 8 data pins of the '374 [3,4,7,8,13,14,17,18] to the Atari's data lines. Power & ground go to pins 20 & 10 respectively. Tie the NOT Output enable, pin 1, to ground. The other chip you'll need is a 74LS02 quad input NOR gate. Really if you want, any NOR gate like the 74LS27 triple NOR could be used if you just tie the extra input LOW. For a 74LS02, tie pin 14 & 7 to Power & ground respectively, tie all unused inputs to ground, pins[5,6,8,9,11,12] & don't attach the outputs [4,10,13] to anything. Tie pin 2 to the phase 2 clock, usually this is represented by a 02 where the 2 is subscript. Mapping the Atari has it listed as PHI2 and B02 or pin S of the cartridge port. Tie pin 3 to the CCNTL or CCTL as it is called by Mapping, this is pin 15 of the cartridge port.
Now all that remains is to tie pin 1 of the 74LS02 to pin 11 of the 74LS374 which is it's clock pulse pin.
What happens: sequence runs something like this, 1st the 6502 sends out the address it will use, in this case the CCTL is decoded so it goes low everytime there *ANY* address in the $D500 to $D5FF area. After the address lines settle the processor then puts the data on the line. The phase 2 clock is just a signal that
switches from a high to low state when the data lines have had time to stabilize. The phase 2 clock & CCTL lines are both going through a NOR gate so when the CCTL goes low, meaning an address in the $D500 area, and the phase 2 clock goes low, meaning good data available, the output of the NOR gate changes state & clocks all 8 bits of data into the 74LS374. Now everytime you write a bite into the $D500 area, the '374 will echo it. Anyway, the punch line to all this is I was always amazed at the supercarts & some of the newer banked switched carts so I looked into it. Now that I've figured it out, if anything, I'm a little disappointed. Arthur C. Clark was right! It would be a trivial exercise to bank 64k of cart. With a lot of decoding, you could bank 2 megs. I've already given away the cart with the built in octal latch. I should of done some other stuff first, like see if a read to $D500 latches data the same as a write. Anyway, I will do the XL to Axlon hack. The only difference between the cart I described Axlon bank decoding addresses.

$FC0-$FFF=>0000111111000000-0000111111111111
=>0000111111xxxxxx are significant
$CFC0-$CFFF=>1100111111000000-1100111111111111
=>1100111111xxxxxx are significant.

If my logic serves me, that means something like an 8 input NAND gate with an inverter, a 74LS00 NAND gate, an unused NAND gate serving as the inverter & a NOR function on a 74LS02 will take care of the 2nd case. An 8 input NAND with only 6 inputs used the output inverted, a 4 input NAND with the extra gate used as an inverter, & another of the NOR's unused gates would take care of the first. Sounds like a total of about 6 chips when you throw in the latch. I'll have to burn a few more brain cells on this, doesn't seem like I should need 6 chips to make this thing work. I may be able to use the 2 unused gates in the 7400 & 7402 to eliminate the quad NAND gate. I may even try to get the R/!W line in here so it'll be XL OS compatible.
Rick

1118. Re: Bill Wilkinson responds

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 09:42:28 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <3h4qu4$ljt@nyheter.chalmers.se>
Source record: 94742

In article <D38yGE.79M@nntpa.cb.att.com>,
richard.b.dell <rdell@cbnews.cb.att.com> wrote:

>
>In defense of the Z80/8080/Intel line of CPUs, one cannot simply
>compare clock rates in comparing microprocessors. It would be
>more approriate to compare memory cycle times, which on the
>6800/6502/6809 family is the same as the clock rate, but on the
-----
Right and wrong, memory cycle time is the thing to compare, however
the 6809 only access memory at 1/4 the processor-clock.
That was the main reason for me to conclude that 6502 is more efficient.

>--
>Richard Dell
>

Fredrik Lundholm, d1dol@dtek.chalmers.se

1119. Warp 10 BBS

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 11:53:14 UTC
From: Amos.Jackson@flight.org
Message-ID: <dd2_9502061225@flight.org>
Source record: 94671

To all wondering what happen to Warp 10, wonder no more. I have moved and therefore, have new phone numbers for the system. The system will go multiline just as soon as I get my hands on a 250 watt PC power supply, which will be used to power the three keyboards for the system.

Warp 10 Line 1: 612-221-9895 - 300-14,400 baud.
Warp 10 Line 2: 612-221-0815 - 300-2400 baud. This slave is **NOT** yet operational, but the phone line is. I hope to have line 2 going before the end of the month, and will give notice when operational, so for the time being, stick to line 1.

Amos Jackson
---------- -//- ----------
Internet: Amos.Jackson@flight.org
| FlightLine BBS 612.544.5118 <> note: the views of this |
| airline-generl.aviation-flsim <> user are strictly his own. |
---------- -//- ----------

1120. Re: Scott Adams

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 12:26:25 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3h54hh$q3b@dux.dundee.ac.uk>
Source record: 94743

Rick_Michael_Cortese@cup.portal.com wrote:
: One of my favorite rumors was Scott Adams found religion & decided all
: his adventure programming was wrong in the eyes of God.

Hmmmm... Maybe God saw the Incredible Hulk and told Adams it sucked. ;)

What the world needs is a new age.
What the world doesn't need is New Age.

Graeme Fenwick gfenwick@mcs.dundee.ac.uk

1121. Re: Faxmodems/TCP-IP

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 12:36:46 UTC
From: James King <jeking7@delphi.com>
Message-ID: <x0w5rku.jeking7@delphi.com>
Source record: 94744

Charles <int@link.xs4all.nl> writes:

>i'm working on a slip, tcp/ip driver for the atari, slip is working,

MOST EXCELLENT! Unbelievable.. You currently have a WORKING SLIP
driver for your 800xl?? I dont suppose you'd like to share it??

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

1122. Re: the Great PRO! board search

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 14:00:25 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D3L08q.7sv@nntpa.cb.att.com>
Source record: 94745

In article <hG1arig.ftooned@delphi.com>, F Tooned <ftooned@delphi.com> wrote:
>
>
>I've seriously considered just setting up a CPM BBS, as the CPM
>Community is much more respondent to releasing source code, and
>actually encouraging people to "write modules" in the same spirit
>that Express! was originally, and HeathKit did with encouraging
>people to build their own computers.
>

One of my pet peeves with the MS-DOS community in general ...
everyone seems to have mostly stopped releasing source listings,
even for software clearly released to public domain. I hate
having to binary patch a comm program for my specific serial port
combination, just because it is slightly different from original
IBMPC. And forget about adding another function or two, or
changing the way something works, unless one is willing to invest
hours ofreverse engineering time.

--
Richard Dell

1123. PIA mods was Re: Best 8-Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 14:15:58 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D3L0yn.89H@nntpa.cb.att.com>
Source record: 94746

In article <132389@cup.portal.com>,
<Rick_Michael_Cortese@cup.portal.com> wrote:
>You know Rob, if you wanted to do it via a 2nd PIA, it wouldn't be
>that tough to get it wired into the Axalon area. That way any software
>such as SDX or Letter Perfect or what have you would just test for
>Axalon expanded memory, think it was running on an 800 with an Axalon
>board & go ahead determining the size. I'll go ahead & post an eight bit
>latch on the buss design & take a crack at what the logic is to get things
>on an 256k 800xl to look like a 128k Axalon board is plugged in. Probably
>a trivial design effort that will take more time to do an ASCII schematic
>then the logic for. I have one spare 800xl that I may even get around to
>modifying. I know some of the German 800 hacks allow for 1 meg. May be a
>worthy waste of time <g>.
>Rick[A

I was thinking about this yesterday, and what approach I might
take in implementing something like this. What would be really
nice would be logical bit mapping in such a way that commonly used
software (for example, a RAM disk driver) would see the same pages
in each mode in logically the same positions. Then one could run
in XL mode, hit the reset and ROM switch to 800 mode, and the RAM
disk would still be accessible unaltered.

For whoever else might be trying to collect information on RAM
upgrades and such (I have a mostly stock collection of Atari stuff
at present ... but soon to change), be aware that there are two
Buchwold mods that I am aware of ... the first was the 32K banked
version that I _think_ may be what is commonly called the Buchwold
mod, and a second 16K banked version which is quite similar to the
more common XL mods.

I will try real hard to clearly write up more or less fresh any
mods I do, post them for comments, and if it seems passible enough
posted to umich. Probably the common 256K addition to the 800XL
will come first, though I really would rather add 512K, but want to
put the sheet metal back intact when done.

--
Richard Dell

1124. Re: Clock Chipping mods for 8-bits?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 14:25:49 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D3L1F2.8I1@nntpa.cb.att.com>
Source record: 94747

In article <3h4h89$fh2@news.pacifier.com>,
David Willard <davew@pacifier.com> wrote:
>I have some old 8 bit machines that I have suffessully replaced RAM to
>faster speeds. Now that these golden old 1200XL/130XE machines run can I
>clock up the processor or replaced the 6502 with a faster clocking CPU?
>
>I was wondering if anyone has done so. I am a bench technician for the
>Mac and IBM PC, am familiar with changing simple circuits, but would like
>to hear from other who have succeeded.
>

There have been some discussions here about this, and the jist of
what I have gotten from them is that there would be no problem
upgrading the clock on the 6502, but that the display controller,
CTIA/GTIA also runs at the same speed, and accesses the same
memory, and is inherently clocked at the stock frequency to
generate NTSC or PAL. It would be a major design effort to figure
a way for these two processors to coexist at different clock
frequencies, effort that is generally regarded as better spent on
including a 16 bit processor in place of the 6502 ... hence the
Fine Tooned Engineering Mars8 board, soon to come. I think that
is a general summary of the situation.

--
Richard Dell

1125. Axalon decoding was Re: Best 8-Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 14:57:00 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D3L2v1.9py@nntpa.cb.att.com>
Source record: 94750

In article <132420@cup.portal.com>,
<Rick_Michael_Cortese@cup.portal.com> wrote:

>I should of done some other stuff first, like see if a read to $D500
>latches data the same as a write. Anyway, I will do the XL to Axlon
>hack. The only difference between the cart I described Axlon bank
>decoding addresses.
>
>$FC0-$FFF=>0000111111000000-0000111111111111
>=>0000111111xxxxxx are significant
>$CFC0-$CFFF=>1100111111000000-1100111111111111
>=>1100111111xxxxxx are significant.
>
>If my logic serves me, that means something like an 8 input NAND gate
>with an inverter, a 74LS00 NAND gate, an unused NAND gate serving as
>the inverter & a NOR function on a 74LS02 will take care of the 2nd
>case. An 8 input NAND with only 6 inputs used the output inverted, a
>4 input NAND with the extra gate used as an inverter, & another of the
>NOR's unused gates would take care of the first. Sounds like a total
>of about 6 chips when you throw in the latch. I'll have to burn a few
>more brain cells on this, doesn't seem like I should need 6 chips to
>make this thing work. I may be able to use the 2 unused gates in the
>7400 & 7402 to eliminate the quad NAND gate. I may even try to get
>the R/!W line in here so it'll be XL OS compatible.
>Rick

Bear in mind the '138 decoder could be used to replace some logic,
if timing considerations are taken into account carefully. Also,
though I would hate to design this into a commercial product, I
have often done decoding with old fashioned diode OR or AND gates
... particularly in conjunction with CMOS gates due to their
higher input impedence. A GE diode (say 1N270) (or more modern
.. a Schottky type) could be used to minimize voltage drop and
increase noise margin. Or a magnitude comparator (designed for
such uses) such as 93S46 or 93S47. I would tend towards a diode
AND feeding a '138, if it was fast enough.

--
Richard Dell

1126. Re: Bill Wilkinson responds

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 15:08:12 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D3L3Dp.9zD@nntpa.cb.att.com>
Source record: 94751

In article <3h4qu4$ljt@nyheter.chalmers.se>,
Fredrik Lundholm <d1dol@dtek.chalmers.se> wrote:
>In article <D38yGE.79M@nntpa.cb.att.com>,
>richard.b.dell <rdell@cbnews.cb.att.com> wrote:
>
>>
>>In defense of the Z80/8080/Intel line of CPUs, one cannot simply
>>compare clock rates in comparing microprocessors. It would be
>>more approriate to compare memory cycle times, which on the
>>6800/6502/6809 family is the same as the clock rate, but on the
> -----
>Right and wrong, memory cycle time is the thing to compare, however
>the 6809 only access memory at 1/4 the processor-clock.
>That was the main reason for me to conclude that 6502 is more efficient.
>

Well ... depending on what you call the processor clock. The 6809
uses _exactly_ the same type of memory timing and access as the
6502 and 6800 ... A 2 MHz 6809 can run at an E rate of 2 MHz,
the same as a phi2 clock of 2 MHz on 6800/6502. I suppose in the
Intel world they might refer to a 2 MHz 6809 as an 8 MHz
processor, since the XTAL frequency is 8 MHz, but in the Motorola
world they refer to it as a 2 MHz processor.

Point being, of course, that one must compare memory cyccle times,
which I think we agree on. The rest is probably just specsmanship
games of marketing types (gee -- this IBM PC runs at 4.7 MHz,
while that SWTP 6809 only runs at 2 MHz .. of course, the 2 MHz
6809 accesses memory almost twice as quickly as the IBM PC).

--
Richard Dell

1127. Thanks to everyone.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 15:56:48 UTC
From: pwerntz@aol.com
Message-ID: <3h5gs0$ffp@newsbf02.news.aol.com>
Source record: 94748

Hey, thank you to everyone who responded to my question here and through e-mail about my 130XE.

I gave those suckers a good cleaning with rubbing alcohol this weekend, and was pleasantly suprised to see that everything still works!

Thanks again.

Preston

1128. Thanks to everyone.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 15:57:11 UTC
From: pwerntz@aol.com
Message-ID: <3h5gsn$fgo@newsbf02.news.aol.com>
Source record: 94749

Hey, thank you to everyone who responded to my question here and through e-mail about my 130XE.

I gave those suckers a good cleaning with rubbing alcohol this weekend, and was pleasantly suprised to see that everything still works!

Thanks again.

Preston

1129. Thanks to everyone.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 15:57:51 UTC
From: pwerntz@aol.com
Message-ID: <3h5gtv$fho@newsbf02.news.aol.com>
Source record: 94752

Hey, thank you to everyone who responded to my question here and through e-mail about my 130XE.

I gave those suckers a good cleaning with rubbing alcohol this weekend, and was pleasantly suprised to see that everything still works!

Thanks again.

Preston

1130. Re: Hang it up??? Atari8 really dead?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 16:03:18 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3h5h86$ecj@dux.dundee.ac.uk>
Source record: 94688

```
Joe Walsh (ransom22@delphi.com) wrote:
: <Rick_Michael_Cortese@cup.portal.com> writes:
: >group. Nahhh, this guy sounds like a C64 user playing a joke.
: >Sincerely
: >Rick
: Gads, are the C=64 users STILL on the warpath with us? After
: all this time? You'd think they'd have gotten a life by now. :)

You'd have thought they'd got a decent computer by now ;)

--
-------------------------------------------------------------------------------
What the world needs is a new age.
What the world doesn't need is New Age.
-------------------------------------------------------------------------------
Graeme Fenwick gfenwick@mcs.dundee.ac.uk
-------------------------------------------------------------------------------
```

1131. Re: Bill Wilkinson responds

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 17:05:13 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D3L8sp.DJE@nntpa.cb.att.com>
Source record: 94669

In article <D3L3Dp.9zD@nntpa.cb.att.com>,
>
>Point being, of course, that one must compare memory cyccle times,
>which I think we agree on. The rest is probably just specsmanship

Hate to respond to myself, but actually in these days of
pipe-lined execution and high speed caches any comparison of
instruction execution times (which is basically what we are
getting at here) is getting more and more complicated where
systems design can be as important as processor details .. for
complex processor types, perhaps only benchmark performance can be
compared ... which is another can of worms.

And the original (or far back anyways) post on this was basically
saying that simpler instruction executions (less cycles per
instruction completion) make the 6502 faster than it might
otherwise appear in comparison to the 6809. Actual performance
would depend on the overall task complexity.
--
Richard Dell

1132. Atari 8 Bit Sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 17:29:07 UTC
From: aj445@cleveland.Freenet.Edu
Message-ID: <3h5m93$j05@usenet.INS.CWRU.Edu>
Source record: 94670

I have the following Atari 8 Bit items for sale to the highest offer. I would naturally prefer that the interested parties be within driving distance, so that they could actually SEE and operate any system that they are interested in (I'm in N.E. Ohio). However, I realize that that would be severely limiting the pool of prospective buyers. Be assured that all items are in perfect working order. All memory upgrades were done by myself, as well as any mods and normal maintenance.

Atari 600xl (64k)
Atari XEGS (128k)
Atari 800 (48k)
Atari 800 (188k)
Atari 1200xl (1 meg ... this one will be hard to pry from my fingers!)
Indus GT disk drive
Percom SS/DD disk drive
Atari 810 disk drive (Happy enhanced)
ICD PR:Connection (new)
Avatex 1200 baud modem
Basic XL cart.

(the above items all include power supplies)

The following system will ONLY be sold AS A SYSTEM!

Atari 130xe (320k)
ICD MIO (1meg)
30meg SCSI HD (two 13.5meg partitions)
Basic XE cart.
2400 baud modem
Commodore 1802 monitor (NOT perfect; occsionally needs to warm up)

I will personally check out any item prior to shipment. I'm a Sr. Electronic technician, and hold an Extra Class FCC Amateur Radio license. These items were well cared for. As mentioned, I'd prefer a local buyer, but I will ship to continental U.S. locales. If you are SERIOUSLY interested in any item, you may contact me at:

aj445@po.cwru.edu
cooncat@ix.netcom.com
kb8eb@wa8bxn.#neoh.oh.usa.na (packet radio)

Bill Somrak
(NOT leaving the Atari 8 bit community for good. I'll ALWAYS keep at least one system up and running, for old times sake!)

1133. Re: Hang it up??? Atari8 really dead?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 17:33:31 UTC
From: potter@escmail.orl.mmc.com
Message-ID: <3h5mhb$p9m@theopolis.orl.mmc.com>
Source record: 94674

In article <Pine.SUN.3.91.950130142536.9098B-100000@PEAK.ORG>, James Wood
<jamesw@CSOS.ORST.EDU> whines:
|>
|> On Sun, 29 Jan 1995, James Wood wrote:
|>
|> >
|> > There sure seems to be a shortage of firms which offer 8-bit upgrades and
|> > service. I'd like to get the following done:
|> >
|> > 1) All of my 8-bit floppy drives are old, but seem to work well. I've
|> > had some problems losing data, however. I run old Sparta 3.2d. (Yes, I
|> > need to upgrade...I just don't have my 8-bit with me at the moment).
|> > I figured perhaps the belts are just old....Hell, I don't know. I'd like
|> > to have someone check 'em out, and maybe clean, align, and replace the belts.

Try using MyDOS 4.5, or Sparta 3.2g, both are available PD, likely from
the Umich archive. If the drives continue to lose data, especially with
MyDOS, you'll have to have them looked at. Bob Puff at CSS is probably
your best bet. Bob Woolley of the San Leandro (CA) Computer Club can
probably also help you. If you have a local club with 8-bit members,
appeal to the hardware guru amongst them.

|> > 2) My only memory-modified machine died; probably a bad ROM. Need it fixed.

Get some spare parts of the LSI IC's, from either a garage sale system,
or mail order from ATV for $7.50. Try swapping out the ICs (assuming yours
are all socketed). One of the Bobs can help you here.

|> > 3) My 130XE cart. slot doesn't work - like to have it fixed, and perhaps
|> > the memory upgraded.

I'd suspect a loose solder joint, or copper lands de-laminating from the
board due to mechanical stress. Seek out a generic electronic repair guy,
or one of the Bobs.

Memory upgrade: of course check out the vendor's lists. Once again Bob
Puff may be the best choice if you don't want to install it yourself.
Installing one is maybe a two-hour operation, with good instructions.

|> > 4) I'd like memory upgrades on some of my other machines.

see above

|> > 5) I'd like **someone** to help me get a hard drive working....I don't
|> > know what I need to get one going on the BB, and I don't know what
|> > software/formatters I need to run, once I get the cables plugged in.

Bob Puff is the best person to answer this one. Bob Woolley can help,
as I have read he has done this for 1200XLs.

|> > 6) I'd like to get those neat Video/Audio upgrades done, on at least ONE
|> > of the machines. Has anyone ever done the stero sound thing (Gumby?)

I've done the Video and Audio upgrades from Atari Classics mag, but not
the Gumby. Micro Discount (Great Britain) sells an easier-to-do-it-yourself
stereo sound thing.

|> > PS- WHY DOESN'T ANYONE EVER REPLY TO MY POSTS? HAS MY DEODERANT
|> > FAILED ME???? :)

Maybe it's your sparkling personality that leaves us in awe....

continuing (and censoring):

|> 1) Out of several machines, the best ones (130XE, 256K 800XL) have problems.

Well, if you're of the type, you can swap the big LSI devices between
machines. Just don't do it in a high static electricity atmosphere.

|> 2) My floppy drives are getting old and in need of a tune up

Try the normal head cleaning with isopropyl alcohol and a swab, and a light
lubricant on the stepper motors. Check with Best for new belts, if your
need them. Don't ever get lubricant on either the head or the belts.

|> 3) My disk media is all getting old and important titles should be backed-up
|> if I could find disks.

I find DSDD 5.25" at stores like Target and Office Depot fairly regularly
for $4 a box (of 10). Admittedly they are getting harder to find.

|> 4) Don't know where/who to get upgrades/repairs from (audio, memory)

see above.

|> 5) Nobody volunteers any information

well, here you go.

--
Jeff Potter
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

1134. Re: ATR8000 floppy drive questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 17:34:28 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D3LA5L.E7u@nntpa.cb.att.com>
Source record: 94676

In article <Rm+YSuj.jeking7@delphi.com>,
James King <jeking7@delphi.com> wrote:
>
>High Density disks seemed to flake out very fast when used in an ATR8000,
>but I'm not sure if I'm going to have the same problem with double
>density disks.
>
>To me, you HAVE to use high density in a 1.2m or 1.4m drive(s) -- but I
>have been using double density without any problems, other than once not
>being able to access ANY (out of 30) 3.5in disks..
>
>Does the ATR only handle double density disks??
>

Ahhh ... an opening for my slant on this problem/question. First
off, my impression is that you have not mixed the types, and found
one more reliable than the other .. you are just having
reliability problems with the ATR.

I don't have my ATR up as yet, but knowing that it was CP/M based
made me think that the answer to your problem might lie in track
or sector buffering, particularly in relation to directory sectors
and such. It is possible the ATR8000 may have buffered writing,
and the floppy could be removed before all the information was
written to it. This can cause some really weird problems
(speaking as one who puts up with an IBMPC that often doesn't know
the disk was changed due to defective hardware probably associated
with the disk_changed signal, which is not on every floppy drive
anyways) even when just reading disks, and can easily scribble the
contents when writing. Track buffering started to become really
popular with CP/M systems just before their demise as a means of
speeding up floppysystems given the then high cost of hard
drives.

It is also possible that the ATR8000 may not implement the motor
control line, and may spin the drive continuously, perhaps even
with the head loaded if the drive is selected. Does the light on
the drive stay lit continuously?

There is no inherent reason that a high density disk in a high
density drive should be any more or less reliable than a low
density disk in the same drive, other than the naturally greater
data density. A low density disk in a 1.2 meg high density drive
or a 1.44 meg 3.5 inch drive should be just as reliable as the
same disk in an 80 track 5 inch mechanism (low density) or a 720 K

3.5 inch drive with the same disk.

1135. Re: ATR8000 floppy drive questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 17:39:54 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D3LAEI.ECx@nntpa.cb.att.com>
Source record: 94677

In article <Rm+YSuj.jeking7@delphi.com>,
James King <jeking7@delphi.com> wrote:
>High Density disks seemed to flake out very fast when used in an ATR8000,
>but I'm not sure if I'm going to have the same problem with double
>density disks.
>

Something else that occured to me, at least that I would check, is
that the drive and/or ATR8000 does not have a marginal power
supply. Particularly the drive supply, if the inputs to the
voltage regulators for the drive dropped under the load of track
switching or startup. Check for excessive AC ripple coming into
the regulators, with a 'scope if you can. Just something else to
try.

--
Richard Dell

1136. Re: ATR8000 floppy drive questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 17:55:45 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D3LB4z.EoJ@nntpa.cb.att.com>
Source record: 94678

In article <Rm+YSuj.jeking7@delphi.com>,
James King <jeking7@delphi.com> wrote:
>High Density disks seemed to flake out very fast when used in an ATR8000,
>but I'm not sure if I'm going to have the same problem with double
>density disks.
>

Sometimes I hatethe way my mind jumps around problems.

Another thing which is unliely, given what I presume is your
general competance level, but has even bitten me at least once,
and took two weeks before I found out. Make sure the drive
terminator is installed or enabled. I once ruined three system
disks on my 6800 system due to removing inadvertantly the drive
that had the terminator, and running the drive unterminated. I
surmised that the problem was noise coupling into the write_enable
line on the floppy cable, perhasps from the read_data line. You
won't see this kind of thing in the IBMPC world (least not often)
as the cables are typically 18 inches or less, but I was running
about 3 or 4 feet of cable, and the terminators were DEFINTELY
required. One of the reasons why I have since been almost
paranoid about using write protect tabs where approriate. Also
one of the reasons why I HATE any copy protection scheme, and
always install software from copies if at all possible.

--
Richard Dell

1137. Re: 130xe programming

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 18:34:19 UTC
From: tomoug@auto-trol.com
Message-ID: <1995Feb6.183419.21237@auto-trol.com>
Source record: 94673

In article <1995Feb4.131152.27463@wmichgw> x92jablonski@wmich.edu (Chris the great) writes:
>
>hi,
>
> i have an atari 130XE with the 1050 drive etc... and i was wondering
> what languages i can get compilers and stuff for that will run on my atari,
> i know how to program in pascal, c, and Sparc assembly, which of these can i
>do on the atari, and how muck will it cost me to do this?
>
> thanks a lot,
>
> chris
>
>

It has been a while since I programmed my Ataris in anything other than Basic, but I did do a series of articles on which languages were available for the 8 bit Atari. I do not know the availability or the current cost of any of these.

Languages available:

1. Assembler - several sources (6502)
2. Basic - interperted and compiled (several sources)
3. Action! - compiled structured 8 bit only language like C
4. C - several sources most based on Palo Alto Tiny C
5. Pilot - Atari Cartridge, not good for much but computer aided instruction
6. Logo - Atari Cartridge, good for kid's first language
7. Pascal - a couple of sources, hard to find, not good editors, enviroments
8. Forth - several sources, Fast, hard to learn
9. Lisp - one source (Antic program exchange) Slow

Like most programmers on the Atari I think the best bet is to use Action! It is fast, and it was made to run on this machine.

Tom Oughton

tomoug@auto-trol.com

1138. Re: ECI MPD/ line function?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 18:49:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <6FEB199513492632@pavo.concordia.ca>
Source record: 94672

In article <792030218snz@bell.demon.co.uk>, Peter@bell.demon.co.uk writes...
>I was looking at the pinouts, and all the other pins make sense, but I can't
>work out what this one is supposed to do.
>
>Anybody out there got any idea?
>
MPD=Math Pack Disable. Tells the system to use external ROM in place of
Floating Point package (1 page at $D800, I think)

Dave

1139. CDrom of a.a.u.e

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 20:08:33 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1995Feb6.200833@phlem.ph.kcl.ac.uk>
Source record: 94689

This may be of interest to those of you who have PC's with CD drives
(no-one has actually got a CD on their 8bit have they :-)

I'm re-doing the Mega-Archive CD so that it has support for the 8bit
atari. Basically the a.a.u.e 8bit directory will be there in all its
glory. Anyone who wants to know more should read my home page - I
reckon this is pushing it far enough as regards advertising :-)

On a serious note - if anyone knows of any stuff in the 8bit directory
that is porn or copyright, please please tell me. The original CD had
some transcripts from alt.sex.stories (in the Demos dir) which slipped
past me, so it had to be recalled in the UK. Expensive. Not something
I would want to happen again.

ATB,
Simon.

(who still reckons Lucasfilm' Ballblazer is the BEST)

--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
>> home page: http://www.ph.kcl.ac.uk/~sjg/home.html <<
> Microsoft is not the answer. Microsoft is the question. NO is the answer <
"Delenda est Microsoft!"

1140. C filenames?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 21:05:47 UTC
From: chaos@oo.com
Message-ID: <3h62vb$16qu@tequesta.gate.net>
Source record: 94675

Ok as i babbled before im new to the atari Scene. So i dont
really know what all the files on archive umich edu are. Basically i see
just a bunch of names, and the 0index doesent have the file descriptions.

Ok this much i gleamed form the newgroups, the CC65 id the C
programming lang/compiler for the atari 8bit. But before i go and try to
download all the files in the cc65 dir on umich with my dinky 1200 baud
modem, can anyone just tell me what files i essintaly need for starting
out with this? thanks...

also anyone have a master file list with descriptions they can
mail to me about umich.edu? <just for the 8bit section>

Thanks folks, you people here are really getting me to enjoy my
8bit. :)

1141. atari wanted

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 21:40:08 UTC
From: me205abh@csulb.edu
Message-ID: <3h64vo$rl5@garuda.csulb.edu>
Source record: 94679

I would like to buy an old Atari game system and games. Please leave
info if anyone has one for sale. E-mail address is me205abh@engr.csulb.edu

1142. WANTED: 8-bit game paddles

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 22:56:08 UTC
From: jcborkow@eden.rutgers.edu
Message-ID: <3h69e8$5l6@er6.rutgers.edu>
Source record: 94680

I am sorry if this seems so minor, but I am looking for a
used pair of game paddles that anybody has and is willing to sell.
I dragged the ol' 8-bit out of the attic the other day and realized
some of those games were really pretty good! However, I need the
paddles for Super Breakout.
--

Jason

Experience varies directly with equipment ruined

(jcborkow@ece.rutgers.edu)
(jcborkow@eden.rutgers.edu)

1143. Re: Where to get 8-bit upgrades/labor????

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-06 23:22:32 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3h6avo$ahq@hearst.cac.psu.edu>
Source record: 94681

Joe Walsh (ransom22@delphi.com) wrote:
: James Wood <jamesw@CSOS.ORST.EDU> writes:
:
: >1) All of my 8-bit floppy drives are old, but seem to work well. I've
: >had some problems losing data, however. I run old Sparta 3.2d. (Yes, I
: >need to upgrade...I just don't have my 8-bit with me at the moment).
: >I figured perhaps the belts are just old....Hell, I don't know. I'd like
: >to have someone check 'em out, and maybe clean, align, and replace the belts.
:
: Depends on the drive you have. If it is an Atari 1050, you can
: get a new mech (which will fix all problems not related to the PC board)
: for $17.50, or two for $29.95 from American Technavisions. This is
: less than you would pay to have a technician look at your drive.
: Info on American Technavisions is in the FAQ.
:

Do these mechs work on World Storage drive systems?
:
--
43rd Law of Computing:
Anything that can go wr
.signature: Segmentation violation -- Core dumped

1144. Re: the Great PRO! board search

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 01:25:42 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <RA657C+.ransom22@delphi.com>
Source record: 94682

richard.b.dell <rdell@cbnews.cb.att.com> writes:

>One of my pet peeves with the MS-DOS community in general ...
>everyone seems to have mostly stopped releasing source listings,
>even for software clearly released to public domain. I hate
>having to binary patch a comm program for my specific serial port
>combination, just because it is slightly different from original
>IBMPC. And forget about adding another function or two, or
>changing the way something works, unless one is willing to invest
>hours ofreverse engineering time.

Sine we're bashing the MS-DOs community, I'll join in. :)

I agree that the distributin of source code is a big problem...
I don't know how many times I have downloaded a file that is just
about ALMOST perfect for my uses. It turns out to be shareware. Ok,
cool. I try to contact the author, but since it is an old file (1 whole
year or more, usually), the author has usually moved and left no
trace -- no CI$ address, no I-net address, or it has one or the other,
but neither are valid anymore. No forwarding address at the snail
mail address listed in the documentation.
And, invariably, this shareware which is obviusly no longer
supported, and the author is no longer making money from it, does not
include source code, and the source code is not available under
seperate cover (another file).
The moral of the story: No matter what platform you are
doing your work on, whenever you decide to stop supporting your
shareware program, release the darned source code! :)
This is what I plan to do whenever enthusiasm for my BBS
"door" game drops off....then someone else can pick it up and do
whatever they want with it, and thereby benefit from it. Why not?

-Joe
--

_____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1145. Re: Best 8-Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 01:35:10 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3h6ioe$12t1@hearst.cac.psu.edu>
Source record: 94683

Rick_Michael_Cortese@cup.portal.com wrote:
: In spite of the application vs hardware debate that goes on, if people would
: be interested I could post the connection list here to show just how easy
: it would have been. Some what academic, but that seems to be what we're
: about anyway.
: Rick

Hmm... could this/should this be a new memory scheme? as in...
the now official version of doing memory upgrades? How easy would
it be to actually devote such a page to banking and wiring up say
2 megs... (in SIMS...where is that doc anyways?) . .. and how
hard would it be to convert existing software to use this scheme
as opposed to modifying it for XE banking?

--
43rd Law of Computing:
Anything that can go wr
.signature: Segmentation violation -- Core dumped

1146. Re: Axalon decoding was Re: Best 8-Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 01:40:17 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <132458@cup.portal.com>
Source record: 94684

Gee Richard, I don't know how far I'll get into this. Remember I'm an advocate of the 74LS688 8 bit comparitor just so I don't have to think<g>. I've got about a dozen of those puppies laying around in my parts drawer just so I don't have to do any thing other then plug a HEX number in my calculator & hit the 'BIN' key! I am in a screw around with memory mode right now though so inertia may carry me through to the point where I'll at least get back with why I think it didn't work.
Somehow I've assembled a huge supply of 8k CMOS SRAMs, must have 20 or so. I'm thinking of doing this leap frog thing. The latch in cart thing I sent out had a 74LS138 in it so I could divide the !$D500 line into 8 pieces each starting on a $20 multilple. That's why I needed the info someone supplied about the Super Carts=> what can be mine & what was already taken. It all gets confusing because of my unusual <for me> brevity, but you can figure out where I'd like to head if I tell you the latch was part of a modified circuit from a 6809/6845 display with transparent memory access by phase 1 & phase 2 (or was that zero & two??) interleaving of the memory access to the ram. The Axlon thing is while I'm resting. I also thought the vapor ware products by Canoe<sp?> were interesting even if no one purchased a single one. It may be next on my hit list, 8k battery backed up CMOS RAM in a cart. Why? No reason at all. I can't even concieve why someone would want one, but it would take me to the next step.
Rick

1147. Re: Low IBMASCII

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 02:11:35 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3h6ksn$12t1@hearst.cac.psu.edu>
Source record: 94685

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
: kendrick@zippy.sonoma.edu (William Kendrick) wrote:
: >No, ROb.. not always.. I'm used to ^L being clear screen on 99% of the
: >online "stuff" I've used.. At least under ASCII or ANSI..

: Maybe I shouldn't have been so emphatic on that one....
: In my unix-terminal experience, ^L is a signal to the program to redraw
: the screen, but not just clear it. When I sent a text file containing
: ^L straight to the screen, I never get a clear-screen.

^L is the screen refresh/redraw for most Unix terminals and even
3270 emulation..etc...

If you are printing... to a printer or even sometimes the screen...
it does either a line feed or a page feed (I forget which)...
the reasons ^L does a clear on terminals when you type it is because your
LOCAL terminal has asigned it that function. It is in no way an ASCII
standard.

: ------------- R o b F u n k -------------|------> Funk.17@osu.edu <----------
: "A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
: Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
: -- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

--
43rd Law of Computing:
Anything that can go wr
.signature: Segmentation violation -- Core dumped

1148. atari wanted

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 02:48:57 UTC
From: me205abh@csulb.edu
Message-ID: <3h6n2p$88f@garuda.csulb.edu>
Source record: 94686

Does anybody have an atari 2600 and games for sale?

1149. atari 2600 wanted

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 02:56:28 UTC
From: me205abh@csulb.edu
Message-ID: <3h6ngs$9ql@garuda.csulb.edu>
Source record: 94687

Does anyone have an atari 2600 and games for sale?

1150. Re: Hang it up??? Atari8 really dead?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 03:34:14 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3h6pnm$12t1@hearst.cac.psu.edu>
Source record: 94690

James Wood (jamesw@CSOS.ORST.EDU) wrote:

: On 2 Feb 1995 Rick_Michael_Cortese@cup.portal.com wrote:

: > James; I don't see your problem. *EVERY* newsgroup I've been in is less
: > responsive then this one. The FAQ has all the info you could possibly

: That may be your opinion, and I am new to the net, but my limited
: experience on other groups has proven otherwise. On other newsgroups, I've
: received numerous replies from intelligent posters; on any newsgroup, I
: reply if I know the answer. Perhaps your luck in other newsgroups has
: been different.

I've been on the network for several years and THIS group responds
quicker and more intelligently than most others. Then again...
I don't remember seeing a question from you...

: Yes, I am new to the net. Am I "ignorant?" I'd prefer to choose
: the word "uninformed." NEVER go into a newsgroup and post questions?
: What the F___ is the group for? As for flaming me....go ahead...I'll reply.

Groups are for discussions and Q&A. BUT, a general rule of thumb for
EVERY GROUP all 6000+ of them is always get the FAQ first... it will
also usually tell you what the group is about.

It is okay to be uninformed. It is even okay to blow off steam as you did.
It is not recommended though. =)

: A list of vendors? Is there a price list? Are prices always the
: same between vendors? Are prices always the same ANYWHERE over time?

Vendor list yes. Price list. not that I know of ...there is
toooooo much stuff out there. Prices are usually similar but sometimes
you can get great deals. Like paying $6 for AR instead of $12.

: > You know the real reason why I don't respond to you? Because your questions
: > are usually followed by Michael Current posting the FAQ.

: I highly doubt there is any correlation between my posting of a question,
: and the posting of the FAQ. Would you be so kind as to provide me with a
: correlation coefficient?

ahahh ...that is funny. I have seen so many questions answered by
Michael. And then he responds by saying "Its in the FAQ."
It is scary... I wonder if he has a constant terminal logged into
this group just to watch for question and he only has to hit a special
form key to have the same reply put out. =)

: The things you have said lead me to believe that you are VERY egocentric;
: it is relatively easy for any moron to masquerade behind a keyboard, purporting
: to be a genious. In one small paragraph, you have 1) questioned my
: intelligence, 2) told me "the way things work," 3) spoken for everybody,
: and 4) been annoyed at questions about ATARI 8-BITS in the ATARI FORUM.

Everybody calm down and chug a beer please. Oh, wait. I think I will.
(*swish* ah..no black and tan.. alright. dark Lager...okay..
back to the terminal)

: MY FELLOW 8-BITTERS: I apologize for posting this reply publicly, but I
: felt it appropriate to manifest my reposte in an equivalent manner to its
: antecedent.

Okay.. eye for an eye if you follow the Old Testement... there is
the NEW one though...

: keep this garbage in E-mail and off the rest of the net. However, I'd

I have noticed recently a large outbreak of swearing and insulting on
this group these past few weeks. Wonder what it could be....
maybe we all need a different hobby. At least for me it would be nice
at times to have a hobby that wasn't my damn major!

Andrew... drinking beer and scanning the Atari8bit group.
--
43rd Law of Computing:
Anything that can go wr
.signature: Segmentation violation -- Core dumped

1151. Re: Best 8-Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 03:38:27 UTC
From: bjcorr@delphi.com
Message-ID: <9502062236591.DLITE.bjcorr@delphi.com>
Source record: 94691

>In article <132121@cup.portal.com>,
> <Rick_Michael_Cortese@cup.portal.com> wrote:
>>genuinely buy them with those funny little things they call paychecks. The
>>Axalon boards used a different scheme that most people liked better, I'd
>>have to look at my board & see if they patented it or something. The OSS
>
>This is the kind of thing that needs to be more readily
>accessible. As I seem to have run across in the last week or two
>tearing into my old Ataris and rereading some old text files, the
>Axalon bank select was an 8 bit register located at CFFF (or
>DFFF??). Simple and straightforward. And nothing wouldbe
>patentable about bank selection anyways, at least by Axalon, the
>concept was well understood way before the Atari even came about.
>
>Anyone know more precisely about the Axalon interface? My memory
>seems to say that the bank select register selected a bank to
>appeard in the second 16 K page, 4000-7FFF. I presume a reset
>would reset the latch to a known state. Was there an
>enable/disable bit, or was the 4000-7FFF region always looking at
>the Axalon board?
>
>
>--
>Richard Dell
>
From the Ramdisk 128 Memory System User Manual;
You can place one of eight 16k memory segments at address $4000-$7FFF.
Segment selection is controlled by writing a segment number to ANY address
in the range)0FC0-0FFF OR $CFC0-$CFFF. The last 3 bits of ANY data wriiten
to these addresses selects the segment.
bjcorr@delphi.com

1152. Trenton (was Re: Copyright ?)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 03:49:11 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3h6qjn$12t1@hearst.cac.psu.edu>
Source record: 94692

```
richard.b.dell (rdell@cbnews.cb.att.com) wrote:
: shops in Philadelphia. Look in the classifieds, post your own ads
: asking for stuff, perhaps get in touch with former computer group
: members local to you. As an example, coming up in April will be
: the Trenton Computer fest, the oldest event of it's type on the
: east coast, if not in the country. Last year I picked up two or
: three boxes of Atari software there for an average price of less
: than a dollar a package. Original packages, full documentation
: and disks. If you have trouble getting there, ask around now at
: your school, you should find someone who is going.

Someone mention Trenton?!?!?

Last year I snagged 5 800XL's with power and monitor cables for $25. =)
(Plus a ton of stuff for my video game systems collections)

This year??? hmm...I might show up with um...er... $200 this time. =)
When is it by the way?

--
43rd Law of Computing:
Anything that can go wr
.signature: Segmentation violation -- Core dumped
```

1153. Re: Copyright ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 03:52:38 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3h6qq6$12t1@hearst.cac.psu.edu>
Source record: 94693

Artem Koutchine (koutchin@mail2.sas.upenn.edu) wrote:
: : Are you aware that using capital letters in posts is equivalent to
: : shouting? It certainly is not going to win many people over to
: : your point of view.

: Well, i know that it means shouting but in this case it doesn't. I just
: wanted to highlight the info. Sorry about that, i won't do it again.

: : Sounds like the opinion of a bunch of people who have immature
: : attitudes.

: No. Most of them user of 8bit computers like C64,ZX,AMSTRAD and
: of course ATARI. 40% of them work in Software companies. 10% of
: them have their own bbs's. 5% of them have something to do with
: internet file archives in any form (ftp, www, gopher ..)

Sounds like they all have jobs outside of software retailing!
There are actually companies that survive on the Atari software they
sell!

: What makes you thing so ? Have you ever seen cartridge for IBM or MAC ?
: All games fo SEGS, NINTENDO (i am not shouting :-) etc just tha
: kind of game that you can play for a week and that you hate it (certain
: exceptions applied) and this is just perferct method to suck money
: from parents of little kids. If that paresnt were a bit smarter they
: would buy something like 386 for games or at leasy 8bit stuff like
: C64 or ATARI. It is cheaper and more enterntaining.

But its not what their friends have....

: almost forever. But remember, ATARI is dead and number of
: machines getting smaller and smaller. So, there will be time when
: only a couple of antique stores will be selling ATARI.

Atari will NEVER die.

--
43rd Law of Computing:
Anything that can go wr
.signature: Segmentation violation -- Core dumped

1154. Atari Mags...please exlain...

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 04:02:11 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3h6rc4$12t1@hearst.cac.psu.edu>
Source record: 94694

What is the difference between

Atari User
Atari Age
Atari Connection.

I think the latter is what you used to get free subscriptions too when you purchased an 8bit.

The first? Is that that thin news paper print mag?

--
43rd Law of Computing:
Anything that can go wr
.signature: Segmentation violation -- Core dumped

1155. Re: Copyright ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 04:03:03 UTC
From: koutchin@mail2.sas.upenn.edu
Message-ID: <3h6rdn$cd9@netnews.upenn.edu>
Source record: 94696

: Sounds like they all have jobs outside of software retailing!
: There are actually companies that survive on the Atari software they
: sell!

So what ? They are consumers like we are. You should be on their side.

: Atari will NEVER die.

Atari as a company will die sooner or later. Atari 8bit computer is
dead and it is dying little by little. get real man.

1156. Re: PRAISE FOR CSS

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 04:10:03 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3h6rqr$12t1@hearst.cac.psu.edu>
Source record: 94695

James Wood (jamesw@CSOS.ORST.EDU) wrote:

: Anybody ever seen the "Dual Drive Upgrade?" That's where he hangs a 3.5"
: mechanism off your existing XF551. The 551 is D1: and the 3.5" is D2:.
: In the CSS catalog, there's a picture of an XF551 with the additional
: 3.5" drive sitting in a PC rail-frame on top of the Xf551. That works
: great, but it isn't pretty! I think it would be neat to install a DIN
: plug on the back or side of the 551 so I could accomplish the same thing
: by plugging in a SF314 drive....the double-sided 720K 3.5" for the Atari
: ST. Wouldn't that be a neat trick??

anybody ever try those dual 3.5/5.25 drives in one mech things?
They are both high density...but if you have the money to waist...

also...

I recall working on a project where the atari had removable hard drives!
I have some 5-10 meg removable harddrives that hook up to MFM hard drive
cards!!!! (ahahahahahahha pretty neato to have such a scsi-mfm card
handy) I remember I had to write a device driver to inform the computer
when you switched drives because of the way the drives worked...

Some of you know what I am talking about.... they are all black..
have a square whit push button on the front side that lowers the whole
front face plate down... yeah... the things you saw lying in water
soaked crates at Trenton for $5 each. =)

Gonna have to dig up some more of those carts. =)

Andrew

--
43rd Law of Computing:
Anything that can go wr
.signature: Segmentation violation -- Core dumped

1157. Re: C/65

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 04:18:33 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3h6sap$12t1@hearst.cac.psu.edu>
Source record: 94697

PATERSON, DAVID ANDREW (da_pate@pavo.concordia.ca) wrote:
: In article <D3C4r6.n2z@cs.vu.nl>, ipoorten@cs.vu.nl (Ivo van Poorten) writes...
: >I saw it listed C/65 for the price of $80,= (!!!) Has anybody ever heard of
: >this before? Does anybody actually _own_ a copy of C/65 or was it never
: >released? If it was, what's it like?
: As I recall, C/65 was actually a collection of macros; once your C program
: was complete, you'd use MAC/65 to assemble the macros. It never really
: caught on.

Is mac /65 supposed to come with a disk? I have the cart and the
manual sometimes mention a disk with utilities on it...

--
43rd Law of Computing:
Anything that can go wr
.signature: Segmentation violation -- Core dumped

1158. Re: Ever a workable 80-columns mod

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 04:28:23 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3h6st7$12t1@hearst.cac.psu.edu>
Source record: 94698

PATERSON, DAVID ANDREW (da_pate@pavo.concordia.ca) wrote:
: >
: There is someone in Germany who has produced a "Cart to PC Bus" device, and
: apparently has drivers for a Herc card (including the printer port). I'll
: see if I can find the info and re-post it. But if Herc is possible, then
: an 8-bit VGA card might be too.

If cart to PC bus is possible then so is Cart to PC bus to NETWORKING CARD!

--
43rd Law of Computing:
Anything that can go wr
.signature: Segmentation violation -- Core dumped

1159. Re: ECI MPD/ line function?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 04:40:13 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <132469@cup.portal.com>
Source record: 94700

Up front, I know the lines, but I've never been into the XL/XE OS so I'm bound to be off on my interpretation. M(ath) P(ack) D(isable) is just a line that tells the smarts in the computer to disable the FP ROM region <$D800-$DFFF> & map the ROM on whatevers hooked on the PBI into that region. Sort of like the way the self test mode is implemented. I don't have an XE schematic so I can't even tell if you have to be able to toggle it to re enable the FP ROM or what. But if you do figure out how to get a PBI ROM to run from there, I'd sure like to know.
Rick

1160. Re: Beware of "Nobody"

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 04:43:33 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3h6tpl$12t1@hearst.cac.psu.edu>
Source record: 94701

bosco@host.yab.com wrote:
: Nobody is an unauthorized user using the Univ.of Texas internet
: connection. Couple that with his request for pirate bbses, it sounds
: like the FEDS or someone finking for them.

: BEWARE!

Sounds like someone doesn't know how to setup their news software...
but that isn't uncommon.

--
43rd Law of Computing:
Anything that can go wr
.signature: Segmentation violation -- Core dumped

1161. Re: 2600 Power Supply info needed

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 04:46:41 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3h6tvh$12t1@hearst.cac.psu.edu>
Source record: 94702

Byron Brummer (zenin@primenet.com) wrote:
: Could someone please look on their 2600 power supply and email me the specs?
: ie: Voltage, milliamps (ma), ac or dc, is the center pin on the connecter
: positive or is it the other part?

: -I lost my P/S when I moved.... :(

Check out rec.games.video.classic. or alt.atari.2600
there is a LARGE FAQ that I maintain there that answers all your
questions and some you don't ever want to know.

--
43rd Law of Computing:
Anything that can go wr
.signature: Segmentation violation -- Core dumped

1162. Re: Copyright ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 04:59:34 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3h6unm$12t1@hearst.cac.psu.edu>
Source record: 94703

Artem Koutchine (koutchin@mail2.sas.upenn.edu) wrote:
: : Sounds like they all have jobs outside of software retailing!
: : There are actually companies that survive on the Atari software they
: : sell!

: So what ? They are consumers like we are. You should be on their side.

Yeah...thats intelligent...be against retailers. DUH.

: : Atari will NEVER die.

: Atari as a company will die sooner or later. Atari 8bit computer is
: dead and it is dying little by little. get real man.

I am real. Dead? hmm...depends on your definition.

--
43rd Law of Computing:
Anything that can go wr
.signature: Segmentation violation -- Core dumped

1163. WANTED: 8-bit game paddles

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 05:22:50 UTC
From: davew@pacifier.com
Message-ID: <3h703a$gs8@news.pacifier.com>
Source record: 94704

Get a 1 Megaohm potentiometer from Radio Shack, and some DB9 connectors.
Someone willing to provide the pinouts? I've seemed to be missing my
copy of De Rey Atari...

Cable it up don't smoke it. Do it right the first time in the true hacker
legend..

--
---
pacifier.com - Vancouver's Public access Internet (206) 693-0325
telnet or dial the above and type "new" at the prompt to register

1164. Re: Low IBMASCII

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 05:51:40 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D3M8A4.HHq@nntpa.cb.att.com>
Source record: 94605

In article <3h6ksn$12t1@hearst.cac.psu.edu>,
Andrew K. Heller <heller@akh104.rh.psu.edu> wrote:
>
> If you are printing... to a printer or even sometimes the screen...
>it does either a line feed or a page feed (I forget which)...
>the reasons ^L does a clear on terminals when you type it is because your
>LOCAL terminal has asigned it that function. It is in no way an ASCII
>standard.
>

Pulling out my old grandaddy on serial _stuff_, the NBS Technical
Guide to Computer-Communications Interface Standards, and perusing
it for tidbits ....

what follows is longish, if you want to skip trivia.

------

the document refers to ISO R646, which led to ANSI X3.4 which is
also known as the American Standard Code for Information Exchange
(ASCII), and with the clear proviso that the code is constantly
being revised, and this document refers to ASCII-68, the current
version when it was printed in 1974. Also refers to the federal
FIPS-1 standard, which specifically interprets line feed somewhat
differently.

serial by bit, low order bit first. even parity, seven bits for
async, odd parity and seven bits for synch.

on to characters. the 32 ASCII control characters are divided
into communication controls, information separators, format
effectors, device controls, code extension controls, and other
controls (gee whiz, they always leave an out, don't they)

communication controls ... ten characters .. SOH, STX, ETX, EOT,
ENQ, ACK, DLE, NAK, SYN, ETB. designed to control or facilitate
transmission of information over communication links. more to
follow.

information separators ... five characters, File separator (FS),
Group separator (GS), Record separator (RS), and Unit separator
(US). The space character (SP) is also considered part of this
group, and they are placed so as to be contiguous with the space
character (hex 20).

format effectors ... six characters ... BS, HT, LF, VT, FF, CR.
these control the layout or positioning of information in printing

and display devices. they can be further split into horizontal (BS, HT, and CR) and verticle (LF, VT, FF). often a source of problems in terminal compatibility, so discussed further ....

BS ... "controls movement of the printing position one printing space backward on the same printing line (applicable also to display devices)" the definition is written regarding printing devices, and thus overprinting is implied. the specific usage is in the expansion to ISO standards, where such things as diacritical marks may require usage of the BS, and is indeed specifically mentioned in ISO R646. [note that almost no video terminal acts this way .. rbd]

HT .. horizontal tabulation "controls the motion of the printing position to the next of a predetermined of a series of positions along the same line" no provision is made for setting or clearing these tab stops though.

CR .. "controls the motion of the printing position to the first prinitng position on the same printing line"

LF .. "controls the motion of the prinitng position to the next prinitng line" note that specific horizontal position is not specified. however it goes on "where approriate, this character may have the meaning 'New Line' (NL), moving the prinintg position to the first prinitng position on the next line. this requires agreement between sneder and receiver" the federal standard specifically omits this portion. a proposed (as of 1974) revision would assign NL as primary usage,here, and LF as secondary.

VT ... vertical tab .. "movement of the printing position to the next in a series of predetermined printing positions". as in LF, no specific mention of horizontal postion but often taken as meaning dfirst position on that line, as in NL.

FF ... form feed ... "controls the motion of the printing position to the first predetermined printing line on the next form or page". again, horizontal positon not specified, but purposed as first position in the revision.

and on.

Device controls ... DC1 (XON or reader on), DC2 (TAPE or punch on), DC3 (X-OFF or reader off), DC4 (barTAPE or punch off). defato standards for the mentioned functions. [and as we all know, XON/XOFF is used for flow control frequently .. rbd]

Code Extension controls ... SI, SO, and ESC.

Other controls ... NUL, BEL, CAN, EM, SUB, DEL (strictly speaking, DEL is not considered a control character).

NUL is used to
accomplish media fill or time fill. it can be inserted or removed

without changing information content, but it may affect layout or control of equipment.

BEL ... call for attention. it may control alarm or attention devices.

CAN ... cancel .. the data it accompanies is in error. specific usage must be defined for the application.

EM .. .end of medium. may be used to indicate physical end, or the end of the wanted portion of data.

SUB ... substitute ... a character that may be substituted for one known to be in error or invalid. the exact usage is undefined.

DEL .. delete .. intended to erase or obliterate and erroneous or unwanted character in punched tape by overpunching. current standards have this functioning quite similar to the NUL ie time fill.

graphical representations are also specified for all these charaters.

escape sequences for code extension .. rules .. control characters and DEL are illegal in escape sequences. column 2 is considered intermediate characters (puncuation .. SP thru /) the rest are final characters, separated into groups for private and stndardized usage and some dicussion of specific sequences.

Now, the communication control characters ... messages may be split into block, and may be further split into headers and texts. Every block begings with a SOH if there is a header, or and STX otherwise. blocks other than the last (in a multiblock message) are terminated by an ETB. the last block of a message (including a one block message) is terminated with ETX. this gives a flavor of the usage of thes e characters, with the following meanings:

SOH .. start of heading
STX .. start of text
ETX .. end of text
EOT .. end of transmission
ETB .. end of block
ENQ .. enquire (request for response) [which response could be refered to as the answerback string in ancient TTY33 .. rbd]
ACK .. positive acknowledge
NAK .. negative acknowledge
SYN .. synchronous idle
DLE .. data link escape

---

there .. more than most anyone wants to know, but less than there is to know (like everything). I included all this because it may interest some to see where the usages of some of these specific

characters derived from. I am not so old that I ever worked on model 33 Teletypes (though one might think so from the age of this material), though I did have to punch and load tapes on those mechanical beasts when I was a newby tech. I was smart enough to yell for help when they broke! Anyone who has looked at the Xmodem protocol may have some insight into why they chose some of the control characters they did (was that Ward Christanson?? ... wow, one of the first BBSes ever).

--
Richard Dell

1165. Re: Best 8-Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 06:19:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <7FEB199501194697@pavo.concordia.ca>
Source record: 94607

In article <3h6ioe$12t1@hearst.cac.psu.edu>, heller@akh104.rh.psu.edu (Andrew K. Heller) writes...
> Hmm... could this/should this be a new memory scheme? as in...
>the now official version of doing memory upgrades? How easy would
>it be to actually devote such a page to banking and wiring up say
>2 megs... (in SIMS...where is that doc anyways?) . .. and how
>hard would it be to convert existing software to use this scheme
>as opposed to modifying it for XE banking?
>
Would it be feasible to wire up something like this on a PBI experimenters' board? With 2 bytes on the PIA for address selection, that's 65536 pages available, or 16megs... sounds like an acceptable RAMdisk, for an 8-bit. Added bonus of using the PBI: more real estate than inside the case. Plus, independant power supply.

And, for the really sick individual, combine it with the Newell 4meg internal and have 20megs.

The mind reels.

Dave

1166. FTe plans to debut MIO II at Toronto Show

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 07:27:57 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <ZW9YjW1.ftooned@delphi.com>
Source record: 94606

Hi everyone,

I've locked the MIO II into it's final design stage, and figured
that I couldn't pass up introducing it on April Fools Day!!

There were 12 advance orders, (6 in Canada) (1 in the UK) (and 5 in the US),
and although I plan on delivering the Canadian units in person, I will
get the other 6 in the mail as soon as they are finished. (mid-March)

I will also be attending the Sacramento show towards the end of April
if there are any 8-Bitters that might be thinking about going to
either show...

Thanks to everyone for their support and patience, as I couldn't have
done this without you.

Mike

1167. Contacting Monitor magazine?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 12:08:08 UTC
From: cpbs@ukc.ac.uk
Message-ID: <11815@gos.ukc.ac.uk>
Source record: 94608
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Does anyone know how I can contact the editor or published of the (now defunct) Monitor magazine? I've tried writing to their P.O. Box, but have had no reply. I'm trying to get permission to reproduce programs from the magazine.

Alternatively, does anyone know if the contents of Monitor have been put into the public domain?

Thanks,

--
Charles Briscoe-Smith
3rd Year student of Computer Science
University of Kent at Canterbury, United Kingdom, European Union.
World Wide Web: http://aurora.etsiig.uniovi.es:3080/~~pippin/

1168. Re: Best 8-Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 12:40:08 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <132479@cup.portal.com>
Source record: 94609

As far as being a new standard for banking memory, I'd sort'a expect
a number of people to make comments like, "Who died & made you engineer?"
if I proposed such a thing. As far as the capabilities of the thing
go, 8 bits of bank latch give you about 4 megs of banked ram. Things
that people do now to expand memory, like eliminate built in BASIC, would
be a thing of the past. *BUT* I've also heard people say they prefer to
use a BASIC cart over built in BASIC anyway so no big loss. I guess I'm
saying the way people seem to work around here is ask for backwards
compatibility as well as forwards. But we have run out of free pins on
the PIA chip haven't we???<grin!> I'm of the mood the Axlon scheme was
OK & supported expansion out to 4 megs. A latch is a latch, I don't
care where I put it so $CFC0-$CFFF is fine, $D380 is fine also. Remember
last time we had this conversation here about the Mars Board, snide remarks
like, "What? Another RAM disk!" were tossed around with what seemed like
1/4 the group saying a ram disk is just what I want, 1/4 saying only if
it has an application written for it, 1/4 saying what about compatibility,
& the last 1/4 saying I couldn't afford a 4 meg simm let alone the cost
of the upgrade. Let's face it, we're a tough audience. IM<not so>HO:
matter of fact, if I ruled the world for a day, my first edict would be
all 8 bits will be 130XE compatible & from here on out, all memory upgrades
for expansion will use the Axlon standard for memory beyond 128k. Or
maybe just the Axlon part for people who prefer 4 joysticks. Unless
I'm willing to develop the circuit to convert RAMBO type upgrades to
Axlon compatibility though, it's a mute point. It does seem to make a lot
of sense, but you're still asking people who like their computer just as
is to make a hack.
Rick

1169. Re: FTe plans to debut MIO II at Toronto Show

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 12:52:58 UTC
From: James King <jeking7@delphi.com>
Message-ID: <pozYzs6.jeking7@delphi.com>
Source record: 94610

Where in Sacramento is this Atari show going to be? I have a relative
in Sac.. maybe I can make it up over a weekend or something..

Weather depending - as a drive from Utah to CA. would be somewhere around
12-14 hours.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

1170. Re: Copyright ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 12:57:56 UTC
From: koutchin@mail2.sas.upenn.edu
Message-ID: <3h7qok$e0g@netnews.upenn.edu>
Source record: 94611

: Yeah...thats intelligent...be against retailers. DUH.

Did I say that ? I said we shouldn't pay fo anything that should be free.

: I am real. Dead? hmm...depends on your definition.

Well, i hope. I meant that nobody produces ATRI 8bit (almost nobody).

1171. Re: SIO commands etc.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 15:57:24 UTC
From: CONRADUS%PLEARN.BITNET@PLEARN.EDU.PL
Message-ID: <199502071556.JAA08593@mail.cs.utexas.edu>
Source record: 94612

Hello.

>Could someone please tell me all of the commands (and what they mean) that
>are sent from the 8bit to diskdrives/printers/etc. ?

There are two important things: the Device Control Block ($0300-$030A)
and SIO-entry (JSIOINT $E459). If You don't know, how to use it, please
ask me.

Standard commands:

ASCII

! format disk (drives only) in configuration, that has been set.
" format disk in medium density (drives only)
? get AUDF (US Doubler-compatible drives only)
N read configuration (drives only)
O set configuration (drives only)
P put data block/sector (no verify)
R read data block/sector
S read status block
W write data block/sector (same as 'P', but with verify in drives)
X send/execute program (Indus GT/LDW 2000 Super/CA-2001 and compatible)

The DCB should be set as follows:

DDEVIC ($0300) - device-code:
$31 - disk drive ($31, this isn't a mistake!)
$40 - printer
$50 - RS-232
$60 - cassette recorder

DUNIT ($0301) - unit number (eg. 1 for D1:)
DCMND ($0302) - command specified above.
DSTATS ($303) - before operation this should contain $40 for reading or
$80 for writing. After operation contain status code:
1 - success
>128 - error

DBUFA ($0304) - data-buffer address, eg. 256 bytes for sector to be read
or data to be written to disk, printer etc.(WORD!)
DTIMLO ($306) - timeout-value. Don't touch.
DUNUSE ($307) - reserved, not used.
DBYT ($0308) - record length. For disk comms. are 128, 128, 256, 12 or 4
bytes for single-density sector, any formatting, double
density sector, set/get configuration or status, respectively.
Printer-record has always 40 bytes. (WORD!)

DAUX1/2 ($30A) - number of logical sector on the disk.

If You set all the DCB-values, your program should call the JSIOINT by JSR.
Hope it helps. If you go in any troubles, please ask me, perhaps are any
mistakes above (I am using my memory only now).

Konrad Kokoszkiewicz
conradus@plearn.bitnet

PS. Sorry for my bad English.

1172. Re: Trenton (was Re: Copyright ?)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 15:59:25 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D3n0F2.6vo@nntpa.cb.att.com>
Source record: 94632

In article <3h6qjn$12t1@hearst.cac.psu.edu>,
Andrew K. Heller <heller@akh104.rh.psu.edu> wrote:
>
> Someone mention Trenton?!?!?
>
> Last year I snagged 5 800XL's with power and monitor cables for $25. =)
>(Plus a ton of stuff for my video game systems collections)
>
> This year??? hmm...I might show up with um...er... $200 this time. =)
>When is it by the way?
>

I have not seen a specific reference to this years event as yet,
but I am working under the assumption that it is the 22nd and 23rd
of April this year, as I seeem to think it is always the first
weekend after Easter.

If you were there last year, and filled out the ticket stub for
the door prizes with your address, you should get a flyer sometime
in March from them with directions and schedules for this year's
event. Though last year that came fairly late, as I recall,
perhaps only two weeks before.

--
Richard Dell

1173. Re: Piracy and FTP sites.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 16:03:47 UTC
From: h0142kdd@joker.rz.hu-berlin.de
Message-ID: <3h85l3$9bv@joker.rz.hu-berlin.de>
Source record: 94617

In article <B2991885693@east-01.novell.leeds.ac.uk>,
R. GORE <CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK> wrote:
>I just thought I'd let 'Artem' know that I am a commercial software
>vendor and I would mind if you pirated my software and if people
>uploaded it to PD FTP sites etc.
>
> Fortunately I think that most of the people on the 8bit 'Net' now
>respect copyrights and commercial software. Artem appears to have a
>very narrow minded view of how he wants things to be with complete
>disregard to what the law says is legal. These kind of people really
>make me mad, here we are struggling for survival and we still have
>people who insist on pirating software. I just hope the law catches up
>with those responsible.

Shouldn't we perhaps distinguish between two issues here? I have every
respect for someone like Richard Gore still struggling to sell software
for a virtually dead computer, but I think "classic" Atari games are an
entirely different thing. The classics are abandoned software, noone
sells them, no author gets any profit for them, the authors and publishers
don't care for them, so why the heck should it be immoral to make these
games available for FTP?

-- Dave

1174. Re: On the subject of Poland

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 16:26:46 UTC
From: CONRADUS%PLEARN.BITNET@PLEARN.EDU.PL
Message-ID: <199502071626.KAA10111@mail.cs.utexas.edu>
Source record: 94613

>> PS. I wrote "XL/XE", but I have thought "8-bit-Atari". In Poland both
>> expressions are synonyms. Sorry to 400/800'er for this mistake.
>>

> I've seen amazing graphics demos on these old machines....from
>Poland. I can't remember what the most impressive was called, but it
>appeared to mix graphics modes ON THE SAME SCAN LINE!!! Losts neat
>music, lotsa colors, lotsa things moving!!!

>James

It was certainly the UNITY DEMO from Our5oft.

Konrad Kokoszkiewicz
conradus@plearn.bitnet

1175. Re: PRAISE FOR CSS

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 16:29:54 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D3n1tu.7CI@nntpa.cb.att.com>
Source record: 94633

In article <3h6rqr$12t1@hearst.cac.psu.edu>,
Andrew K. Heller <heller@akh104.rh.psu.edu> wrote:
>
> anybody ever try those dual 3.5/5.25 drives in one mech things?
>They are both high density...but if you have the money to waist...

I use that in my PCs ... one of the problems (certainly solvable)
with using them out of the box in another system is that they use
the IBMPC type drive addressing ... where the twisted cable cause
the drive select and motor control lines to swap. I would presume
that getting drive 0 to respond would take some rearranging of
jumpers or perhaps even trace cutting and rearranging.

>
>also...
>
> I recall working on a project where the atari had removable hard drives!
>I have some 5-10 meg removable harddrives that hook up to MFM hard drive
>cards!!!! (ahahahahahahha pretty neato to have such a scsi-mfm card
>handy) I remember I had to write a device driver to inform the computer
>when you switched drives because of the way the drives worked...
>
> Some of you know what I am talking about.... they are all black..
>have a square whit push button on the front side that lowers the whole
>front face plate down... yeah... the things you saw lying in water
>soaked crates at Trenton for $5 each. =)
>
> Gonna have to dig up some more of those carts. =)
>

Syquest drives, with removable media in cartridges. The 5 meg
versions are pretty straightforward, and the ones I have played
with work at RLL for 8 megs or so, but the 10 meg version requires
a slightly special controller, one that knows about an added line
(I think a media change line or drive ready line). They WILL NOT
work with standard IBM PC type controllers. The Adaptec 4000A and
4070A commonly used with Atari setups such as the black box will
work with the 10 meg drive if jumper configured for that line. I
have no reason to think that the 10 meg version won't work as well
as the 5 meg version on RLL, giving 16 megs. The 5 meg version
does not like the extra dense ARRL controllers like the Perstor
which give about 190-195 percent more space rather than RLLs 150
percent. I have never used the 10 meg version as yet, so I don't
know it will work at RLL though.

<grin> The water soaked crates at Trenton I bought .. picked up 8 Syquest 5 meg drives for $10 at the end of the day, two of them worked out of the box, a third works but doesn't interchange with other mechanisms.

As a disclaimer .. don't ever open a Syquest cartridge up outside of a clean room environment unless you want to court disaster. But ... this is what I do personally. Your mileage may vary.

If you buy used cartridges, be extremely careful to not wipe out the heads with a ruined cartrdidge. I know you are not supposed to open them, but I do, in a nice quiet as dust free as home gets room, and slowly turn the media inspecting it under a bright light. Then I try it out in the drive that won't interchange with the others, I figure that way a crashed head won't bother me too much. Head crashes on these thing tend to migrate to multiple drives and multiple wiped out cartridges as operators may start blindly moving things around to see if they can find a combination that works. At work, we had someone from another plant come in an wipe out a 10 meg Syquest ... "these cartridges I can't get to work at home, maybe they'll work here" And the 10 meg drives have better lights to tell you when to remove cartridges safely. The 5 megs you want to be sure it is spun down before removing the cartridge completely. The key is to remember that they are not floppies ... I even try to wait five minutes or so after inserting and spinning up a cartridge before write accessing it, as I have occasionally had various temperature related intermittant misreads on various MFM and RLL drives, and like to keep temperatures constant when I can.

--
Richard Dell

1176. Re: C/65

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 16:35:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <7FEB199511350108@pavo.concordia.ca>
Source record: 94614

In article <3h6sap$12t1@hearst.cac.psu.edu>, heller@akh104.rh.psu.edu (Andrew K. Heller) writes...
>
> Is mac /65 supposed to come with a disk? I have the cart and the
>manual sometimes mention a disk with utilities on it...
>
My Mac/65 is nothing but disk; the original disk-based version. I think that there is a MAC/65 utilities disk, with a lot of macros etc. I beleive floating point math was on that disk as well.

Dave

1177. Re: SIO commands (drives/printers/etc.)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 17:03:21 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.162.00110EC9@genesis.informatik.rwth-aachen.de>
Source record: 94512

In article <FBENADUUUp@stingray.manawatu.gen.nz> richard@stingray.manawatu.gen.nz (Richard MORRIS) writes:
>>Could someone please send me the details of how to make an SIO2PC cable?
>>
>>I want to make use of it on my ST.

>I just got the instructions from a.a.u.e. (via BART), but:

If I'm right there is a ST version yet, but not as comfortable as SIO2PC and coded in GFA-BASIC . I think it was released by the German ABBUC.

If anybody has closer information ....

Matt
P.S. looking for a solution for C= Amiga

1178. Re: ECI MPD/ line function?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 17:20:24 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.163.00115794@genesis.informatik.rwth-aachen.de>
Source record: 94598

Hello !!!

Yes, your right a little bit. MPD allows to switch off the internal ROM from $d800- $dfff. But now you have to do something something other - you must also disable the internal RAM from $d800 - $dfff.(extensel)
The best solution is using a GAL, a FlipFlop and a 2k Static RAM to get the PBI tested .
The GAL is for decoding the adresses and generating the ChipSelect signals for FlipFlop and RAM.
The FlipFlop you have to place at $d1ff. With each bit you can switch on one PBD. So use the FlipFlop to hold one DATA-line.
If these is switched on, the GAL have to deaktive the ROM and RAM if an adress from $d800- $dfff is used and aktive the Static ram on the board.
Then you have to put a special header into the RAM (a quite normal handlertable as E: or S:), a jump to the SIO routine, and some bytes to identify the PBD (so that the OS knows that there is one).
Now your able to look at every SIO-Operation and could change the drives ...

A friend of mine has built some PBD and I love to use it!!!

Matt

1179. Re: C/65

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 17:42:49 UTC
From: nathanc@math.wvu.wvnet.edu
Message-ID: <nathanc-070295124236@tangent.math.wvu.edu>
Source record: 94615

In article <3gp4tk$1cok@tequesta.gate.net>, chaos@oo.com (chaos) wrote:

> Ivo van Poorten (ipoorten@cs.vu.nl) wrote:
> : Yesterday I bought a load of second hand atari 8-bit stuff and with it came
> : an old list of OSS products like MAC/65, BUG/65 etc. It cought my eye because
> : I saw it listed C/65 for the price of $80,= (!!!) Has anybody ever heard of
> : this before? Does anybody actually _own_ a copy of C/65 or was it never
> : released? If it was, what's it like?
>
> : A _very_ confused Ivo.
>
>
> Hmm...just what is C/65 and whats it for?
>
>
> <new to the atari 8 bit world. heh>

I've never used it but it is a version of C that you need MAC/65. When
someone did a review of Lightspeed C (I believed it was called) they
mentioned both C/65 and Deep Blue C. As I recall the reviewer said that
both sucked hot rocks, were slow and pretty non-standard. I guess
Lightspeed
was head and shoulders above them.

A Centofanti __ __ _____
WVU Math Dept. \ \/ \/ ____|
\ /\ /____
\//\\// ___|
\ \/ /
\ /
\/

1180. Re: ECI MPD/ line function?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 18:35:59 UTC
From: Peter@bell.demon.co.uk
Message-ID: <792182159snz@bell.demon.co.uk>
Source record: 94620

In article <132469@cup.portal.com> Rick_Michael_Cortese@cup.portal.com writes:

> Up front, I know the lines, but I've never been into the XL/XE OS so
> I'm bound to be off on my interpretation. M(ath) P(ack) D(isable) is
> just a line that tells the smarts in the computer to disable the FP
> ROM region <$D800-$DFFF> & map the ROM on whatevers hooked on the
> PBI into that region. Sort of like the way the self test mode is
> implemented. I don't have an XE schematic so I can't even tell if
> you have to be able to toggle it to re enable the FP ROM or what.
> But if you do figure out how to get a PBI ROM to run from there, I'd
> sure like to know.
> Rick

Now I know what it does, it's pretty simple :), if you take the line to
GND, it just disables the internal mapping of the ROM from $D800-$DFFF,
if you let it go high again, the ROM comes back.

The schematic doesn't help a lot - the wire from MPD/ just disappears into
a PAL - did Atari ever release the equations for the PLDs in those machines?

Pete
--
Peter Bell <peter@bell.demon.co.uk>

1181. Re: CDrom of a.a.u.e

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 18:38:53 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3h8ent$eit@nic-nac.CSU.net>
Source record: 94616

Yes, I believe there are some not-so-innocent picture files at Umich.

So is this for PC Xformer mainly, or are you gonna do it for SIO2PC user's too? (Would there be any compat. probs anyway!?)

-bill!

1182. Re: XF2.5 Problems with MAC/65

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 18:39:06 UTC
From: Peter@bell.demon.co.uk
Message-ID: <792182346snz@bell.demon.co.uk>
Source record: 94619

In article <3gcn02$3j9@ixnews3.ix.netcom.com>
poschs@ix.netcom.com "Scott Posch" writes:

> Re-post:
>
> I am still having trouble with Mac/65 running with XF2.5 for the PC. I
> downloaded both from umich. When I run Mac/65, the screen turns to
> garbage.
>
> Does anyone have, or know where I can get a working copy of it?
>
If you have the same copy I have, then you have to disable the BASIC
cartridge before running it (Shift-F10), otherwise you do get interesting
visual effects :-).

Pete
--
Peter Bell <peter@bell.demon.co.uk>

1183. Chris Crawford

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 19:06:59 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2F327302@POST0.LAAFB.AF.MIL>
Source record: 94618

Chris Crawford is still around. He lives in Los Altos Hills California. I was working to get him to be a speaker at a Military/Commercial Wargaming Conference at Maxwell AFB about two years ago. Chris sports a moo-moo on occasion, which tends to turn a few heads. He still programs and has developed several interesting simulations. I forgot the name of that fantastic political simulation he wrote a few years ago (to include a book) Balance of Power? Eastern Front is still a true marvel of ingenious programming.

Rick Reaser

1184. Atari/Commodore stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 19:16:23 UTC
From: Lawrence Estep <71450.1050@CompuServe.COM>
Message-ID: <3h8gu7$4kn$2@mhadg.production.compuserve.com>
Source record: 94719
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,rec.games.video.classic,alt.atari.2600

FOR SALE - ATARI/COMMODORE ACCESSORIES

Wico Command Control joystick (USED) $4.00
Atari 2600 joystick w/stand (USED) $4.00
Commodore VIC-1541 Disk Drive (USED) $25.00
Atari 2600 power supply $3.00
Atari CO17945 9v AC power supplies (NEW) $7.50 ea. (1010/1020/1050,etc.) (2)
Computer to TV switch box for Atari game and computer systems $1.50
Atari Basic cartridge CXL4002 (USED) $2.00
Computer to switch box cable for Atari systems $1.00
Joystick extension cable for Atari systems $1.50
Atari CO61982 XE/XL Power supply (NEW) $15.00

FOR SALE - NINTENDO ACCESSORIES

Nintendo Zapper light gun (NEW) $10.00

FOR SALE - ATARI 8-BIT SOFTWARE

Get Rich! Insurance Planning (Arrays Software), Megafont II/II+/Font Simulator Package (XLent Software), Winter Challenge, Indus DOS XL Master Disk/GT Estate Word Processor Package $4 each or all 4 for $12.50

F-15 Strike Eagle (Microprose) $5.00

USED: Math Encounter (cartridge), Spy Strikes Back & Spy's Demise (Penguin) $3.00 each
Bruce Lee (Datasoft) $2.50, Pooyan (cassette-Datasoft) $1.00

Pensate (Penguin) $4.00
Computer Baseball (SSI) $4.00
Encounter at Questar IV (Artworx) $3.00

FOR SALE - ATARI 2600 CARTS

Realsports Football $2.00

FOR SALE - ATARI 7800 CARTS

Ballblazer, Pole Position II $2.75 each

FOR SALE - COMMODORE 64/128 SOFTWARE

Magic Johnson MVP (Virgin Mastertronic) $7.50
Dave Winfield's Batter Up! (Avant-Garde) $5.00
F-15 Strike Eagle (Microprose) $5.00
The Filer (Spinnaker) $3.00
Bop 'N Rumble (Mindscape) $5.00

Pensate (Penguin), Computer Baseball (SSI) $4.00 each

USED: Professional Gambler (Load & Go) $2.00
USED: Spy Strikes Back (Penguin), Spy's Demise (Penguin) $3.00 each
USED: Bruce Lee (Datasoft) $2.50

SPECIAL OFFER: All Commodore titles for $35 including shipping!

All items are brand new in original boxes unless noted.

Shipping charges based on size of order.
If interested, please contact Lawrence Estep at 71450,1050 on
CompuServe or 71450.1050@COMPUSERVE.COM on Internet.

Press <CR>!
--

Lawrence Estep / 71450.1050@COMPUSERVE.COM
Remember...Friends Don't Let Friends Drive Drunk!!!

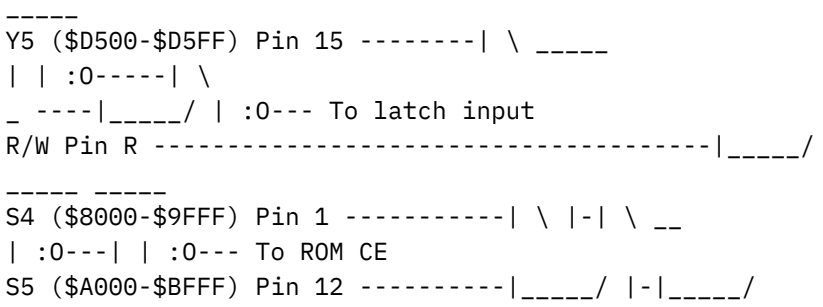
1185. Re: Super Cart Bank Switching address(es)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 19:18:36 UTC
From: Peter@bell.demon.co.uk
Message-ID: <792184716snz@bell.demon.co.uk>
Source record: 94621

In article <131188@cup.portal.com> Rick_Michael_Cortese@cup.portal.com writes:

> Does anybody know for sure:
> 1) The addresses in the $D500 area that are used for super carts
> 2) Are the addresses mirrored like the other chips something like
> writing to $D58F produces the same result as writting to $D50F?
> Thanks for any help if you've got it.
> Rick
>
The super carts that I've seen just take the $D500-$D5FF decode line,
gate it with R/W and feed this to the LE pin on the '374.

The selected 16K page then appears between $8000 and $BFFF.



Apols. for the nasty ASCII schematic.

Pete
--
Peter Bell <peter@bell.demon.co.uk>

1186. XL/XE Diag rom mapping?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 19:41:30 UTC
From: Peter@bell.demon.co.uk
Message-ID: <792186090snz@bell.demon.co.uk>
Source record: 94623

Another stupid question, can anybody tell me precisely what the effect on the memory mapping is when you turn on the 'enable diagnostic ROM' bit on PB7.

I've just discovered (after about 1 1/2 years!) that if you type 'BYE' on my modified 800 the system crashes :(. The ROM image looks OK, so I think the decode logic must be confused.

Pete
--
Peter Bell <peter@bell.demon.co.uk>

1187. Atari 810 - Are schematics available

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 19:45:07 UTC
From: Peter@bell.demon.co.uk
Message-ID: <792186307snz@bell.demon.co.uk>
Source record: 94622

Was there ever an 'offical' set of schematics for this drive?

I've got a set, but they look hand drawn up and about 4th generation
photocopies - you can't read any of the pin numbers.

Also, is the piggyback board standard fitment, I thought that the 1771
just plugged into the main PCB, but it seems to be on a seperate card
with some MSI chips in this one. Anyone know what this board does
(it looks like original Atari).

Pete
--
Peter Bell <peter@bell.demon.co.uk>

1188. Re: Copyright ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 20:25:35 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3h8kvv$12vj@hearst.cac.psu.edu>
Source record: 94624

Artem Koutchine (koutchin@mail2.sas.upenn.edu) wrote:
: : Yeah...thats intelligent...be against retailers. DUH.

: Did I say that ? I said we shouldn't pay fo anything that should be free.

Again "should" is based on opinion. I think ALL SOFTWARE in the world
for any system should be free! Then only the good ones would get used...
(yes, because those people who enjoy programming would do it...
and those who are only out to make a buck would DIE.)

Look at it from a collector's point of view. I collect tons of
Atari equipment and programs. If I can find a MINT 5200 game with
box,dox, and cart..etc... I'll pay up to $10 for it. Apply that
reasoning to the 8bit stuff. Out there on store shelves lie mint
copies of such greats as AR! Still shrinkwrapped. I own both the
Dungeon and the City. I own pirated copies of both as well since
I don't enjoy using my copy protected master disk. However, I
will PAY the $6-$12 for the software, box, and stuff rather than
just get a pirated copy.

In fact, My first copy of AR-City was pirated. I played that forever.
And when I heard the Dungeon was coming out I put out the then $35 for it!
And as recently as last year I purchased a copy of the City for $12 because
I wanted everything that came with it! And I might be purchasing more
products of programs I already have that are pirated. Simply because the
PRICE IS RIGHT and it warants it.

I don't mind the idea of everything being free! That would be great..
then I might be able to actually get %90 of everything ever made for these
great machines. But to say "it should be free" is very strange in my thinking.
As well are the people who said we atari users must be nuts or rich to purchase
such things. I wonder how many of them didn't purchase their MSDOZE or WINTEL
or Mac software. I can see where it would be BETTER to pirate all that crap
(cause it is junk) since its so damn expensive for such horrible coded stuff!

Honestly, I'd spend $50 sooner on buying Atari software from a retailer
before I would even consider purchasing anything for the other systems.

Of course, that's just me.... =)

Andrew.

--
43rd Law of Computing:
Anything that can go wr
.signature: Segmentation violation -- Core dumped

1189. Re: Best 8-Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 20:39:47 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3h8lqj$12vj@hearst.cac.psu.edu>
Source record: 94625

Rick_Michael_Cortese@cup.portal.com wrote:

[A lot of great info!]

Well, 4 meg SIMMS are a bit expensive. However, 1 megers aren't...and neither
(and whomever said they had the notes for hooking up a 1meg simm please find
them!)
are 256k ones. I imagine all computer should be 130XE compatible for the
first 128K then upwards it should be Axlon. I also imagine a little
M-box the slaps onto the PBI and has nothing but simm sockets. =)
Of course, if some people designed things according to specs..that is...
PBI devices should not take entire control of it and use up all the
handlers! then adding a stack of devices out the rear of an XL would
be childs play. I am still curious why no-one has ever redesigned
the 1090 concept. MIO's and BB's are great and have literally kept the
8bit alive... but sometimes I wonder if people were thinking of the future.

Heck, it would be great to plug in a network card to the PBI...or a memory
device... except you lose everything else on the line since nothing is
compatible with it.

Heck, all systems should have 2 pokeys and 2 pias at least! The R-verter
circuit is so simple it can be simplified even more.. and you can mount
the thing right inside your Atari. And a printer port can fit nicely as well.
(Speaking of which..anybody got the notes on doing such a hack? I have
a free pokey sitting here... and I can always slap on another PIA from the
P1050 project) (I also have some APE device that converts the SIO to
printer... but the darn thing looks like a pirated copy and always flaked
out on me.) Hmm..yeah... oh yeah!!! A 1200xl with RS232, Printer,
floppy... ahh... fun fun. (How big is that MIO2 going to be? heheh)

Does anybody know if the MIO2 came about because someone had an IDE drive
in their 1200xl? ;) And does anybody have 1200XL's they want to sell me?
Anybody have boxes for their atari equipment they want to sell/give me?

How long IS a piece of string?

umm..er... (calm down calm down...)

Andrew
--
43rd Law of Computing:
Anything that can go wr
.signature: Segmentation violation -- Core dumped

1190. Re: Axalon decoding was Re: Best 8-Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 20:43:32 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FBIIAIVTUp@stingray.manawatu.gen.nz>
Source record: 94629

In <132458@cup.portal.com> you (Rick_Michael_Cortese@cup.portal.com) wrote :

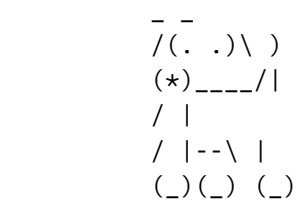
>... The Axlon thing is while I'm resting. I also thought the vapor
>ware products by Canoe<sp?> were interesting even if no one purchased a
>single one. It may be next on my hit list, 8k battery backed up CMOS
>RAM in a cart. Why? No reason at all. I can't even concieve why someone
>would want one, but it would take me to the next step.
>Rick
>

Well, I think if you could do a 1Meg battery-backed CMOS RAM in a cart,
in 64K banks or so, that would be really nice for rather fast loading,
of all sorts of stuff. Perhaps if you put a keypad on it, then that could
be decoded into which bank you wanted - removing any need for it to be
software driven, and all the hassle that goes with that.

Does this make sense? It was just a quick idea...

Richard =8-]

PS. Are there many people out there that use an ST aswell as an 8bit?

--

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

1191. Re: FTe plans to debut MIO II at Toronto Show

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 20:45:07 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3h8m4j$12vj@hearst.cac.psu.edu>
Source record: 94626

F Tooned (ftooned@delphi.com) wrote:
: Hi everyone,

Hi everyone. Care to give a description of exactly what this thing
is now.. and what is compatible with/not with and its physical size...
etc.. (and can I rip it apart and shove it "under the hood" (love that
phrase) of a 1200XL?)

--
43rd Law of Computing:
Anything that can go wr
.signature: Segmentation violation -- Core dumped

1192. 1050 Duplicator (was Re: SIO commands etc.)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 20:48:49 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3h8mbh$12vj@hearst.cac.psu.edu>
Source record: 94627

Konrad Kokoszkiewicz (CONRADUS%PLEARN.BITNET@PLEARN.EDU.PL) wrote:
: Standard commands:

Does anybody have any technical information on the "1050 Duplicator"
by Duplicating Technologies. I have most of the software revisions
and docs that came with upgrades. But I really havn't spoken with
anyone else who actually KNOWS about this device. Getting
docs on it is hard as well as finding out all the software revisions
that there were for the copy programs.

I use this as my main drive because its FFFFAAAASSSSTTTTT...
Nothing like track buffering!

--
43rd Law of Computing:
Anything that can go wr
.signature: Segmentation violation -- Core dumped

1193. Re: Chris Crawford

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 20:50:02 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3h8mdq$12vj@hearst.cac.psu.edu>
Source record: 94628

Reaser, Richard L., LtCol (REASERRL@POST2.LAAFB.AF.MIL) wrote:
: Chris Crawford is still around. He lives in Los Altos Hills California. I
: was working to get him to be a speaker at a Military/Commercial Wargaming
: Conference at Maxwell AFB about two years ago. Chris sports a moo-moo on
: occasion, which tends to turn a few heads. He still programs and has
: developed several interesting simulations. I forgot the name of that
: fantastic political simulation he wrote a few years ago (to include a book)
: Balance of Power? Eastern Front is still a true marvel of ingenious
: programming.

: Rick Reaser

Did he also work on the cart version? (aka Eastern Front II)
I own both versions. The cassette version was brilliant but the Cart
is much more fun to play.

--
43rd Law of Computing:
Anything that can go wr
.signature: Segmentation violation -- Core dumped

1194. Re: Hang it up??? Atari8 really dead?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 20:55:56 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <3h8mos$3g2@theopolis.orl.mmc.com>
Source record: 94634

to correct an error in my earlier post to this thread:

>Try using MyDOS 4.5, or Sparta 3.2g, both are available PD, likely from
>the Umich archive. If the drives continue to lose data, especially with

neither are Public Domain, both are available as shareware.

As always, seek the 8-bit FAQ and Vendor's list (I'm there) for names,
addresses (regular and e-mail), and phone numbers of remaining 8-bit
developers and distributors.

--
Jeff Potter
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

1195. Re: Atari Mags...please exlain...

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 21:17:57 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <3h8o25$7188@blue.weeg.uiowa.edu>
Source record: 94630

heller@akh104.rh.psu.edu (Andrew K. Heller) writes:

>What is the difference between

> Atari User

AtariUser (one word) was the California-based comic book style magazine covering all Atari platforms in the early 90's. It was free to user groups for their members, and designed to derive it's income solely from advertising.

The UK has New Atari User, still published by Page 6 Publishing. That implies to me that there used to be an Atari User magazine in the UK, but I'm not familiar with the history there.

> Atari Age

This was the Atari-produced magazine for video-game players. In the early 80's, it was mostly part of the 2600 heyday, but they also did some arcade, 5200, and a little bit of 8-bit computer coverage.

> Atari Connection.

Also Atari-produced, this was their magazine for Atari computer users in the early 80's. Was later renamed Atari Explorer when they hired David H. Ahl. Very early on, you're right, you got a free year (4 issue) subscription to Atari Connection when you bought an Atari computer.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

1196. Re: PRAISE FOR CSS

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 21:21:42 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <3h8o96$4dg0@blue.weeg.uiowa.edu>
Source record: 94631

heller@akh104.rh.psu.edu (Andrew K. Heller) writes:

>James Wood (jamesw@CSOS.ORST.EDU) wrote:

>: Anybody ever seen the "Dual Drive Upgrade?" That's where he hangs a 3.5"
>: mechanism off your existing XF551. The 551 is D1: and the 3.5" is D2:.
>: In the CSS catalog, there's a picture of an XF551 with the additional
>: 3.5" drive sitting in a PC rail-frame on top of the Xf551. That works

> anybody ever try those dual 3.5/5.25 drives in one mech things?
>They are both high density...but if you have the money to waist...

I've wondered about that too. I wonder if Bob Puff has seen those. If he
were to sell an XF551 upgrade using one of those, I not sure I could
resist the tempation..

--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

1197. RE: 1802 processor was Re: Bill Wilkinson responds

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 22:41:45 UTC
From: bob_s2@sfov1.verifone.com
Message-ID: <1995Feb8.054147.2767@sfov1.verifone.com>
Source record: 94570

In Article <D3HE70.CtC@nntpa.cb.att.com>
rdell@cbnews.cb.att.com (richard.b.dell) writes:
>In article <Pine.SUN.3.91.950130104249.17092C-100000@PEAK.ORG>,
>James Wood <jamesw@CSOS.ORST.EDU> wrote:
>>
>>
>>On 29 Jan 1995, Glenn Saunders wrote:
>>
>>> The 1802 was not considered a mainstream processor for home computer
>>> applications although it was pretty cool (cool enough for Voyager I and
>>> II).
>>
>> I've never heard of the 1802. (Other than the Commodore monitor :)
>>Who was this processor by?
>>
>
>The 1802 was developed by RCA, who at the time was one of the
>leaders and pushers of CMOS devices in general, and I believe the
>1802 was the first and for a long time the only CMOS
>microprocessor. Harris, who is heavily into satellite stuff, was
>a second source, and I believe developed the Silicon on Saphire
>version, which was capable of faster clock rates, and more
>resaistant to radiation effects.
>
>Some of the attractive (to me) features of the 1802 were the
>static clocking of the logic hence you coulddrop the system clock
>to zero and save power, since most power is lost during charging
>and discharging of capacitances during the clocking. In addition,
>it sort of had built in DMA, whereas most other processors
>required extra chips for DMA. This enable one to build a
>development system with no ROM, just a hex keypad and hex LEDs to
>load memory, sort of like the real front panels early 8080 and Z80
>systems had (gee...doesn't any _REAL_ computer have a front
>panel?) Finally, CMOS logic is very tolerant of a wide range of
>supply voltages, though it runs faster at higher voltages. Thus a
>CMOS based system can be run on batteries with no voltage
>regulation.
>
>Though none of this is at all directly pertinent to this group.

But quite interesting! (that's why I didn't snip it)

>
>--
>Richard Dell

>

Thanks, Richard.

Bob

1198. Re: Piracy and FTP sites.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-07 23:21:47 UTC
From: koutchin@mail2.sas.upenn.edu
Message-ID: <3h8vab$6kk@netnews.upenn.edu>
Source record: 94635

Hi Dave !

This is really nice to meet a person who thinks the same way that you do.
YOu are the second person except me so far. I am that nasty Artem who
"appears to have a very narrow minded view of how he wants things to
be with complete disregard to what the law says is legal."
Hope that this citation is not a violation of copyright :-)

What you said is exactly that i am trying to say last month but
nobody listnes. And i am afraid that nobody will listen to you.
Therefore i basicaly mooved to ZX SPECTRUM platform but
i bought ATARI 130XE though and going to get all soft i want from
Russia by email. Yes , yes. From russia. *bit stuf still very very
popular there and many people doing profit on it BUT ! They do
not mind that others making copies from any soft and distribute it
for free. Vendors just sell best-of-best soft in nice boxes and
people like to buy it. For example if have a really great game
with complex levels and control you'd prefer to buy original but
if you smart enough to play w/o docs you just take from your
friend or from that VENDOR (i am NOT kidding) for free.
I noticed that C64 users are having problem now becuse
their ftp cite is closed (actually C64 soft is removed from the
cite) because they have somekind of copyright problems and now
they are just recieving permissions from different copmanies to
keep C64 soft on ftp. They will probably get that permission and
it will be lawfull and just great as it used to be. By the
way the problem was made not by any of companies wich created the
soft but , as i understand, administration or someone else who
is in charge there.

One more, Bill (we all know him) somehow replied to my posting
about BBS listing in comp.emu.misc but he didn't in here. Why ?

Artem (with narrow view, hahaha)

P.S. to all vendors: get real and start selling new soft or
switch to ibm or mac. Selling hardware is profitable and
usefull for everyone so you can continue ;-)

1199. BRiTish ; help!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-08 00:38:23 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9502050813.AA25066@zippy.sonoma.EDU>
Source record: 94636

BRiTiSH, I got your mail, replied to it, deleted it, and I must've copied
the http:address wrong because when I run Lynx under Unix on this site:

nimitz.mcs.kend.edu/~clisowsk
or " " kerd " "

it yells at me about not being able to find it. Is there something wrong
or am I just a dumbass who can't read (or read my own handwriting!)!?

Thanx!

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX
Coming soon: my WWW home page!

To ALL those who didn't see my first note:

IF YOU HAVE A WWW PAGE, E-MAIL ME IT'S ADDRESS!

Thanx

1200. Re: Piracy and FTP sites.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-08 02:25:17 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <x66ZDe9.ransom22@delphi.com>
Source record: 94637

Paul David Doherty <h0142kdd@joker.rz.hu-berlin.de> writes:

>don't care for them, so why the heck should it be immoral to make these
>games available for FTP?

Well, Dave, it isn't so much a morality question, but a legality
question. It is illegal to distribute copyrighted material without
the "express, written permission" of the copyright holder.
If a person does so, he or she is breaking the law.
Seems pretty simple to me. :) Do you want to break the law,
or not? :)

-joe
--
_____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1201. Re: Piracy and FTP sites.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-08 02:28:05 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <x6677S1.ransom22@delphi.com>
Source record: 94638

Artem Koutchine <koutchin@mail2.sas.upenn.edu> writes:

>P.S. to all vendors: get real and start selling new soft or
> switch to ibm or mac. Selling hardware is profitable and
> usefull for everyone so you can continue ;-)

How much hardware can you sell, tho? One computer per person
every few years. How much software can you sell? Many titles per person
per year.
Your argument is like telling Gas Station owners to give away
their gasoline, because cars are useful and more profitable per unit.
Bad argument, Artem.
As for switching to IBM or Mac...only in my worst nightmares
would B&C, BEST, Toad, et al switch to either of those misbegotten
platforms. :)

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1202. Re: Chris Crawford

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-08 02:32:17 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <xY74zwx.ransom22@delphi.com>
Source record: 94639

Reaser, Richard L., LtCol <REASERRL@POST2.LAAFB.AF.MIL> writes:

>Chris Crawford is still around. He lives in Los Altos Hills California. I
>was working to get him to be a speaker at a Military/Commercial Wargaming
>Conference at Maxwell AFB about two years ago. Chris sports a moo-moo on
>occasion, which tends to turn a few heads. He still programs and has

Moo-moo? Well, at least he's still individualistic. :)

>developed several interesting simulations. I forgot the name of that
>fantastic political simulation he wrote a few years ago (to include a book)
> Balance of Power? Eastern Front is still a true marvel of ingenious
>programming.
>
>Rick Reaser

Another that he did was Guns or Butter, a great economic/military
simulation. Economic simulation is a better term, since it is the
great economic question all nations must answer that gives the program
its title and theme.
Reading his portions of De Re Atari (esp. the interface design
stuff), it is readily apparent that the Mac environment suits him to
a "T". So, I wasn't surprised to find this program (and Balance of
Power) on the Mac, as well as Windows.

-Joe
--

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ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1203. 1200XL power upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-08 03:08:23 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3h9cj7$gk6@hearst.cac.psu.edu>
Source record: 94640

I am in need of some room inside my 1200XL. So I have been seriously considering gutting all the AC crap inside. Having looked over this mother board here I would think that it would be easy to just add a standard 5VDC XL jack/supply to this thing. And then I can remove that horrible death sink and the 10000uF cap. and that (I assume) bridge rectifier. Why on earth is that thing so big? Why are there regular diodes silk screened underneath it?

Anybody see any reasons why this gutting wouldnt work? I need room for a PBI, serial, parallel..etc....

also.. anybody want to send me an Electrolytic cap (axial) 220uF 16V in the mail for $0.32 =) Radio S#@t doesn't seem to have any locally, and I don't want to purchase that big bag of caps and then NOT find one I need.

Thanks for reading this waste of bandwidth.

--
43rd Law of Computing:
Anything that can go wr
.signature: Segmentation violation -- Core dumped

1204. Re: Piracy and FTP sites.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-08 03:19:53 UTC
From: James King <jeking7@delphi.com>
Message-ID: <5cxYLGx.jeking7@delphi.com>
Source record: 94641

I would how the sysadmin and staff at UPenn would feel if we sent them an email informing of Artem's attempts at trying to gather pirated software via their system... I'm sure they'd be VERY angry and even consider removing his net access..

Hmm. Something to consider. I'm really getting tired of his one-track mind!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

1205. Re: Piracy and FTP sites.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-08 04:11:07 UTC
From: koutchin@mail2.sas.upenn.edu
Message-ID: <3h9g8r$30b@netnews.upenn.edu>
Source record: 94642

HI PEOPLE ! This is me ! Artem who has "one-track mind".

I have to replies in here.

1) About selling hardware

one 130XE - 75$
one game - 5-10$
therefore -> one computer = 8-10 games !
Plus, drives break almost everyday !!!!!
Plus what about floppies ? (if they are chipper)
And still what about games in neat,color boxes. People would still buy
it.

2) About Uppen ADM.

GO AHEAD !!! I DON'T CARE !!! What can they do ? Shut me up ? NO.
Terminate my account ? I have two more. One at Lasalle university
and one through russian nets. Plus i will get one in delphi (I like
it a lot). SO, you man is just yellow. Run and tell your mama ....

1206. The Atari 8-bit Omnibus

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-08 06:32:35 UTC
From: d.paterson2@genie.geis.com
Message-ID: <199502080632.AA157635137@relay1.geis.com>
Source record: 94643

The Atari 8-bit Omnibus is still available, now with a money back guarantee.
This ad-stravaganza filled with products for the Classic Atari costs only
$5 per copy. That includes worldwide shipping.

The Guarantee:
==============
If you don't like it/find it boring/think it's not worth $5/etc.,
just send me a letter with your name and address, saying what you
don't like. KEEP the magazine! I'll write back, apologizing and
including a cheque for your $5. Good enough?

Current Notes called it "...a nice piece of work...a neat idea..."

Comments on comp.sys.atari.8bit have included "Check it out!" and "Shell out
five bucks and get a copy of the Omnibus." Who am I to disagree?

So c'mon and try it!

The Atari 8-bit Omnibus
PO Box 342
Cote-St-Luc, QU H4V 2Y5
Canada

[Canadians can pay in Canadian funds. All others please pay in US $]
[If paying by cheque or money order, make it payable to David A. Paterson]
User group special pricing: $4 per copy, minimum order 5 (five) copies.

1207. Re: Atari 810 - Are schematics available

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-08 06:57:07 UTC
From: bjcorr@delphi.com
Message-ID: <9502080156591.DLITE.bjcorr@delphi.com>
Source record: 94644

>Was there ever an 'offical' set of schematics for this drive?
>
>I've got a set, but they look hand drawn up and about 4th generation
>photocopies - you can't read any of the pin numbers.
>
>Also, is the piggyback board standard fitment, I thought that the 1771
>just plugged into the main PCB, but it seems to be on a seperate card
>with some MSI chips in this one. Anyone know what this board does
>(it looks like original Atari).
>
>Pete
>--
>Peter Bell <peter@bell.demon.co.uk>
>
The strange electronics you mention could be one of two things. Later 810's had improved analog electronics (the grass valley upgrade?) that had an extra analog rear board in it. I can't find the details at the moment, but I will look for them. It is also possible that you have an 810 with a Happy Enhancement installed, some installations had the chips piggybacked. This enhancement allowed FAST I/O and the ability to copy most copyprotected software, but you need their software to make it run.
By the way, I remember that Happy Computing was going to release a Tech manual on their enhancements with info on how to program the drives, some neat improvements, etc. Anyone ever come across one of these? I would be interested.
bjcorr@delphi.com

1208. Re: XL/XE Diag rom mapping?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-08 06:57:21 UTC
From: bjcorr@delphi.com
Message-ID: <9502080156592.DLITE.bjcorr@delphi.com>
Source record: 94645

>Another stupid question, can anybody tell me precisely what the effect
>on the memory mapping is when you turn on the 'enable diagnostic ROM' bit
>on PB7.
>
>I've just discovered (after about 1 1/2 years!) that if you type 'BYE' on
>my modified 800 the system crashes :(. The ROM image looks OK, so I
>think the decode logic must be confused.
>
>Pete
>--
>Peter Bell <peter@bell.demon.co.uk>
>
How is your 800 modified?
bjcorr@delphi.com

1209. Re: Axalon decoding was Re: Best 8-Bit A

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-08 06:57:32 UTC
From: bjcorr@delphi.com
Message-ID: <9502080156593.DLITE.bjcorr@delphi.com>
Source record: 94646

>PS. Are there many people out there that use an ST aswell as an 8bit?

I have a 2 meg 520ST as well as several 8-bits. Very different feel to the ST's, I much prefer the 8-bits. Just to get the ST up to a decent version of TOS, a HD (which is almost a must for these machines) and a useable desktop (Neodesk 4) and software to multi-task is prohibitivly expensive! Never saw a machine with a more crippled OS (TOS 1.0) than the ST. It has been revised so many times it staggers the imagination, and is mostly bug fixes (for the ST and STFM line.) . But it beats the hell out of Windoze!
bjcorr@delphi.com

1210. Re: PRAISE FOR CSS

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-08 06:57:46 UTC
From: bjcorr@delphi.com
Message-ID: <9502080156594.DLITE.bjcorr@delphi.com>
Source record: 94647

I recall working on a project where the atari had removable hard drives!
>I have some 5-10 meg removable harddrives that hook up to MFM hard drive
>cards!!!! (ahahahahahahha pretty neato to have such a scsi-mfm card
>handy) I remember I had to write a device driver to inform the computer
>when you switched drives because of the way the drives worked...
>
> Some of you know what I am talking about.... they are all black..
>have a square whit push button on the front side that lowers the whole
>front face plate down... yeah... the things you saw lying in water
>soaked crates at Trenton for $5 each. =)
>
> Gonna have to dig up some more of those carts. =)
>
>Andrew

Are you refering to an Iomega 10meg Cartridge Disk Subsystem? I just picked
one up (great shape, all software and docs, 12 carts) for $10! It works
GREAY on my PC, I was woundering if it could be hacked into my 8-bit!
mfm scsi eh? Thought that looked like a scsi pinout on the adaptor card!
Anyone have info on this?
bjcorr@delphi.com

1211. 800 Emulator cable--help please!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-08 07:06:38 UTC
From: APDF35D@prodigy.com
Message-ID: <3h9qhu$sti@usenetw1.news.prodigy.com>
Source record: 94648

I just got an 800 emulator for my PC, and need to find or find out how to make the cable that hooks up to my pc and the Atari drive. If anyone can either tell me how to do this (a diagram would be nice), or give me any other help, I'd greatly appreciate it!

Thanks,
Clint

1212. Re: Atari 810 - Are schematics available

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-08 07:33:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <8FEB199502335465@pavo.concordia.ca>
Source record: 94649

In article <792186307snz@bell.demon.co.uk>, Peter@bell.demon.co.uk writes...
>Was there ever an 'offical' set of schematics for this drive?
>
>I've got a set, but they look hand drawn up and about 4th generation
>photocopies - you can't read any of the pin numbers.
>
>Also, is the piggyback board standard fitment, I thought that the 1771
>just plugged into the main PCB, but it seems to be on a seperate card
>with some MSI chips in this one. Anyone know what this board does
>(it looks like original Atari).
>
I think BEST has the "official" Atari repair manual, which may include
schematics. Keep in mind, though, that I've never seen two of the same Atari
product that are the same inside... it seems like every so often they changed
designs.

Dave

1213. Re: XL/XE Diag rom mapping?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-08 07:36:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <8FEB199502362966@pavo.concordia.ca>
Source record: 94650

In article <792186090snz@bell.demon.co.uk>, Peter@bell.demon.co.uk writes...
>Another stupid question, can anybody tell me precisely what the effect
>on the memory mapping is when you turn on the 'enable diagnostic ROM' bit
>on PB7.
>
>I've just discovered (after about 1 1/2 years!) that if you type 'BYE' on
>my modified 800 the system crashes :(. The ROM image looks OK, so I
>think the decode logic must be confused.
>
I think that the self-test runs somewhere in the middle of memory, replacing
RAM. On an 800, though, it should go to MEMO PAD MODE - remember that? It's
why I got an Atari in the first place - I discovered the full screen editor and
was hooked. That, and Protector from Synapse.

Dave

1214. Old Infocom games wanted

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-08 09:37:59 UTC
From: keith@atlantis.actrix.gen.nz
Message-ID: <D3oDFC.FM0@actrix.gen.nz>
Source record: 94651
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm

WANTED THE FOLLOWING ORIGINAL INFOCOM GAMES

Wishing to purchase the following original INFOCOM games
MUST have ALL original packaging and be in good condition

Any computer format is acceptable

"Bookshelf format"i.e foldout box with plastic cover inside over disks etc
Deadline
Sorcerer

The following each packaged as three separate games in a slide container)
Enchanter Trilogy (3 games)
Classic Mystery Library (3 games)
Science Fiction Classics(3 games)

ALso looking for Infocomics
ZorkQuest II: The Crystal of Doom

Willing sellers please e-mail details for negotiation

THanks

Keith Stewart

PS I already have Lost Treasures of Infocom I & II

1215. Re: hareware sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-08 11:04:05 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3ha8f5$ren@dux.dundee.ac.uk>
Source record: 94652

Hareware sale? Wot no rabbits? ;)

What the world needs is a new age.
What the world doesn't need is New Age.

Graeme Fenwick gfenwick@mcs.dundee.ac.uk

1216. Re: Piracy and FTP sites.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-08 12:21:51 UTC
From: James King <jeking7@delphi.com>
Message-ID: <J+45LHH.jeking7@delphi.com>
Source record: 94561

Actually, your sysadmin at Upenn was VERY interested in software piracy..
he even wanted me to forward him copies of your messages.

Yes, he COULD and probably WOULD remove your access at Upenn *IF* I
forwarded your messages. Not sure if I will..

You know, if you discussed OTHER items, I probably wouldnt mind so
much, but the ONLY messages you seem to post revolve around
pirating the software that I've been paying for lately. Why should
I pay for the software that you're stealing? There are several
companies out there (Best, B&C, American Techna., etc..) that are
still trying to make a living off of this "soft".

Oh.. One other thing -- sure, you could get another internet mail
account, but what would stop me or somebody else from contacting
that system admin?? Delphi would most likely terminate your account
for piracy as well -- as they surely dont want to be caught up in
such an activity.

Just food for thought.

You can run, but you cant hide!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

1217. Re: Where to buy new 8-bit floppy disks

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-08 12:49:47 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Be7bjPD.lmcclure@delphi.com>
Source record: 94563

In a message dated 2-3-95, Rob Funk said:

"I don't see why HD wouldn't work -- the only macroscopic
physical difference is the missing hub ring, and the
magnetic properties are better than DD."

High-density disks that follow the proper specifications have exactly TWICE the magnetic coercivity that double-density disks do (when speaking of 5.25" diskettes; with 3.5" media, the difference is only 20%). I have seen reports of people successfully writing to HD media with a standard DD drive, while for others, the results range down to absolute failure. Aside from the mathematics of the situation, this anecdotal evidence alone suggests using HD media on a DD drive is a risky proposition.

Even if DD media is no longer available locally to some, DD 5.25" disks are still available from mailorder suppliers found in any issue of Computer Shopper.

1218. CD ROM and more.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-08 14:11:34 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <BE9C9494150@east-01.novell.leeds.ac.uk>
Source record: 94653

I remember hearing a few months back that a group of people somewhere in continental Europe (Holland, Germany or Poland perhaps) were working on CD ROM (interface) for use with the 8-bit Atari. I don't know how it is progressing though.

Atari User was a magazine published by Database Publications several years ago here in the UK, they were subsequently bought out by Page 6 and now a magazine New Atari User exists published by Page 6 publishing. Well when I say bought out I don't mean corporate take over or anything like that, basically Atari User was due to cease publishing and Page 6 wanted the name and the articles and 8-bit stock and so a deal was struck.
Just too add confusion I also think there was a completely separate Atari User published in the USA. As to Atari Connection and Atari Age, I've no idea.

RICHARD GORE

1219. Re: CDrom of a.a.u.e

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-08 14:14:18 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1995Feb8.141418@phlem.ph.kcl.ac.uk>
Source record: 94575

In article <3h8ent$eit@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu (William Kendrick) writes:
% Yes, I believe there are some not-so-innocent picture files at Umich.

I was afraid of that - I got burnt badly last time. Ah well, looks as though I'll have to start searching through 1 at a time.

% So is this for PC Xformer mainly, or are you gonna do it for SIO2PC user's
% too? (Would there be any compat. probs anyway!?)

Well, it's for any machine that can read a CDrom. The 68k machines get the lions share, just as at umich, but if you put the CD into your PC you ought to be able to get files onto your 8bit :-)

ATB,
Simon.

--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
>> home page: http://www.ph.kcl.ac.uk/~sjg/home.html <<
> Microsoft is not the answer. Microsoft is the question. NO is the answer <
"Delenda est Microsoft!"

1220. Re: Piracy and FTP sites.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-08 14:47:36 UTC
From: koutchin@mail1.sas.upenn.edu
Message-ID: <3hali8$b8q@netnews.upenn.edu>
Source record: 94569

: Actually, your sysadmin at Upenn was VERY interested in software piracy..

I don't get it. In what way ? Actually SYSADMIN knows personally but
i've seen *them* lst time in years.

: Yes, he COULD and probably WOULD remove your access at Upenn *IF* I
: forwarded your messages. Not sure if I will..

Dear chikn', You can do whatever you want. But remember, this is
you responsability. I my country we beat shit out of people who
try to turn in someone else. But well, we are in the USA and I've
heard that this country is COUTRY OF FREEDOM. REcently i think that
someone's mistaken. This coutry of people who try to turn in eachother.
DISGUSTING !

: You know, if you discussed OTHER items, I probably wouldnt mind so
: much, but the ONLY messages you seem to post revolve around

I keep track of 70 more newsgroups and i post different messages on
different topics but in here this is the only topic i am interested in.
I actually i am "one-track minded" I am writing graphical BBS soft know
that will work in MODE X.

: pirating the software that I've been paying for lately. Why should
Yes yes yes. Why should i pay for soft that is free in eastern countries ?
Besides, there many user-friends groups that did, do and will continue
doing pirating.

: companies out there (Best, B&C, American Techna., etc..) that are
: still trying to make a living off of this "soft".

What are you trying to say ? For example if someone were trying to make
living on selling junk food (bad example) would every one else have
to buy it from that person and wouldn't be allowed to do his/her own ?

: Oh.. One other thing -- sure, you could get another internet mail
: account, but what would stop me or somebody else from contacting
: that system admin?? Delphi would most likely terminate your account
: for piracy as well -- as they surely dont want to be caught up in
: such an activity.

You think that after this admin kick me off i'll try to talk to assholes
again ? NO. I don't like when people threaten me because i fill scared and
want to cry ......

: You can run, but you cant hide!

WRONG: I hate to run and i can HIDE.

1221. Term Prog for 800xl, Best way?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-08 15:29:41 UTC
From: jct@astro.ocis.temple.edu
Message-ID: <3hao15$hag@cronkite.ocis.temple.edu>
Source record: 94654

Hi. I just recently wipped out my 800xl and realized what a cool machine it is. I have an 800xl, a 1050 DD, an 850 serrial interface and a modem on "R1:". My only problem is, i have no term software. What i would like to know is, what would be the best way of going about getting term software that will work on my 800xl from my PC. i have been reading this group for a little bit, and have seen things such as SIO2PC (i don't really want to build a cable) and Mule (has anyone tried this?) but my ultimate question is what's the easiest way to get a decent term program to my 800xl? what would really be neat for me is a term program written in BASIC. i made a silly attempt at a BASIC term program last night, but i don't know anything about "Concurrent Mode" or how to get strings from the modem, etc., so i failed miserably.

any help would really be appreciated.
thanks in advance,

john charles taylor
jct@astro.ocis.temple.edu

1222. PBI Memory upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-08 16:16:04 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <BEC0C5A6586@east-01.novell.leeds.ac.uk>
Source record: 94555

was the 1090 a memory upgrade via the PBI?

I think somebody has asked why hasn't anybody done a memory upgrade via the PBI port. Well I know of at least two such devices, and in fact I actually sell one of them, the YORKY. The other device was called Q-MEQ and both devices as far as I know were only sold in the UK. Both devices only support 256k.

I did discuss taking the Yorky up to perhaps 1meg with the original developer. He said it should be possible, but not with the current design, it would need some modification and the programmable PAL chips would need changing. Another problem was he didn't know the standard for bank switching that much memory, when the Yorky was developed the RAMBO XL 256k upgrade was the most popular so he made the Yorky simulate this in respect to bank switching. I understand now that the other bits in location 54017 are used to select the extra banks in 1meg plus upgrades. Anyway to cut a long story short, the original developer has moved on to other platforms and does not want to develop a further board, so I'm afraid at the moment 256k is the limit for PBI access unless of course somebody else has gone bigger???!!!

RICHARD GORE
chmrig@leeds.ac.uk

1223. Re: Piracy and FTP sites.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-08 17:08:27 UTC
From: tomoug@auto-trol.com
Message-ID: <1995Feb8.170827.17585@auto-trol.com>
Source record: 94557

In article <3hali8$b8q@netnews.upenn.edu> koutchin@mail1.sas.upenn.edu (Artem Koutchine) writes:

.
.
.

>Dear chikn', You can do whatever you want. But remember, this is
>you responsability. I my country we beat shit out of people who
>try to turn in someone else. But well, we are in the USA and I've
>heard that this country is COUTRY OF FREEDOM. REcently i think that
>someone's mistaken. This coutry of people who try to turn in eachother.
>DISGUSTING !
>

Freedom has to be earned! Also Freedom does not mean that every
one gets to do anything that they want. It allows individuals
to do things that do not hurt others, priacy hurts other people.
It hurts the developer, the retailer, and the user base.

.
.
.

>
>What are you trying to say ? For example if someone were trying to make
>living on selling junk food (bad example) would every one else have
>to buy it from that person and wouldn't be allowed to do his/her own ?
>

I think that if anyone wanted to get an Action! cartridge and do his/her
own programs, even copies of existing Atari programs, this group would
support that person completely. But to steal the "junk food (bad example)"
off the table of the people trying to make a living on Atari software
is theft. So, get an 8 bit language and make a orignal Syn-calc+, Pac-man,
AR:The City etc. and we will support you with ideas, and help.

.
.
.

1224. Re: Where to buy new 8-bit floppy disks

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-08 17:13:54 UTC
From: tomoug@auto-trol.com
Message-ID: <1995Feb8.171354.17649@auto-trol.com>
Source record: 94558

In article <Be7bjPD.lmcclure@delphi.com> Lonnie McClure <lmcclure@delphi.com> writes:
>
>Even if DD media is no longer available locally to some, DD 5.25"
>disks are still available from mailorder suppliers found in any
>issue of Computer Shopper.
>
>
I saw DD 5.25" disks at Radio Shack yesterday. They are expensive, but
Radio Shacks seem to be every where.

1225. Re: Piracy and FTP sites.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-08 17:47:23 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <3hb03b$1h5i@blue.weeg.uiowa.edu>
Source record: 94560

h0142kdd@joker.rz.hu-berlin.de (Paul David Doherty) writes:

>Shouldn't we perhaps distinguish between two issues here? I have every
>respect for someone like Richard Gore still struggling to sell software
>for a virtually dead computer, but I think "classic" Atari games are an
>entirely different thing. The classics are abandoned software, noone
>sells them, no author gets any profit for them, the authors and publishers
>don't care for them, so why the heck should it be immoral to make these
>games available for FTP?

You give me a list of "classic" Atari games, and I bet I can name a
vendor that still sells it, new, in box, for 90% of them. To me, it
would be immoral to take away legitimate business from these vendors who
try so hard to support us.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

1226. Re: Term Prog for 800xl, Best way?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-08 17:57:30 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3hb0ma$fg3@nic-nac.CSU.net>
Source record: 94556

Since you have a DD 1050, if you have a 5.25" drive on your PC, your best bet is to use your 1050.

Good luck!

-bill (knows little of DD8-bit <-> PC drive transfers :( )
(has an SIO2pC! :) :))

1227. Re: Piracy and FTP sites.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-08 18:10:36 UTC
From: trek@intgp4.ih.att.com
Message-ID: <D3p15o.54L@ssbunews.ih.att.com>
Source record: 94593

In article <3h85l3$9bv@joker.rz.hu-berlin.de>,
Paul David Doherty <h0142kdd@joker.rz.hu-berlin.de> wrote:

>Shouldn't we perhaps distinguish between two issues here? I have every
>respect for someone like Richard Gore still struggling to sell software
>for a virtually dead computer, but I think "classic" Atari games are an
>entirely different thing. The classics are abandoned software, noone
>sells them, no author gets any profit for them, the authors and
>publishers don't care for them, so why the heck should it be immoral
>to make these games available for FTP?
>
>-- Dave

Although this is not something that is stated in law, I feel those
individuals who did buy the classic games still have a right to sell
their original games if they wish - and recoup some of their investments.
Its more a matter of being fair to those that did support the original
author by buying their games at probably retail price. If those same
people can now sell those games to someone else, that gives them the
cash to now move into some other market and make purchases to support
some other budding author.

When you decide that its ok to just give everything away free, there
is less of an incentive for a person to buy anything - and when that
happens, the whole idea of a market breaks down. Think about it.
Why work on something when its not going to get you money you can
use to buy food or put a house over your head (obviously I'm talking
the full timer here, not part timers who might do it just because
they enjoy programming.)

I think the loss of a secondary market hurts the overall market more
than you realize. The very people who spent money to get what they
wanted are the ones you want to encourage to continue doing that so
there will continue to be a secondary market for those who don't/
won't/can't spend as much.

Just my humble feeling of fairness: Wayne

1228. International Mail-Order business

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-08 18:13:47 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Feb08.130843.27354@wariat.UUCP>
Source record: 94559

I've seen people from UK, New Zealand, Netherlands, US thinking about ordering stuff from another country, but not quite comfortable with it. Why couldn't companies like DGS, R. GORE, FTe, etc. be able to accept credit card orders over the internet? In other words, say I wanted to buy a game from R. Gore, I would e-mail him my VISA number and order, he could take the order and reply to me that it was on the way. VISA, Mastercard, American Express all do international money exchange rates all the time (at least I've done it between Canada and US). All this could be done thru internet e-mail. The vendors would have to be very clear in prices in pounds sterling and US Dollars. Why wouldn't this work? I'm tempted to order something from UK just to try it out. The same would work if say someone from Australia wanted to order from US. Just make the transaction thru internet e-mail.

--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

1229. Finks vs Thieves

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-08 18:58:22 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Feb08.135750.29769@wariat.UUCP>
Source record: 94562

(Artem and J. King discuss piracy vs. finking.)
Artem, I think the thing you are missing is that this (the
internet) is a PUBLIC forem. By that, I mean everyone is
welcome to participate. That includes finks, thieves, FBI,
system administrators. Now, I'm sure you don't consider
yourself to be a thief. And J. King said he was 'thinking'
about sending UPENN administration your posts. The thing
you're missing is that there are many people with many
points of view. Your point of view is not necessarily that
of others here. I bet in Russia, everywhere, finks or
tattle tales are frowned on, not liked. On the other hand,
people responsible for say running the government get
information, need information, about people and activities
contrary to the government. A fink to one group could be an
important source of information to another group. Keep in
mind that what you are proposing is considered to be illegal
by some, but apparently not by you.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

1230. Re: 130XE and 1040 For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-08 19:44:07 UTC
From: drutherford@delphi.com
Message-ID: <Z00Yj7P.drutherford@delphi.com>
Source record: 94565

Per.Erik Peterson <per.erik.peterson@asb2.ct.se> writes:

>What.?? I dont understand anything of this.?? Wy havnt you Quoted my
>letter.?? And what did I print in it.?? I have not said Im going to sell
>anything.?? Do you have the origin letter left then send me an copy of it
>please. See you...
>
> -=> Wfr.!! Per-Erik "Pekka" Peterson.!! <=-
>
> Gothenburg SWEDEN
>

Hi again Erik,
I probably have your letter in a saved capture. i will look. In it you said you had a 130xe and 1050 for sale 'best offer'. I was making an offer. If you don't think you posted the message, then cool.I just replied to what i read, i wasn't making it up. Yo
u can't reply to an imaginary message. When you say why didn't I QUOTE part of your message, it's because i didn't think I needed to, Are you sure you don't remember posting about selling a 130xe and 1050???

sorry to bother you,
drutherford

1231. got my 1020 printer today!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-08 19:44:33 UTC
From: chaos@oo.com
Message-ID: <3hb6v1$ojb@tequesta.gate.net>
Source record: 94564

I got my 1020 printer that i orderd for 15 bucks today, and man
is this thing cool! First of all it was kinda neat getting the whole
package..these things are brand new, and the box it came in was even
shrink-wrapped...like it was fresh off a store shelf..heh..

Anyways its mega cool. At first i was kinda worried that it
wouldent be compatable with most printers, but it seems to work fine. I
use Text Pro word processor, and Tedit and a couple others, and aside
from the fact that its 40 cols it comes up just fine.

I was also amazed at how quiet these units are..i expected
buzzing, scratching, and what not that i usually associate with dot
matrix printers, but its mega quiet, even when its printing you hear just
a fain clickity clack sound.

Man, i wish there was some way to hook this up to my IBM. it
would be great for notes and screen caps. Yo know how it is, your
cruiseing the net and you see some adress or subject you wanna save for
later, and you dont feel like clutterng yer unix space by Yanking it, and
you dont wanna waste a whole sheet of printer paper by printing it out,
and when ya scribble it on a pad of paper ya cant read or remember what
ya wrote later.

This would be great for those little note things...just slam the
screen print button, and poof, it spits out a nice small miniature script
of text. At anyrate i still like it for my ATARI, as i dont have a
printer before and this tiny thing takes up alsmost no space on my desk,
and i can finally print out textfiles and whatnot :)

anyways, im happy and i thought i would share it with yall [G]

lovin my atari more everyday..
Ed Heffernan.

1232. Re: WANTED: 8-bit game paddles

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-08 20:04:38 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FBJIBIVGUp@stingray.manawatu.gen.nz>
Source record: 94591

In <3h703a$gs8@news.pacifier.com> David Willard wrote :

>Get a 1 Megaohm potentiometer from Radio Shack, and some DB9 connectors.
>Someone willing to provide the pinouts? I've seemed to be missing my
>copy of De Rey Atari...

Here's what I have, from Mapping the Atari (couldn't see anything in De Re Atari though - but it was only a quick flick through the contents):

1 2 3 4 5
6 7 8 9

1 Stick forward
2 Stick back
3 Stick left
4 Stick right (1-4 are four bits of the PIA port)
5 Potentiometer (paddle) B input (analogue pin 1)
6 Trigger
7 +5 volts (recommended load of one TTL at 50mA)
8 GND
5 Potentiometer (paddle) A input (analogue pin 2)

It doesn't say directly which pins are used as the paddle fire lines, but in different parts of the book, it says you can do horizontal stick movement by using:

PTRIG(1)-PTRIG(0)

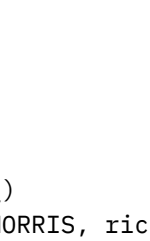
This returns -1 (left), or 0 (centre), or +1 (left)

So therefore, the paddle fire buttons are hooked up to the left/right lines (pins 3 &4), but you will need to see for yourself which is which.

Hope this helps! BTW, is 1Mohm just a close guess, or did you read this off the back of one of the Atari pots? Whatever, thanks for posting the value.

Richard =8-]

--



Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

1233. Re: CD ROM and more.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-08 20:08:42 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3hb8ca$mp6@hearst.cac.psu.edu>
Source record: 94566

R. GORE (CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK) wrote:
: I remember hearing a few months back that a group of people somewhere
: in continental Europe (Holland, Germany or Poland perhaps) were
: working on CD ROM (interface) for use with the 8-bit Atari. I don't
: know how it is progressing though.

well.... Since you can get SCSI cd roms (SCSI si the ONLY way to go
people...) I would think all you needed was to develope some
sort of Filesystem mapping....

--
43rd Law of Computing:
Anything that can go wr
.signature: Segmentation violation -- Core dumped

1234. Re: PBI Memory upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-08 20:12:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3hb8ig$mp6@hearst.cac.psu.edu>
Source record: 94567

R. GORE (CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK) wrote:
: was the 1090 a memory upgrade via the PBI?

: I think somebody has asked why hasn't anybody done a memory upgrade
: via the PBI port. Well I know of at least two such devices, and in
: fact I actually sell one of them, the YORKY. The other device was
: called Q-MEQ and both devices as far as I know were only sold in
: the UK. Both devices only support 256k.

The 1090 was a PBI expansion box. To hold tons of neato cards.
(Sort of like the TI99/4A expansion box)...
I was trying to understand why no-one ever followed the published
leagal, correct way of using the PBI.

Andrew
--
43rd Law of Computing:
Anything that can go wr
.signature: Segmentation violation -- Core dumped

1235. Re: International Mail-Order business

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-08 20:14:01 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3hb8m9$mp6@hearst.cac.psu.edu>
Source record: 94568

Russ Gilbert (Russ.Gilbert@apk.wariat.org) wrote:
: I've seen people from UK, New Zealand, Netherlands, US thinking about
: ordering stuff from another country, but not quite comfortable with it.
: Why couldn't companies like DGS, R. GORE, FTe, etc. be able to accept
: credit card orders over the internet? In other words, say I wanted to
: buy a game from R. Gore, I would e-mail him my VISA number and order,
: he could take the order and reply to me that it was on the way. VISA,
: Mastercard, American Express all do international money exchange rates
: all the time (at least I've done it between Canada and US). All this
: could be done thru internet e-mail. The vendors would have to be very
: clear in prices in pounds sterling and US Dollars. Why wouldn't this
: work? I'm tempted to order something from UK just to try it out. The
: same would work if say someone from Australia wanted to order from US.
: Just make the transaction thru internet e-mail.
: --

Bad move. Your email is filtered through tons of other systems
and just about ANYBODY who wanted to could get your VISA number.
A safe way would be to setup a PGP cypher for you and the company..
in fact..I don't see why some companies havn't already done that.

--
43rd Law of Computing:
Anything that can go wr
.signature: Segmentation violation -- Core dumped

1236. Re: Super Cart Bank Switching address(es)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-08 21:00:09 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <132521@cup.portal.com>
Source record: 94571

Thanks Peter, but what I meant was where does the bank switching code actually write to rather then the address range it responds to. A not so quick explaination: What I did was an expanded version ot the latch I posted. I needed to add functions to a cartridge through port, like a latch. I went in & disassembled much of an Action! cart & it looks like the only address it uses is $D500 i.e. STA $D500. I could be wrong, but that's the only $D5xx refs I found. I also love my SDX cart so I needed to know what address that used so I could leave it free. What I did was jumper all connections from the a 30 finger edge card proto board to a 30 pin socket *EXCEPT* for the !CCTRL line. The !CCTRL line goes into a !E enable pin of a 74LS138 1 of 8 decoder. The A1-A3 lines of the decoder are all tied to address lines [5,6,7]. The !0 output of the 74LS138 is brought out to the socket as the new !CCTRL line. With this scheme my Action! cart worked with my SDX & game carts seem to work also. The new !CCTRL line only responds to $D500-$D51F now. I've also got 7-SDX area or 6 more !CCTRL lines for jerking around with stuff like latches, each starting on a $20 boundary. I've got the !2 line of the '138 NOR'ed with the Phase 2 clock going into the CP of '374 latch so all I have to do is write to $D540 & the data is latched. There's some other stuff I really need to know, like where an Rtime cart is located, but I think I'll just ignore it for now.
Robert; I don't have any of the newer/higher density srams, So for me 64k would mean; either be use 8-28 pin devices which I do not have or go out & buy some of the newer srams. A 128k device is only about $16 so it could be done, but I'm pretty sure it won't be done by me! I think I have enough free time to add an 8k ram to a cart, matter of fact it & looking at the Axlon hack are #1 on my hit list. If I get it done I'll probably do my usual stunt posting an arcane ascii description like the above & giving it away. The way I'm thinking about doing it is dedicating one 32 byte slice of the cart area for use as memory I/O & one 32 byte slice of cart for latch. You'd use it some thing like: Write a zero to the latch @$D560 <for instance> to get to the first 32 locations of the ram for read/write @$D580-$D59F <for instance>, write a 1 to the latch to get to the 2nd 32 locations in the window, ... that would give 256*32 bytes or 8k. If anybody was really serious about it they could just decode the latch slice into more then one latch or dedicate a 2nd slice to another latch or use 64 bytes of space for ram locations or whatever their heart desires. I think I'm OK at programing, I'm probably better at programming then hardware as a matter of fact, but I love hardware so I'm not really into writing applications for any of the hacks I do beyond seeing them work once.

1237. Re: 1200XL power upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-08 21:00:14 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <132522@cup.portal.com>
Source record: 94572

Actually, removing the internal power supply on his 1200xl was how
Wooley got his built in IDE drive to fit.
Rick

1238. Loose ramblings & PBI stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-08 21:00:18 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <132523@cup.portal.com>
Source record: 94573

Wing & was it Dave or Ben or Robert or Peter or ??? Anyway, my Email to Wing bounced hard ergo a PBI PIA with some other loose ramblings. Sorry for post in the sig for those of you without a skip function. When I go on like this I usually like to take it to E-mail. I'll assume people who are interested have access to archive.umich so I won't repeat the pin outs for the PBI. Ditto for the [6520, 6521, 6821, ...], the data sheets for those puppies are everywhere & if nothing else, you should be able to salvage one from a busted Atari computer or 5200 game system. The only unusual part is the 74LS688, I think a direct pin replacement may be the 74LS521 which is just as hard to find. I'm off on this silly cart kick lately, another post somewhere in cyberspace will explain more if you read the entire comp.sys.atari.8bit. I may come back to my senses & use the PBI again. More then a few months ago I asked who had what hardware, I even got several responses from outside the US, thanks! Anyway I'd guess maybe 80% of the people indicated they had access to an XL/XE while the remainder only had a 400/800. Same time I new the MIO & Black Box take over huge hunks of hardware addresses, like $D100 & maybe $D600? There's a bunch of other internal mods like Wooley's changing the $D600-$D7FF to ram which totally blows anything else you may want to do in that area. Neither the MIO or Black Box or K Products or MIO II specs are known to me & I wouldn't go out & buy one each just to figure it out. Under the hood? Every mod Wooley has done is already there & remember the Mars Board? Last time I saw one it took up about 1/3 the surface area of motherboard. Besides, talk to some people about opening up their computer & they shudder. Anyway, I'm not trying to talk people out of using the PBI, this is just another nag about why we well never have hardware compatibility & why I started fooling with the cartridge port. Anything you do on the buss, whether it's a 16 meg memory expansion (I'll get Wooley's 1 meg simm thing up, but I only have the SLCC newsletter, not a file so I have to type it in; arrrrghh!) will be almost by definition, incompatible with everything else that is already there. Use the $FFC to $FFF addresses for Axlon switching? I don't think so, this is right in the middle of DOS & for SD, this is above memlow so it would crash a BASIC program if you tried to use it=> they really only used a write only latch of some kind at $CFC0. The problem with using a PIA is Axlon handers just expect a latch, not a LSI device so existing Axlon stuff couldn't use it without first having something initialize it. For a printer you need to have input for things like printer not ready signal from the printer. If you had a 6520 there, a read from the OS ROM would occur at the same time as reading the 6520's lines. Can't have two devices trying to drive the data lines at once. So anyway, all this implies is don't use a 6520 for Axlon compatability w/o a small number

of gyrations ergo I need to post two designs. On using 16 megs of memory, you'd need to select one of 1024 16k pages. The 1 meg simms I have data sheets for don't have ANY of the CS !CS !OE lines I'm used to. So not being a memory expert, I'm under the impression you would need something like 110+ ttl chips to decode them? That's a lot of board real estate & enough power to run a refrigerator. I guess you mean the 4 meg or 72 pin 16 meg simms? You're probably right, but I don't have data sheets. I also have trouble finding more then a couple of bucks a month or for my 8 bit & last time I checked, 16 megs of ram sells for about $500. I don't know how many of us have the combination of money & personal fortitude for that big a project. I think I get left out in the cold on both counts. FTE will probably be the only game in town for this big of memory upgrades because of the combination of 65816 & PLD access Mike's got to throw at the problem. Sounds like a couple of seperate posts are needed. I'll get up a couple. Bad news is I'm semi retired, but my part time job for pocket money is starting again so I've only got a few more weeks before I lose 80% of my spare time for projects like this.

1239. Loose ramblings & PBI stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-08 21:00:22 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <132524@cup.portal.com>
Source record: 94574

Wing; A PIA on the PBI. I've done this & it works, but there's liable to be more then a couple of transcription mistakes so if you get a chance reproduce a schematic from the connection list & trace some of the connections you know well be there from the part's data sheets; for example, D0-D7 on the PIA will be connected to D0-D7 on the 6502 or OS ROM, ditto for power & ground. Looking at the back of your 800XL pins are numbered as follows:

TOP
1,3,5,...49
2,4,6,...50
BOTTOM

Upper 8 address lines go to the 74LS688 A lines:
PBI [12,13,14,15,16,17,18,20]
'688 [2, 4, 6, 8,11,13,15,17]

PBI data lines D0-D7 to 6520
PBI[21,22,23,24,25,26,27,28]
6520[33,32,31,30,29,28,27,26]

Atari reverses A0 & A1, to the 6520, that is they tie A0 to RS1 & A1 to RS0 of the 6520. You can either go for what everybody else in the world does or do the Atari convention so JS programming stuff is consistant with the new PIA. I go Atari too.
PBI[3, 4]
6520[35,36]

'688 !(P=Q) to 6520 !CS
'688[19]
6520[23]

Misc control like R/!W, IRQ, signals to 6520
PBI[34,31,46,35]
6520[34,25,21,37&38]

Power from PBI to CS, '688 logic, ecetera
'PBI[47,48]
'688[20,3,5,7,12,16,18];$D7:=11x1x111
6520[20,22,24]

Grounds & more logic
PBI[1,10,19,29,30,32,42,45,50]
'688[1,10,9,14];$D7:=xx0x0xxx
6520[1]

The only pins left open on the two IC's after all this should be the I/O pins of the 6520, anything else & somebody made a mistake. This scheme puts the chip at $D700 just like the existing one at $D300. If you want to do some fooling around, there's an enable pin on the '688 that could've gone to an address line as well as two CS pins on the 6520 that could go to address lines. Do this & the design won't take up the entire page.

1240. Re: C filenames?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-08 22:23:12 UTC
From: int@link.xs4all.nl
Message-ID: <3hbg8g$qo@link.xs4all.nl>
Source record: 94576

chaos (chaos@oo.com) wrote:

: Ok this much i gleamed form the newgroups, the CC65 id the C
: programming lang/compiler for the atari 8bit. But before i go and try to
: download all the files in the cc65 dir on umich with my dinky 1200 baud
: modem, can anyone just tell me what files i essintaly need for starting
: out with this? thanks...

cc65.arc contains all you need, (compiler, assembler, linker, library etc..)
for documentation, get doc.arc and for a description of all functions in
the library, get libdoc.arc.

Charles..
--

```
-------------------------------------------------------------------------------
#include <stdio.h> /* for my PGP key, finger int:pgp@link.xs4all.nl */
main(q,x){srand(getpid());for(q=rand()%99;q--;printf(&" \n * \n %s\0 *\n"
" \n* %s\0 *\n * \n* %s\0* *\n \n* *%s\0* *\n * \n* *%s\0* *\n* *\n"
"* *%s"[(x=rand()%6)*14],"\n\x1b[3A",usleep(5<<4)));puts("\n\n");exit(++x);}
```

1241. Re: International Mail-Order business

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-08 22:45:16 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Feb08.174224.12292@wariat.UUCP>
Source record: 94589

(Andrew Heller says sending VISA #s in e-mail is not secure.)
I would really like to know how this internet works. I imagine a bunch
of computers all wired using 3 billion baud optic fibers to a big dish
that points to a satellite that sends everything to a Cray that then
sends all the stuff back to the satellite and into the system. Now, I
could buy a book, but the few I've perused are about how to FTP, gopher
and the locations of unix bulletin boards.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

1242. Re: WANTED: 8-bit game paddles

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-08 23:53:50 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FBJMEJUQUp@stingray.manawatu.gen.nz>
Source record: 94578

OK - I just checked which pins were used for the paddle triggers, so here's
the info again (with the triggers):

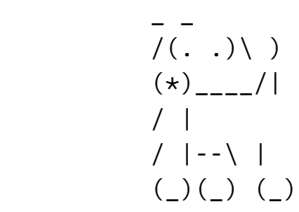
1 2 3 4 5
6 7 8 9

1 Stick forward
2 Stick back
3 Stick left & paddle trigger 0
4 Stick right & paddle trigger 1
5 Potentiometer (paddle) B input (analogue pin 1)
6 Trigger
7 +5 volts (recommended load of one TTL at 50mA)
8 GND
5 Potentiometer (paddle) A input (analogue pin 2)

I don't guarantee that the paddle trigger info is 100%, if not, they're the
other way round - I just checked quickly using my ST to 8bit interface,
which I use to transfer files.

Richard =8-]

--



Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

1243. Re: International Mail-Order business

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 00:52:04 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3hbovk$mqg@hearst.cac.psu.edu>
Source record: 94577

Russ Gilbert (Russ.Gilbert@apk.wariat.org) wrote:
: (Andrew Heller says sending VISA #s in e-mail is not secure.)
: I would really like to know how this internet works. I imagine a bunch
: of computers all wired using 3 billion baud optic fibers to a big dish
: that points to a satellite that sends everything to a Cray that then
: sends all the stuff back to the satellite and into the system. Now, I
: could buy a book, but the few I've perused are about how to FTP, gopher
: and the locations of unix bulletin boards.

The following summary is WRONG..but will work for most purposes..

Let's say you start out on a machine hooked directly to the internet.

First you make up a nice email message and send it off. Your computer talks
to your local mail machine (may or may not exist). Your message is
sent to your mail machine and held in a spool. (Between your machine
and the mail machine a lot of packets of data are sent, and if you
are using ethernet connections, well, joe shmoe in the cubical next to you
can watch all that data travel down the line). The mail machine
looks up the destination address to check if its valid, and if so
tries to set up a link to the destination address's mail machine.
It makes a link and starts sending your email to the other machine.
Your mail is broken up into "packets" that get routed to the destination.
Routed as in, routed through several other sites and machines on its way.
The destination mail machine gets the complete message, then it contacts
the machine that your destination user uses and sends it off to him...again
going through network wires.

Check out the Headers and Paths at the top of you mail messages.
Those sites are the ones that held your message, not necessarilly all
the ones your message traveled through.

PGP stands for Pretty Good Privacy. It is a way of encrypting your
messages and sending them to a recipient. Still, anybody who would
want to could see your mail, but would not be able to understand it.
Only you and the person it was meant to go to can decrypt it. AND!
He will know that it really came from you and was not forged. PGP
can get pretty complicated. But, if you ignore most of the documentation
you can get it up and running and in use very quickly.

If you think that ANY data that is transfered on the internet is
secure from people you are sadly mistaken. What is a real kick in the
but is your email is NOT protected the same way snail mail is.
Neither is voice mail as I understand it.
(In fact there was/is a controversy over the fact that the government
wants to make sure they can read anybody's email and data anytime they

want to or need to. They want a back door into every encryption concept that comes up for secure email transport. Well, you can guess what my opinion of that rubish is. FU.)

Any other questions?

Andrew
--
43rd Law of Computing:
Anything that can go wr
.signature: Segmentation violation -- Core dumped

1244. Re: Searching for lost game

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 01:41:50 UTC
From: ckormos@delphi.com
Message-ID: <hK+6jnG.ckormos@delphi.com>
Source record: 94579

This game also sounds very much like Midnight, but the date would not fit. I have an copy of that.
Charley

1245. Re: Atari 8-bit games wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 01:44:13 UTC
From: ckormos@delphi.com
Message-ID: <hK27DNN.ckormos@delphi.com>
Source record: 94580

I have all those titles on disk. E-mail me for details.
Charley

1246. Re: Wanted: Lode Runner

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 01:48:02 UTC
From: ckormos@delphi.com
Message-ID: <hI-YDDC.ckormos@delphi.com>
Source record: 94581

I too have a not for sale cartridge. But if you ever get a disk drive I also have the disk version plus six disks worth of additional adventures I'd part with,
Charley

1247. Re: 1802 processor was Re: Bill Wilkinson responds

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 02:22:18 UTC
From: Jeff Potter <74030.2020@CompuServe.COM>
Message-ID: <3hbu8qmub1@mhade.production.compuserve.com>
Source record: 94582

Interesting... yes, I was one of the users of the 1802 also. The COSMAC ELF was my first "home" computer. Got rid of it just a few years ago.

Jeff Potter (writing from CI$ for the first time)

1248. Re: Piracy and FTP sites.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 02:36:46 UTC
From: James King <jeking7@delphi.com>
Message-ID: <hM0bbVO.jeking7@delphi.com>
Source record: 94583

Artem Koutchine <koutchin@mail1.sas.upenn.edu> writes:

>Dear chikn', You can do whatever you want. But remember, this is
>you responsability. I my country we beat shit out of people who
>try to turn in someone else. But well, we are in the USA and I've

Ha! Your message amuses me - considering you've never met me, and coupled with the fact that I'd probably clean you and your families clock.. Spent 8 years in the US Army and did some special forces (and Air Assault) time.

Irregardless of your idle amusements, the fact remains that this is a FREE country in that you are free to express yourself, but are not always free to ACT in any way you wish. Pirating software is a crime in this country, punishable by up to $50,000 and/or time in prison. Please try to remember that you're in the United States, the commercial capitol of the world -- not the damned soviet union, where you have to stand in line and steal everything!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

1249. PC2SIO? Maybe, but I need SIO specs...

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 04:34:56 UTC
From: heide@ee.ualberta.ca
Message-ID: <3hc61g$o86@quartz.ucs.ualberta.ca>
Source record: 94584

Hello! I'm looking for information on the SIO specs
(voltages, framing, etc.) and I was just wondering if anyone
knows of anything available on the net. This summer I
might take up the recently suggested project of interfacing
SIO devices (primarily drives) to a PC but unfortunately
I'm lacking information on the hardware side. I've got
the SIO2PC files, but haven't had time to sift through all
of them yet.

It would be kind of nifty if we could integrate something
like this into an emulator much like C64S does, but maybe
I'm dreaming...

(Please don't take this as a firm committment, though. It's
just something I might do for kicks. I never really got into
the hardware side when my 130XE was in working condition but
now that I've got the knowledge I feel like experimenting
a bit. :-))

Thanks in advance for any help!

--
Cameron Heide (heide@ee.ualberta.ca) "I'll be socially unpopular! More so!"

1250. Re: 1200XL power upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 05:31:41 UTC
From: bjcorr@delphi.com
Message-ID: <9502090032591.DLITE.bjcorr@delphi.com>
Source record: 94586

Can anyone tell me how I might get in touch with Mr. Wooley (I hope that
is spelled correctly!) I am in need of his services!
bjcorr@delphi.com

1251. Re: 1200XL power upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 05:31:55 UTC
From: bjcorr@delphi.com
Message-ID: <9502090032592.DLITE.bjcorr@delphi.com>
Source record: 94587

> I am in need of some room inside my 1200XL. So I have been seriously
>considering gutting all the AC crap inside. Having looked over this
>mother board here I would think that it would be easy to just add a
>standard 5VDC XL jack/supply to this thing. And then I can remove that
>horrible death sink and the 10000uF cap. and that (I assume) bridge
>rectifier. Why on earth is that thing so big? Why are there regular
>diodes silk screened underneath it?
>
> Anybody see any reasons why this gutting wouldnt work? I need room
>for a PBI, serial, parallel..etc....
>
>also.. anybody want to send me an Electrolytic cap (axial) 220uF 16V in
>the mail for $0.32 =) Radio S#@t doesn't seem to have any locally, and
>I don't want to purchase that big bag of caps and then NOT find one I need.
>
> Thanks for reading this waste of bandwidth.
>
>--
>43rd Law of Computing:
> Anything that can go wr
>..signature: Segmentation violation -- Core dumped
>
I believe I can send you the cap and I'll do it for free. Do ME a favor and
send me the specs on what your doing to your 1200XL! Sounds like a project
I would enjoy!
bjcorr@delphi.com

p.s. send me your snail mail address

1252. Re: CD ROM and more.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 05:32:08 UTC
From: bjcorr@delphi.com
Message-ID: <9502090032593.DLITE.bjcorr@delphi.com>
Source record: 94588

>R. GORE (CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK) wrote:
>: I remember hearing a few months back that a group of people somewhere
>: in continental Europe (Holland, Germany or Poland perhaps) were
>: working on CD ROM (interface) for use with the 8-bit Atari. I don't
>: know how it is progressing though.
>
> well.... Since you can get SCSI cd roms (SCSI si the ONLY way to go
>people...) I would think all you needed was to develope some
>sort of Filesystem mapping....

What about a IDE CD ROM via MIO II or I ?

bjcorr@delphi.com

1253. ***** 520 STFM system and 8-bit Stuff For Sale *******

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 07:51:44 UTC
From: gathings@cs.utk.edu
Message-ID: <3hchihINNi93@duncan.cs.utk.edu>
Source record: 94594
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

```
F O R S A L E

Item Desc Asking Price

Atari 520 stfm $120 (shipped )
with user manuals
(this is the model with
the internal floppy )
with st314 720k
drive

>>> For Parts ONLY <<<<

Atari 1027 Printer $10

Atari 1050 Disk drive $10

Atari 800xl $10

or take all parts for $25

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando
```

1254. Re: Loose ramblings & PBI stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 08:19:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <9FEB199503194621@pavo.concordia.ca>
Source record: 94592

In article <132524@cup.portal.com>, Rick_Michael_Cortese@cup.portal.com writes...
>Wing; A PIA on the PBI. I've done this & it works, but there's liable

If you really want a PIA on the PBI, there's the MPP PBI experimenters board
that is designed for a PIA.

Dave

DA_PATE@pavo.concordia.ca

1255. <ad> GUARANTEED CREDIT REPAIR BY LAW FIRM

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 10:06:53 UTC
From: ccapc@cyber.sell.com
Message-ID: <3hcpft$i0f@panix.com>
Source record: 94595

Consumer Credit Advocates, PC
11 Pennsylvania Plaza, Suite 2101
New York, NY 10001
(212) 629-5261 (telephone) (212) 629-4762 (fax)
E-MAIL: ccapc@cyber.sell.com

Our LAW FIRM offers direct guaranteed effective credit restoration services by experienced attorneys. THIS IS NOT A DO-IT-YOURSELF KIT.

What can we do?

We have successfully facilitated the removal of Late Payments, Charge-offs, Foreclosures, Repossessions, Collection Accounts, Loan Defaults, Tax Liens, Judgments and Bankruptcies from our clients' credit reports. WE GUARANTEE THAT YOUR CREDIT CAN BE RESTORED!!!

Who needs our services?

Anyone who has experienced the inconvenience and embarrassment of being turned down for a credit card, a lease or a purchase of an automobile.

Anyone who is unable to buy the house of their dreams due to denial of a mortgage application or who has to pay thousands of dollars more in mortgage interest than someone with good credit.

Anyone who has been turned down for a job or promotion due to derogatory credit items on a credit report.

Anyone in business who has lost a deal because a person or firm wanted to see his/her credit report before doing business.

Anyone who has been unable to establish credit.

THE FOUR GREAT MYTHS OF CREDIT:

Myth #1: It is illegal or immoral to have your credit report cleared.

Fact: It is not illegal nor immoral. In fact, that is what the Fair Credit Reporting Act is all about. The act was enacted by Congress in 1971. One of its purposes as to give consumers the protection of the law and to help guard against

any unwarranted invasion of a consumer's right to privacy.

Myth #2: The information on a credit report cannot be changed.

Fact: Actually, the opposite is true under the Fair Credit Reporting Act. Federal and State laws require that items be removed if they are not 100% accurate or cannot be verified in a timely manner.

Myth #3: It is impossible to get a bankruptcy off a credit report.

Fact: Bankruptcies can come off credit reports like any other derogatory item. The nature of the derogatory item has nothing to do with its removal under the Fair Credit Reporting Act.

Myth #4: Credit Reporting Agencies are empowered with some kind of governmental authority.

Fact: Absolutely Not!! They are simply large corporations whose primary goal is to make a profit like any other business.

If you have ever applied for or received credit, a file exists in one or more of the credit bureaus. These companies collect, store and distribute as much credit information as they can find, retaining negative information on a credit report for 7 to 10 years. This information is evaluated by potential creditors to determine your credit worthiness.

Credit reporting agencies are in business to protect the interests of the creditors. the LAW FIRM's goal is to help and protect the individual consumer from inaccurate credit reporting.

The president of our LAW FIRM has been practicing consumer law since 1984. The staff of our firm has successfully processed, disputed and challenged thousands of client credit reports.

Our legal fee is based o the number of negative items that appear on a client's credit reports, issued b the three national credit bureaus. Our retainer agreement offers a MONEY BACK GUARANTEE stating that if any negative item is not deleted, upgraded or corrected from a client's credit file, it will give the client a full refund for that item or continue to process the client's file at no additional fee until that item is

corrected, upgraded or deleted. THE ONLY THING YOU HAVE TO LOSE IS YOUR BAD CREDIT!!

PLEASE CONTACT THE LAW FIRM AND LEAVE YOUR FULL NAME, MAILING ADDRESS AND TELEPHONE NUMBER SO WE MAY FORWARD FURTHER INFORMATION AND INSTRUCTIONS TO YOU ABOUT OUR SERVICE.

Consumer Credit Advocates, PC
11 Pennsylvania Plaza, Suite 2101
New York, NY 10001
(212) 629-5261 (telephone) (212) 629-4762 (fax)
E-MAIL: ccapc@cyber.sell.com

1256. Re: XL/XE Diag rom mapping?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 10:07:39 UTC
From: Peter@bell.demon.co.uk
Message-ID: <792324459snz@bell.demon.co.uk>
Source record: 94596

In article <9502080156592.DLITE.bjcorr@delphi.com>
bjcorr@delphi.com "ben corr" writes:

> >Another stupid question, can anybody tell me precisely what the effect
> >on the memory mapping is when you turn on the 'enable diagnostic ROM' bit
> >on PB7.
> >
> >I've just discovered (after about 1 1/2 years!) that if you type 'BYE' on
> >my modified 800 the system crashes :(. The ROM image looks OK, so I
> >think the decode logic must be confused.
> >
> >Pete
> >--
> >Peter Bell <peter@bell.demon.co.uk>
> >
> How is your 800 modified?

Heavily 8-) -- It's switchable between 800 w/256K Axlon lookalike, 130XE
and 320XE. I've got both OS ROMS and BASIC in one EEPROM (27C512), and
a big PLD to switch everything around. Oh, and there is an extra PIA that
gets switched in in place of joysticks 3 and 4 when you turn on the XL/XE
OS. It still doesn't have a PBI though - maybe I should work on that...

I was just about to start writing it all up for the amusment of the 8bit
community, and discovered this little problem, which I'd like to resolve
before I release the mod docs.

Pete
--
Peter Bell <peter@bell.demon.co.uk>

1257. Re: XL/XE Diag rom mapping?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 10:10:08 UTC
From: Peter@bell.demon.co.uk
Message-ID: <792324608snz@bell.demon.co.uk>
Source record: 94597

In article <8FEB199502362966@pavo.concordia.ca>
da_pate@pavo.concordia.ca "PATERSON, DAVID ANDREW" writes:

> In article <792186090snz@bell.demon.co.uk>, Peter@bell.demon.co.uk writes...
> >Another stupid question, can anybody tell me precisely what the effect
> >on the memory mapping is when you turn on the 'enable diagnostic ROM' bit
> >on PB7.
> >
> >I've just discovered (after about 1 1/2 years!) that if you type 'BYE' on
> >my modified 800 the system crashes :(. The ROM image looks OK, so I
> >think the decode logic must be confused.
> >
> I think that the self-test runs somewhere in the middle of memory, replacing
> RAM. On an 800, though, it should go to MEMO PAD MODE - remember that? It's
> why I got an Atari in the first place - I discovered the full screen editor and
> was hooked. That, and Protector from Synapse.
>
Well, it does go to memo pad - when I switch in the 800 ROMs. I should have
been a bit clearer, the machine has two sets of ROMS in it. The problem
occurs when the XL/XE ROMS are selected.

Pete
--
Peter Bell <peter@bell.demon.co.uk>

1258. Atari Mags...please explain...

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 10:32:40 UTC
From: ivan@rcp.co.uk
Message-ID: <CHeOvAdBBh107h@rcp.co.uk>
Source record: 94599

>The UK has New Atari User, still published by Page 6 Publishing. That
>implies to me that there used to be an Atari User magazine in the UK, but
>I'm not familiar with the history there.

In the UK there used to be 2 magazines: Atari User and Page 6, both magazines
contained h/w, s/w reviews and news. When the Atari 8bit market started to
drop off (about 1989 ish I think) these two magazines combined to form the
New Atari User.

-Ivan
ivan@rcp.co.uk

--

1259. Re: Piracy and FTP sites.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 11:01:34 UTC
From: ipoorten@cs.vu.nl
Message-ID: <D3qByp.8tr@cs.vu.nl>
Source record: 94600

koutchin@mail1.sas.upenn.edu (Artem Koutchine) writes:

>: pirating the software that I've been paying for lately. Why should

>Yes yes yes. Why should i pay for soft that is free in eastern countries ?
>Besides, there many user-friends groups that did, do and will continue
>doing pirating.

Free in Eastern countries? Name me one piece of commercial software that
is _free_ in the so called Eastern countries! By the way, in your Eastern
countries the Atari 8-Bit market is much more alive. For example, take a
look at Poland. They still have some 8-Bit magazines and a lot of software
houses supporting the 8-Bit (atari's, commodedoors etc.) I don't think
they like people like you, stealing their income!

>: companies out there (Best, B&C, American Techna., etc..) that are
>: still trying to make a living off of this "soft".

>What are you trying to say ? For example if someone were trying to make
>living on selling junk food (bad example) would every one else have
>to buy it from that person and wouldn't be allowed to do his/her own ?

You are allowed to do your own. Turn on your computer with your DOS 3 disk
in the drive (that's probably the only legal software you have...), go
to basic, code your own DOS 2.5, MAC/65 etc. in plain machine code (i.e.
for l=..., read x, poke a+l,x, next l, x=usr(a)) Then start your MAC/65
and code your own Boulder Dash. (Still the best game for the 8-Bit atari's.
Sometimes when I'm in a nostalgic mood I even run it from my original tape :)

>You think that after this admin kick me off i'll try to talk to assholes
^^^^
?????
>again ? NO. I don't like when people threaten me because i fill scared and
>want to cry ......

You're scared? Oh, I feel pitty for you..... NOT!

>: You can run, but you cant hide!

>WRONG: I hate to run and i can HIDE.

underneath your mother's skirt?

Ivo

1260. Please name this game.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 11:44:26 UTC
From: Denver Leonard Giles <dlg2@coventry.ac.uk>
Message-ID: <Pine.ULT.3.91.950209114228.9225A-100000@rowan>
Source record: 94601

When I was a kid, we had a maze game which had doors that opened and closed at certain times. There was a time limit and if you did not escape then you died. If anyone knows the name of the game and where I can get a copy, please mail or post the answer.

Thanks in advance.


```
================================================================================
Denver Leonard Giles | \\\\\ ///// | Restore Insanity
E-Mail dlg2@cov.ac.uk | O O | To the masses.
Student - MIS (N201) | / |
Coventry University | /_ | Sanity is for the mad
Priory St, CV1 5FB, England | \_____/ |
```

1261. Re: BB Print (2)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 13:41:04 UTC
From: cd827@cleveland.Freenet.Edu
Message-ID: <3hd61g$hg5@usenet.INS.CWRU.Edu>
Source record: 94602

Wow, I' really suprised by Bob Puff's implementation of the printer
port on the Black Box.
It's my understanding that he uses a 6520 or 6821 Peripheral Interface
Adapter on the board for the printer port. If so... I think the
most efficient printer port is as follows.

One of the lines, I think it is CB2, can be configured to toggle for one
clock cycle immediately after a write to Port B, after which it
goes inactive again. I used this feature to automatically strobe
the data to the printer port. I tied the BUSY line to bit 0 of port A.
Writing to the printer port was then simply

```
LDA BYTE
STA PORTB
LOOP LDA PORTA
BEQ LOOP
RTS
```

the timing of the strobe worked, both directly connected ton an EPson Stylus
800 printer, and a 512K printer buffer that I have between the
computer interface I built (wired directly to the 800XL motherboard),
and the computer. I may have some of the bit assignments switched around
above, I have't played with the PIA chip in quite a while... but
having the PIA automatically strobe via one of the two Cxx lines
works extremely well.
Instead of wasting a bit on the other 8 bit PORT of the the PIA, I could have
used the other Cxx line as an input... disabling IRQ's when that line went
active, a
and done something like

```
LDA BYTE
STA PORTB
LOOP LDA PBCTL
AND #MASK
BEQ LOOP
RTS
```

but I was too lazy to figure out how to do that, and besides.. it
added more cycles and more code!! Bloat! Agghh!

My two cents anyway.

Jeff

--
Jeff McWilliams -->classic Atari black-hole resident.
cd827@cleveland.freenet.edu

1262. Re: Chris Crawford

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 14:13:46 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D3qKuz.Kst@nntpa.cb.att.com>
Source record: 94603

In article <xY74zwx.ransom22@delphi.com>,
Joe Walsh <ransom22@delphi.com> wrote:
>Reaser, Richard L., LtCol <REASERRL@POST2.LAAFB.AF.MIL> writes:
>
>>Chris Crawford is still around. He lives in Los Altos Hills California. I
>>was working to get him to be a speaker at a Military/Commercial Wargaming
>>Conference at Maxwell AFB about two years ago. Chris sports a moo-moo on
>>occasion, which tends to turn a few heads. He still programs and has
>
> Moo-moo? Well, at least he's still individualistic. :)

Ahhh ... but is it a moo-moo, or perhaps rather a caftan, which I
am rather fond of wearing around the house myself.

--
Richard Dell

1263. Re: 1200XL power upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 14:35:02 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D3qLuH.LE8@nntpa.cb.att.com>
Source record: 94510

In article <132522@cup.portal.com>,
<Rick_Michael_Cortese@cup.portal.com> wrote:
>Actually, removing the internal power supply on his 1200xl was how
>Wooley got his built in IDE drive to fit.

That makes sense, but I am doing IDE drives this week for our PCs here, and have (since my first IDE drive) standardized on the 1 inch high ones. I suspect (but have not physically inspected or tried as yet) that I could get one of those into my 1200XL without removing the power supply. I'll try it out tonight after finishing the TV I'm fixing ... put the 80 megger in and see how it fits (since the 1200XL is apart waiting for me to decide how to upgrade it). Certainly one of the 2.5 inch laptop drives would fit, though I believe most if not all of those use a smaller connector, and would require an adapter from a standard IDE controller. But now, maybe buying a used 2.5 inch drive from someone who has upgraded his laptop's drive would be an economical route to go (busily making a shopping list for Trenton).

--
Richard Dell

1264. Re: XL/XE Diag rom mapping?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 14:40:08 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <132565@cup.portal.com>
Source record: 94604

Pete, once again I don't fool around with PBI stuff so most of what I say is either a guess or from Mapping The Atari. In my other post I said something to the effect of I didn't know how the remap of PBI ROM works. If I really had the time, I could disassemble the ROM & find out, but I have little desire to do something with the buss so... There are plenty of rumors about people that supported the Atari, like CSS, disassembled the entire XL OS for building stuff like the Black Box. Atari themselves never released the source code & everybody who may have a copy of the OS they produced themselves treats it as a trade secret. That's fair since they are under no obligation to help somebody compete with them, but it makes it a little harder to figure out what's going on. I'm not sure exactly what your modified xl is like, but absolutely one of the first things to go when people were looking for PIA pins for memory expansion were things like built in basic & I'd guess ROM diagnostics. The other thing that went was the ROM diagnostics in the OS in all the modified OS chips out there. I believe when the ROM diagnostics are active, the OS ROM that has that piece of code is $4000 area similar to the way ram banks are switched in & out. How it's called once it gets there, i.e. JSR $4000 or JMP $4000 or JMP $???? I don't know. Ditto for the PBI stuff. The bright side is Mapping gave the address of the generic parallel device handler vector! It says to just move the vector into the the regular device handler table along with the device name. Thats how the 1450 added the V:(oice) handler. If this is accurate, the address contained in $E48F-$E490 will point some where in the ROM to the PBI initialization & I/O vector tables just like the ones at $E400 area do. Are you up for some disassembling?
Rick

1265. Re: Piracy and FTP sites.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 14:57:35 UTC
From: rcwal@eden.rutgers.edu
Message-ID: <3hdagv$4v6@er6.rutgers.edu>
Source record: 94539

mcurrent@blue.weeg.uiowa.edu (Michael Current) writes:

>h0142kdd@joker.rz.hu-berlin.de (Paul David Doherty) writes:

>>Shouldn't we perhaps distinguish between two issues here? I have every
>>respect for someone like Richard Gore still struggling to sell software
>>for a virtually dead computer, but I think "classic" Atari games are an
>>entirely different thing. The classics are abandoned software, noone
>>sells them, no author gets any profit for them, the authors and publishers
>>don't care for them, so why the heck should it be immoral to make these
>>games available for FTP?

>You give me a list of "classic" Atari games, and I bet I can name a
>vendor that still sells it, new, in box, for 90% of them. To me, it
>would be immoral to take away legitimate business from these vendors who
>try so hard to support us.
>--
>Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
> Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

Hello,

might you give me some vendor names for old software?

- Rich

1266. Re: Bill Wilkinson responds

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 15:20:09 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <132567@cup.portal.com>
Source record: 94505

Seems to me that someone who knows of Glenn Saunders from a venue other than this one, recently informed me that no less a saint than Bob Brodie himself had at one time singled out Glenn as "the single biggest pain-in-the-ass in the history of Atari Customer Support." The story may be apocryphal but I thought it was interesting.

1267. Re: James Dean vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 15:20:13 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <132568@cup.portal.com>
Source record: 94506

In article <1995Feb2.162117.23371@ericsson.se>, etxansk@garbo.ericsson.se write
s...
>
>I would love to have a similar thing, not necessarily a mirror, maybe a
>poster, with an Atari 800 on it, or screenshots from some classic Atari
>games. Is there a place where I can find gif/jpg picture files with
>reasonable quality? It would be so cool with a tastefully composed
Try ftp - atari.archive.umich.edu, or gopher gopher.archive.umich.edu.
Go to the Merit Archives, then Atari, 8bit, then I think it's graphics.
There are GIFs of a bunch of different software.

Dave

1268. Re: James Dean vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 15:40:09 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <132569@cup.portal.com>
Source record: 94507

Oops... I think I just posted a complete copy of something without editing
it. Bad finger day. Sorry.

Dave somebody writes:

>In article <1995Feb2.162117.23371@ericsson.se>, etxansk@garbo.ericsson.se writ
e
>s...
>>
>>I would love to have a similar thing, not necessarily a mirror, maybe a
>>poster, with an Atari 800 on it, or screenshots from some classic Atari
>>games. Is there a place where I can find gif/jpg picture files with
>>reasonable quality? It would be so cool with a tastefully composed

>Try ftp - atari.archive.umich.edu, or gopher gopher.archive.umich.edu.
>Go to the Merit Archives, then Atari, 8bit, then I think it's graphics.
>There are GIFs of a bunch of different software.

I may have access to some limited poster-creation facilities, I'll have
to look. What game screens are out there at umich, and which ones would
people want to see on a poster? I _do_ have the "all time favorite 8-bit
programs" list here somewhere, maybe I'll just use THAT. Pac-Man? M.U.L.E.?

Chris

1269. Re: International Mail-Order business

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 15:55:09 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Feb09.105338.3955@wariat.UUCP>
Source record: 94508

(Edited about internet, how it works.)
Msg #3099 in comp.sys.atari.8bit 9 Feb 1995 00:52:04 GMT
From: heller@akh104.rh.psu.edu (Andrew K. Heller) Subject:
Re: International Mail-Order business

Russ Gilbert (Russ.Gilbert@apk.wariat.org) wrote:
: (Andrew Heller says sending VISA #s in e-mail is not
secure.)

AH> Let's say you start out on a machine hooked directly to
the internet.

AH> First you make up a nice email message and send it off.
Your computer talks to your local mail machine (may or
may not exist). Your message is sent to your mail
machine and held in a spool. (Between your machine and
the mail machine a lot of packets of data are sent, and
if you are using ethernet connections, well, joe shmoe
in the cubical next to you can watch all that data
travel down the line). The mail machine

Any other questions?

Sure. OK, so there's a mail server machine. I take it that
this machine is the one that is hooked to the internet.
What is the nature of that hookup? Is it a two-wire line
like the phone line, or a fiber optic line (which works
how?)? The internet itself. Is it a system of
wires/cables/dish-satellite sort of like the phone company?
Does this mail server know all the machines hooked up to the
internet? Is the internet basically a network like the
phone company, with local switch areas and long distance
microwave/radiowave-satellite connections. I heard the
internet is an obsolete government/military system that is
designed to withstand a nuclear attack, is very
indestructable. Is there a central place all these messages
go, with a large capacity computer routing everything?
(The internet is a Wide Area Network, no?)
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

1270. Re: International Mail-Order business

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 16:00:17 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D3qpsI.yA@nntpa.cb.att.com>
Source record: 94509

In article <3hb8m9$mp6@hearst.cac.psu.edu>,
Andrew K. Heller <heller@akh104.rh.psu.edu> wrote:
>Russ Gilbert (Russ.Gilbert@apk.wariat.org) wrote:
<deletions>
>: Why couldn't companies like DGS, R. GORE, FTe, etc. be able to accept
>: credit card orders over the internet? In other words, say I wanted to
>: buy a game from R. Gore, I would e-mail him my VISA number and order,
>: he could take the order and reply to me that it was on the way. VISA,

<deletions>
>
> Bad move. Your email is filtered through tons of other systems
>and just about ANYBODY who wanted to could get your VISA number.
>A safe way would be to setup a PGP cypher for you and the company..
>in fact..I don't see why some companies havn't already done that.
>

I think some of the online bookstores do do business thru email,
although I am not surewhether they use PGP for the account info,
or set up an account for you thru voice contact.

It cannot be emphasized enough that EVERYTHING that goes thru a
gatewayon the Internet could be monitored by anyone with physical
access to the hardware. The Internet protocol is an open
broadcast over coax or fiber, an any access to the media means
access to the data. Encryption is the only security. Which is
why encription and PGP and public usage, free and open, of the same
is so important. Encryption is the only envelope available,
anything else is like sending postcards thru the mail.

--
Richard Dell

1271. VGA card (was: Ever a workable 80-column mod)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 16:16:46 UTC
From: CONRADUS@PLEARN.EDU.PL
Message-ID: <199502091616.KAA16485@mail.cs.utexas.edu>
Source record: 94511

>>I think, that _nobody_ can (and nobody _want_ to) modify the XEP 80,
>>due to a lot of Atari's cumstom chips inside. I am persuaded, that it will be
>>much easier and much cheaper, if anybody try to connect a VGA-style graphic
>>card to XL/XE. It were nice, weren't? I have thought about something like
>>it, but, unfortunately, I am not an electronic, then I cannot build a proper
>>interface. Nevertheless software does not look very difficult to develop...
>>last, but not least: VGA-card looks to be much better, than XEP, doesn't it?)
>
>There is someone in Germany who has produced a "Cart to PC Bus" device, and
>apparently has drivers for a Herc card (including the printer port). I'll
>see if I can find the info and re-post it. But if Herc is possible, then
>an 8-bit VGA card might be too.

Well... I cannot say, that I am not interested to your info. But I can say,
that I am not interested to a card, that allows to connect Atari to PC,
because I haven't a PC, off course. I have thought about a PC graphic-card
(VGA or SVGA looks the best :)) to be connected _directly_ to the XE-bus
(or what you have in your computer; I have the XE). As I have written yet,
software doesn't look to be difficult to develop, but I think, that it
shouldn't be loaded from the (hard) disk, because a graphic handler like
this will take lots of memory (it is first point), and our computer won't
be able to print anything on screen before program is loaded (= during
booting; it is the second point).

Due to points specified above, our hypothetic VGA-handler should be (I think)
installed on the (hypothetic) VGA-interface as a 'new-device', then it should
install both screen-devices (id est "E:" and "S:") as the CIO-new-devices.
'New-device' handlers are easy to write, I have written yet something like
this for interface, that have been developed to connect a PC as a hard drive.
It have worked fine so far.

The VGA-card bears another problem: screen accesses are possible through the
64KB address-area. Unless we have not the 65C816, we cannot insert it to the
CPU address space directly (it is the great point to have a 16-bit CPU into
Atari). The VGA-memory area sholud be splitted (is it a correct form?) into
at least four parts for 640*480/16 graphic mode, then shouldn't be inserted
but in $4000-$7FFF (like many standard memory extensions) and swithed on/off
by a special port on page $D100. There should be several another ports spe-
cific for the VGA, that allow to select a bitplane etc. This way we can do
accesses to the screen memory on the card <although it often have over 512
kilobytes of RAM, it allows to read/write the RAM using 65536 adresses only,
and set points in different bitplanes by one instruction; VGA have been de-
veloped for very slow and very primitive computers, like PC's ;) >, and
because of it we cannot load a screen handler to extended memory banks. If
our Atari has the 65C816 CPU, we haven't any problem, off course, due to

16MB address space.

If we install a VGA card in our beloved computer :), we can piss off the ANTIC and GTIA then easily accelerate CPU to, for example, 3.54 MHz.

I hope, that You can understand my English.

Konrad Kokoszkiewicz
conradus@plearn.bitnet

1272. What are the Ataris being used for?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 16:48:53 UTC
From: tel4@Lehigh.EDU
Message-ID: <3hdh1l$57oq@ns1.CC.Lehigh.EDU>
Source record: 94513

Hello Atari Enthusiasts:

I checked out this newsgroup because I am one of the original Atari 800 owners.

Mine is packed away in the basement because I thought it was useless. I guess
I am wrong since there is a newsgroup dedicated to Ataris.

Would someone please tell what the Ataris are being used for?
Maybe I could then dust mine off and get some use out of it.

Thanks
Ter

tel4@lehigh.edu

1273. Re: International Mail-Order business

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 16:58:34 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3hdhjq$n2f@hearst.cac.psu.edu>
Source record: 94514

Russ Gilbert (Russ.Gilbert@apk.wariat.org) wrote:
:
: Sure. OK, so there's a mail server machine. I take it that
: this machine is the one that is hooked to the internet.

well, yes, so can your machine just as mine is.

: What is the nature of that hookup? Is it a two-wire line
: like the phone line, or a fiber optic line (which works
: how?)? The internet itself. Is it a system of
: wires/cables/dish-satellite sort of like the phone company?

Yes, to every one.

: Does this mail server know all the machines hooked up to the
: internet? Is the internet basically a network like the

It looks up the name by asking a Domain Name Server (DNS lookup)
where to send your mail (usually MX routes) if that server
doesn't have it it will tell your mailer where to find a DNS that
can answer its questions.

: phone company, with local switch areas and long distance
: microwave/radiowave-satellite connections. I heard the
: internet is an obsolete government/military system that is
: designed to withstand a nuclear attack, is very
: indestructable. Is there a central place all these messages
: go, with a large capacity computer routing everything?

yes and no. As I recall there were 4 large companies that
managed a large portion of the internet. But, technically, everything
that is connected to something else is part of the fiber of the network.

For instance. My personal machine has its own internet address.
akh104.rh.psu.edu. It is wired using ethernet to a HUB in my building.
which is then wired (wired! like phone wire) to a HUB in the Eastern
part of my University. Which is then wired to (god only knows where)
some other machine which is hooked up via fiber optics or heavy cable
to some other big university. etc... and on on on on on

for example... for me to get from State College PA to Allentown PA
(and I have no IDEA WHY this is the route my data takes, but it is)

My machine to #1
1 128.118.192.1 (128.118.192.1) 3 ms 3 ms 3 ms
2 tbfddi1.gw.psu.edu (128.118.100.1) 5 ms 4 ms 5 ms
3 192.5.159.10 (192.5.159.10) 4 ms 4 ms 6 ms

```
4 dgb-psu.cic.net (131.103.25.81) 41 ms 40 ms 39 ms
5 dgf-fddi0.cic.net (131.103.1.19) 31 ms 44 ms 36 ms
6 umn1-dgf.cic.net (131.103.9.82) 118 ms 140 ms 136 ms
7 nsf-gw.msc.net (198.174.96.3) 133 ms 147 ms 124 ms
8 * gw11.msc.edu (137.66.13.231) 146 ms 165 ms
9 aip-gw.msc.edu (137.66.220.245) 225 ms 195 ms 278 ms
10 destination 198 ms 188 ms 204 ms

there are 10 places where my data is routed. and anyone at those
sites or between those sites can look at the data if they wanted to.

--
43rd Law of Computing:
Anything that can go wr
.signature: Segmentation violation -- Core dumped
```

1274. Re: VGA card (was: Ever a workable 80-column mod)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 17:02:18 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3hdhqq$n2f@hearst.cac.psu.edu>
Source record: 94515

Konrad Kokoszkiewicz (CONRADUS@PLEARN.EDU.PL) wrote:

[dreams about SVGA on the 8bit]

Why VGA/SVGA? ahhahah funny. Why not just CGA or EGA.

I was thinking more along the lines of 8bit serial/parallel cards
or even 8bit mfm floppy and harddrive cards! and 8bit networking cards
etc...

The first thing would be to get a multi i/o card up and running...
then move on the floppy. etc.
--
43rd Law of Computing:
Anything that can go wr
.signature: Segmentation violation -- Core dumped

1275. A Favor

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 17:40:15 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <132571@cup.portal.com>
Source record: 94516

Odd favor to ask, but I've never met Tom Hunt & his bbs is not a local call
for me to say the least! Could somebody that uses the CTH bbs ask him a
question for me? It's been said that he prefers SD over other DOS's & if
it's true I'd really like to hear his reasons. I also need to know if he
makes SD only programs, if so why?
an email reply would get to me quickest.
Thanks
Rick

1276. Re: International Mail-Order business

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 18:00:46 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <3hdl8e$bdu@blue.weeg.uiowa.edu>
Source record: 94517

Russ.Gilbert@apk.wariat.org (Russ Gilbert) writes:

>I've seen people from UK, New Zealand, Netherlands, US thinking about
>ordering stuff from another country, but not quite comfortable with it.
>Why couldn't companies like DGS, R. GORE, FTe, etc. be able to accept
>credit card orders over the internet? In other words, say I wanted to
>buy a game from R. Gore, I would e-mail him my VISA number and order,
>he could take the order and reply to me that it was on the way. VISA,
>Mastercard, American Express all do international money exchange rates
>all the time (at least I've done it between Canada and US). All this

Security is the big issue. As Andrew was trying to point out, every
e-mail message passes through many, many machines, every point at which
is the potential for someone pulling your credit card number from your
message.

What I wanted to point out, is that there _are_ companies selling their
wares over the Internet, inviting credit card orders, etc. CDNow comes
to mind: telnet to cdnow.com or point your www browser to
http://www.cdnow.com/ (not necessarily right, but close). They do a
large amount of business over the Internet, by convincing people it's
safe to send them their credit card numbers. I guess my point is, the
chances of someone actually stealing your credit card number from a mail
message are probably not very high, but you have to remember that the
potential is there.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

1277. ATARI 130xe/400 games

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 18:15:59 UTC
From: phackney@krisalis.demon.co.uk
Message-ID: <792358044snz@krisalis.demon.co.uk>
Source record: 94518

MMMMMM,this user group seems to be as dead as the Atari 8 bit machines.I have over two hundred ORIGINAL titles for the Atari 8-bit,including 20 ROM cartridges.I started using said machine back in 1983.Although a great computer it never really caught on here in the UK but software was still easy to get if you wanted it badly enough.How about discussing why the machine died and what your favourite games were (chances are i have it!).Well i'll leave you and see if it's worth being a regular reader of this group - come on!Lighten up!

--
P. Hackney
"A cat meeows,a sheep bleats,a frog croaks - a human barks?"
DISCLAIMER:All views are my own and not my employer's.

1278. Re: Atari/Commodore stuff for sale LAWRENCE ESTEP PLEASE READ!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 18:56:08 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950209105231.5861E-100000@PEAK.ORG>
Source record: 94590
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,rec.games.video.classic,alt.atari.2600

Well, Lawrence....I can't remember how long it has been since I sent you $10 for some game carts, but I haven't received any replies from you.

I sent you a message in E-MAIL, but I didn't see a reply today, and now I see a new ad dated yesterday, 2/7/95.....and still no reply.

It's been so long that I have changed my mind. Will you please send my back my $10? I am now beginning to get concerned that I'm being ripped off.

If you haven't received my E-mail, then perhaps you'll see this on one of the newsgroups in which it is posted.

Awaiting your reply....

James

1279. Re: Faxmodems/TCP-IP

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 19:10:51 UTC
From: int@link.xs4all.nl
Message-ID: <3hdpbr$6ti@link.xs4all.nl>
Source record: 94519

James King (jeking7@delphi.com) wrote:
: Charles <int@link.xs4all.nl> writes:
:
: >i'm working on a slip, tcp/ip driver for the atari, slip is working,
:
:
: MOST EXCELLENT! Unbelievable.. You currently have a WORKING SLIP
: driver for your 800xl?? I dont suppose you'd like to share it??

SLIP is working, but the icmp, tcp and udp layers are not. so you cant
do much with it yet. also, if the driver is finished, we need
clients like telnet, ftp, www-browser, and daemons, telnetd, ftpd etc.
so there's still a lot to do before its useful.

but i have a problem, i use a65 (from the cc65 package), to
assemble the code, and it seems a65 is generating wrong branches
sometimes. (branching to 0 on that page). that has to be fixed first..

Charles..
--

```
#include <stdio.h> /* for my PGP key, finger int:pgp@link.xs4all.nl */
main(q,x){srand(getpid());for(q=rand()%99;q--;printf(&" \n * \n %s\0 *\n"
" \n* %s\0 *\n * \n* %s\0* *\n \n* *%s\0* *\n * \n* *%s\0* *\n* *\n"
"* *%s"[(x=rand()%6)*14],"\n\x1b[3A",usleep(5<<4)));puts("\n\n");exit(++x);}
```

1280. Re: Piracy and FTP sites.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 19:40:13 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <132572@cup.portal.com>
Source record: 94520

Artem: Where are you from? I'm just curious as it may help me explain the difference between where you come from & how things work in the US. Matter of fact, it may explain a lot of stuff.
Rick

1281. Re: Chris Crawford

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 19:51:31 UTC
From: jlodoen@shell.portal.com
Message-ID: <3hdro3$7m4@jobe.shell.portal.com>
Source record: 94521

heller@akh104.rh.psu.edu (Andrew K. Heller) writes:

>Reaser, Richard L., LtCol (REASERRL@POST2.LAAFB.AF.MIL) wrote:
>: Chris Crawford is still around. He lives in Los Altos Hills California. I
>: was working to get him to be a speaker at a Military/Commercial Wargaming
>: Conference at Maxwell AFB about two years ago. Chris sports a moo-moo on
>: occasion, which tends to turn a few heads. He still programs and has
>: developed several interesting simulations. I forgot the name of that
>: fantastic political simulation he wrote a few years ago (to include a book)
>: Balance of Power? Eastern Front is still a true marvel of ingenious
>: programming.

>: Rick Reaser

> Did he also work on the cart version? (aka Eastern Front II)
>I own both versions. The cassette version was brilliant but the Cart
>is much more fun to play.

Sure did, from an article he wrote in Atari Connection:

"With another four months of polishing, the new Eastern Front (1941),
which is now available on cartridge as a main-line Atari product, is
immensely superior -- more levels of play, the opportunity for longer
game play, more of the parameters of the actual battle brought into play."

There is a "Scenario Editor" for the APX version, I think B&C listed
it.

1282. Re: Loose ramblings & PBI stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 20:00:15 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <132573@cup.portal.com>
Source record: 94522

Dave; I think Wing's in Australia. He took it to email to explain his problems with parts/sources/vendors. I should reread his email, but he more or less just wanted a knock around project as he has a clone with a laser printer etc. Anyway, I doubt if there's a MPP board anywhere in Australia an darned few in the US. He seemed to want to build something in his schools electronic lab vs solder a kit. Wasn't interested in buying an 850, PR:, ... either.
Rick

1283. Re: What are the Ataris being used for?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 20:18:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3hdt9o$v60@hearst.cac.psu.edu>
Source record: 94523

tel4@Lehigh.EDU wrote:
: Hello Atari Enthusiasts:

: I checked out this newsgroup because I am one of the original Atari 800 owners.

: Mine is packed away in the basement because I thought it was useless. I guess
: I am wrong since there is a newsgroup dedicated to Ataris.

: Would someone please tell what the Ataris are being used for?
: Maybe I could then dust mine off and get some use out of it.

My girlfriend's atari is being used for

a) lesson plans with an XDM121 letter quality printer and AW+
b) superbreak out
c) keeping track of her finances with the old Budget and Cashflow disks.

My atari is being used as a store house for all the atari software I own.
And they are laying around the house doing various things, gathering dust,
sucking down power, waiting to be upgraded...etc.. like this 1200XL
under my bed...waiting for a capacitor. =)

--
Carts: 2600 104; 5200 23; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen. & 3d goggles.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

1284. Re: Where to buy 850 cables?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 21:25:40 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9502092126.AA19382@zippy.sonoma.EDU>
Source record: 94524

If you can't stand the flicker in FT80, you can either:

1) turn down the contrast on your monitor; I found that I can nearly
REMOVE ColorView rolling and flickering on my Commodore 1084 monitor
by turning the contrast to nearly off. Looks awesome.

2) Get Ice-T, the "other" new 8-bit 80 col. high-speed VT emulating terminal.

I've not used a modem on my Atari in a long time :(so I never use either..
others will of course have pro's and con's to share between the two though.

-bill!
kendrick@zippy.sonoma.edu

1285. Re: What are the Ataris being used for?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 21:32:38 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9502092133.AA19755@zippy.sonoma.EDU>
Source record: 94525

Uh oh! This thread again! :)

Well... games, games, games, programming, hardware hacking, games,
telecommunications, games, viewing graphics and playing sound, games,
programming, telecommuncations..

did I leave anything out?

Oh, I guess some people still do business and word processing stuff on 'em.
but not me :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

1286. Re: ATARI 130xe/400 games

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 21:34:17 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9502092134.AA19868@zippy.sonoma.EDU>
Source record: 94526

Umm.. this group isn't dead.. The Atari isn't dead.. and SOME of us are busy playing (and writing) new games, thank you! :)

I prefer Star Raiders, though, if you need an answer :)

-bill!

1287. Re: Game: Line-Up uploaded at UMICH.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 21:49:50 UTC
From: vparada@inf.utfsm.cl
Message-ID: <3he2lu$bjg@camahueto.inf.utfsm.cl>
Source record: 94527

Hola mundo.

William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>FOr a sec, that game sounded first like Columns (UltraTetris on XL), then
>like Klax (Glaggs on XL).

Well, Line-Up is more like Columns...

>Wierd.. can't wait to see it! :)

I forgot to mention about the pause key.
If you press "P" during the game, a cool 3D effect appears.
Then, return to the game with "ESC".

Also, there are some loading keystrokes that
enables, changes, disables or bypasses
playfields, music, sounds or presentations.

I don't know about unlimited-lives-magic-keys... Sorry!
But you can still get more lives by reducing special units
or every 10.000 (100.000?) points during the game.

[.sig deleted]
>Coming soon: my WWW home page!

Wierd.. can't wait to see it! :)

++Vitoco
--
Lic. Victor A. Parada __ __ Universidad Tecnica
Ingenieria Civil en Informatica o-''))_____\\ Federico Santa Maria,
mailto:vparada@inf.utfsm.cl "--__/ * * *) Valparaiso, CHILE.
http://www.inf.utfsm.cl/~vparada/ c_c__/-c____/ +56 32 626364 x431 :-)

1288. Atari 8-bit Windows Help File

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 22:20:15 UTC
From: nagual69@aol.com
Message-ID: <3he4ev$6kn@newsbf02.news.aol.com>
Source record: 94528

The Atari 8-bit Hypertext Help file for Microsoft Windows is (albeit too slowly) progressing nicely, but as of lately I have been too busy searching for needed info in cyberspace, and unfortunately not finding any. So I must ask for your help, because the sooner I compile the info I need the sooner I can Post a BETA copy up and all those who have access to a windows machine can beta test it for me.(grin) ;)

Here's what I need:

Copyright information. - Examples on copyright law, (for both the help file and for the
shareware programs referred to in the
file.)
DOS Information - SpartaDos. - If anyone has some docs, or just wants to put in a good
explantion or hints or etc. Send me a note.
I can't find the docs on it
anywhere. (PS if anyone has a Sparta 3.2x
ATR disk - mail it!)
Upgrades - Have any files on hardware hacks/upgrades for the 8-bit? I'll put them in!

Everyone, and everything (Faqs, Vend/Dev, DOCS from programs,etc) All cited, (with, as current as possible, addresses, e-mail, etc) is going be in this file. I'm dropping in everything I can get my hands on, and am planning on adding more and more, and I hope you will enjoy it!

And if I can get you to support the my effort by mailing a VERY few $'s, I will take the index and jump points and upgrade to a unix connection and set it up as a WWW site! (GRIN!) ;)

This will be my attempt to jumpstart the remaining Atari 8-bit market, by hopefully reaching many who have left their 8-bit gather dust in the closet while making Intel and Microsoft rich, and showing them the true beauty of both.

What do you think?

Thanks ahead of time,

Nagual Concept Systems
Toby Schmeling
Nagual69@aol.com

1289. Re: What are the Ataris being used for?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 22:40:52 UTC
From: chaos@oo.com
Message-ID: <3he5lk$nqk@tequesta.gate.net>
Source record: 94529

William Kendrick (kendrick@zippy.sonoma.EDU) wrote:
: Uh oh! This thread again! :)

: Well... games, games, games, programming, hardware hacking, games,
: telecommunications, games, viewing graphics and playing sound, games,
: programming, telecommuncations..

: did I leave anything out?

: Oh, I guess some people still do business and word processing stuff on 'em.
: but not me :)

: -bill!
: kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
: William (Bill) Kendrick / | \ ** New Breed Software **

Face it, messing around with an 8bit is just kinda neat. :P their
chaep machine, and they do neat things. Sure, i would take my 486 over my
8bit any day of the week, but their neat to have around.

1290. Re: Copyright ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 23:21:07 UTC
From: nathanc@math.wvu.wvnet.edu
Message-ID: <nathanc-090295181421@tangent.math.wvu.edu>
Source record: 94531

In article <3gt252$j1r@netnews.upenn.edu>, koutchin@mail2.sas.upenn.edu
(Artem Koutchine) wrote:

> RESEARH.
>
> I ASKED PEOPLE IN OTHER NEWSGROUPS, CHATS, REAL LIFE WHAT THEY THINK
> ABOUT WHAT IS GOING HERE.
>
> NOBODY CALLED IT SMART MOVE
> MOST OF'EM SAID THAT YOU ARE PEOPLE REALLY LIKE TO WAIST YOUR MONEY
> SOME PEOPLE SAID THAT YOU ARE PEOPLE UNFUCKABLE RICH !!! :-) (i hope so)
>
> Think about, these are not my opinions, these are opinions of
> other people, tons of people.

Well, tons of people here think you're a schmuck. Does that mean it's
true?

Opinions are like rear ends. Everyone's got one and their usually full of
crap. So I throw money into a dead computer. I guess people who sink
money
into restoring cars are too "f*cking rich" and stupid. I guess those who
give
money to a church are complete as*holes ("hey man, you don't have to give
so
why do it? Sh*t dude, you're stupid.")

When it comes right down to it it's my money, I'll do with it what I like.

Oh yeah, learn the location of your caps key.

A Centofanti __ __ _____
WVU Math Dept. \ \/ \/ ____|
\ /\ /____
\//\\// ___|
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\ /
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1291. Re: Whats a .xmo?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-09 23:57:18 UTC
From: bernard@beco.link.xs4all.nl
Message-ID: <bernard.0468@beco.link.xs4all.nl>
Source record: 94530

R. GORE (CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK) wrote:
> I've just checked out the list of software available from Umich,
> there seams to be quite a few files with a .xmo extender. What does
> this mean?

> .arc is arced
> .dcm is diskcomm

Yep, And here in the netherlands we use .DC3 for DISKCOM 3 because where
you diskcom a disk with diskcom 3 you CAN'T UNdiskcom it with older
versions of diskcom.... So when you find a file on the ARCHIVE with DC3 it
is from europe or the Netherlands...

> .bin is binary
> .bas in BASIC etc etc etc

--
Bernard Kok BECO TEL (XL/XE support)
bernard@link.xs4all.nl Online : every day from 18-07 CET
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859

1292. Re: Loose ramblings & PBI stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 00:00:26 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <132583@cup.portal.com>
Source record: 94532

(Yes, I'm pretty much a lurker here, but Rick knows me, and shouldn't
be doing such things as using a whole page for a silly little 4 address chip.
)

Rick - check out my multiple pia upgrade on one of the ftp sites. Some min
tinkering with it would allow 64-pia's to exist in the $D3 page currently
being hogged by one. In addition, while it would require an extra wire comin
out of the machine, you could avoid almost all internal wiring and just attac
it to the PBI.

Charles_Hughes@cup.portal.com

1293. Re: Joining of comp.sys.atari.8bit an..

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 00:53:54 UTC
From: "Craig S. Rothman" <73304.377@CompuServe.COM>
Message-ID: <3hedf2$j6t$1@mhade.production.compuserve.com>
Source record: 94533

Tell me, Craig (self rigteous, self-appointed master of the PRO!
network), how the HELL are you supposed to let folks SAMPLE internet
messages, if they are inaccessible to an existing message base?

A: Ah, ok, Ill tell you. Ask for a new base to be created and put
these messages in there. Then ask sysops to take the base as a trial
to see if theyd like it. I believe I was making a gesture to you on
this front in my post. I saw that some people did not like the posts
in the 8 bit sig (NOTE NOT ME-YOU TURKEY!), and I was only
advocating the creation of a NEW base for these posts. For the
record, I am not part of the crowd of people who complained about
the messages being there. I am only offering you an alternative way
to connect the boards into this net if youd like to do so. I felt
you were obviously frustrated as I read your post here (which I felt
like you were throwing your hands up and quitting on the idea). I
am not "master of the Pro! net", or even self rightious either, I
was trying to *HELP* you!!! I think you owe me an apology for the
"character assassination". And your "I had to post them there"
explanation does not jibe. We make new groups all the time, people
would find it and post in it. You just blame me for all the trouble
the others gave ya over your posts..SIGH! Im not the enemy ok?
Lighten up, how about giving this idea a try?
-The Dog

--
Call the UnderDog BBS! Express PRO! (508) 820-3089

1294. Re: Piracy and FTP sites.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 00:54:26 UTC
From: h0142kdd@joker.rz.hu-berlin.de
Message-ID: <3hedg2$5gi@joker.rz.hu-berlin.de>
Source record: 94534

In article <3hb03b$1h5i@blue.weeg.uiowa.edu>,
Michael Current <mcurrent@blue.weeg.uiowa.edu> wrote:
>
>You give me a list of "classic" Atari games, and I bet I can name a
>vendor that still sells it, new, in box, for 90% of them. To me, it
>would be immoral to take away legitimate business from these vendors who
>try so hard to support us.

Thanks for your offer. I'm looking for Scott Adams's SAGA series (the
12 classic adventures in the graphics version). Where can I get them?
[BTW, this is not a challenge or anything - I'd just like to play those
games, and I was not able to find them anywhere, neither for the Atari
nor the Commodore 64.]

Generally speaking, if a game can still be bought, people should buy it.
However, your 90% figure is highly unlikely - 10% would probably more
correct.

1295. Re: Piracy and FTP sites.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 01:00:24 UTC
From: h0142kdd@joker.rz.hu-berlin.de
Message-ID: <3hedr8$5q7@joker.rz.hu-berlin.de>
Source record: 94535

In article <x66ZDe9.ransom22@delphi.com>,
Joe Walsh <ransom22@delphi.com> wrote:
>Paul David Doherty <h0142kdd@joker.rz.hu-berlin.de> writes:
>
>>don't care for them, so why the heck should it be immoral to make these
>>games available for FTP?
>
> Well, Dave, it isn't so much a morality question, but a legality
>question. It is illegal to distribute copyrighted material without
>the "express, written permission" of the copyright holder.
> If a person does so, he or she is breaking the law.
> Seems pretty simple to me. :) Do you want to break the law,
>or not? :)

Well, that's what they teach you in kindergarten, but real life is not
that "simple". You're lucky if you've never broken any law, but most
people do so from time to time, whether it's tax return or crossing the
street when the light's red. It all comes down to what one believes is
right, what one can justify in a moral sense, whether one interferes
with other people's interests etc. There are areas where such decisions
are easy to make, where the black/white picture which you prefer applies.
With "pirating" lost software it's more like gray...

1296. Re: Joining of comp.sys.atari.8bit an..

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 01:06:08 UTC
From: "Craig S. Rothman" <73304.377@CompuServe.COM>
Message-ID: <3hee60$j6t$2@mhade.production.compuserve.com>
Source record: 94536

Ya know, you have a way with words. Your probably peeved at me cause
I asked you to put the messages in a totaly new base, a programmer
or two didnt (at your request) do what YOU wanted them to, and
everybody is a narrowminded moron because they didnt drop dead and
jump on your bandwagon.

We arent a bad network. You yourself continue to belong to it, and
network to us. I think your making a lot of black-eye accusations
about our network, and it doesnt actually improve people's mind-sets
about why a link to the PRO! net would be a good idea here.
If its so bad, why I would hate to think about how why youd want to
make this kind of effort in the first place. Im probably the only
person who went out of his way to write you about making a base to
link these messages, and you copped an attitude on me too..I net to
Bill Bingham and it would have been a good idea to work something
out. Everybody else in the net (sysops and users) are pretty cool,
I think you just got up on the wrong side of the bed or something.
Unless Im mistaken, one PRO person offered some help...
-The Dog

--
Call the UnderDog BBS! Express PRO! (508) 820-3089

1297. Re: What are the Ataris being used for?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 01:20:53 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <J885Lxd.ransom22@delphi.com>
Source record: 94537

<tel4@Lehigh.EDU> writes:

>Hello Atari Enthusiasts:
>
>I checked out this newsgroup because I am one of the original Atari 800 owners.
>
>Mine is packed away in the basement because I thought it was useless. I guess
>I am wrong since there is a newsgroup dedicated to Ataris.
>
>Would someone please tell what the Ataris are being used for?
>Maybe I could then dust mine off and get some use out of it.

It would be easier to say what my Atari *isn't* used for. :)

But, to most succinctly answer your question, I use my Atari
for everything that I use computers for, other than running my BBS.

I use my Atari to call out, write letters, do spreadsheets,
keep track of things with a database program, play games, program,
etc.

Anything the average user would want to do with a computer,
the ATari can do . . .

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1298. Re: ATARI 130xe/400 games

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 01:24:25 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <Be8ZzdR.ransom22@delphi.com>
Source record: 94538

"P. Hackney" <phackney@krisalis.demon.co.uk> writes:

>MMMMMM,this user group seems to be as dead as the Atari 8 bit machines.I have
>over two hundred ORIGINAL titles for the Atari 8-bit,including 20 ROM cartrid-
>ges.I started using said machine back in 1983.Although a great computer it
>never really caught on here in the UK but software was still easy to get if
>you wanted it badly enough.How about discussing why the machine died and what
>your favourite games were (chances are i have it!).Well i'll leave you and see
>if it's worth being a regular reader of this group - come on!Lighten up!

Yeah, 50 messages a day is pretty dead. Not!

And ATari 8-bit computers are dead, because there are only
at least 3 or 4 magazines devoted to it, dozens of retailers and
vendors making money from it, and thousands of people enjoying using
them. Yep, that is one DEAD platform.

-Joe
--
____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1299. Re: PC2SIO? Maybe, but I need SIO specs...

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 02:23:31 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D3rIn7.KKp@nntpa.cb.att.com>
Source record: 94542

In article <3hc61g$o86@quartz.ucs.ualberta.ca>,
Cameron Heide <heide@ee.ualberta.ca> wrote:
>Hello! I'm looking for information on the SIO specs
>(voltages, framing, etc.) and I was just wondering if anyone
>knows of anything available on the net. This summer I

I don't know if all the technical documents are on the
atari.archive.umich.edu site or not, or just the framing stuff,
but all the info is in what is refered to as the "Technical
Reference Manual", published by Atari way back when, and I believe
available from the vendor in the FAQ.

As far as voltage requirements and such ....

Peripheral input spec -- vih = 2.0 v min, vil=0.4 v max
iih = 20 uA max at 2.0 v input
iil = 5 uA max at .4 volt input
Peripheral output spec -- Vol = 0.4 v max at 1.6 mA
(open collector bipolar) Voh = 4.5 v min with external 100 K ohm pullup
Vcc/READY input -- goes logic low on open circuit
vih = 2.0 v min at iih = 1 mA max
vil = 0.4 v max.

Note these are typical TTL type specs, design for a peripheral
output of an open collector type gate. Looking at the 1050 print
I just got in the mail, they use a CA3086 transistor array to
implement an open collector output, as well as three inputs for
the data, command, and ready line. The data and command are just
a 100 K resistor in series with the base, while the ready line is
a 10K/4.7K voltage divider in the base, giving a 2.0 volt or so
turnon point. The 800XL (print I have handiest) has 100 ohm
resistors in series with the outputs from the Pokey chip, with a
4.7K pullup resistor at the input, and a .001 uF capacitor at the
external world interface.

Pin assignments -- which I think is in the FAQ ..

1 -- clock input
2 -- clock output
3 -- computer data input
4 -- ground
5 -- computer data output
6 -- ground
7 -- command bar (output from computer)
8 -- motor control (output from computer)
9 -- proceed bar (pulled high) (not used)

10 -- +5 v / ready -- 5 volts at 50 Ma available from the computer
11 -- computer audio input
12 -- +12 volt at indeterminate power
13 -- interrupt bar (pulled high) (not used)

The 1050 disk drive uses only the data input, data output, ready, and command, thus it has three inputs and one output. The motor control line is intended to drive the cassette deck (though I used it as a baud rate switch in my ole 6809 SIO2PC type interface, to enable the 6809 to look like a cassette deck).

A synopsis of the bus operation is briefly, a command frame from the computer, then an acknowledge frame from the peripheral, then (if needed) data from either the computer or the peripheral, ended by an operation complete from the peripheral. For details and timing, there is no substitute for the Technical Reference.

A slight note on timing ... given the 4.7K pull up internal to the 800XL, and the .001 uF capacitor on the bus at the computer, this means a 4.7 uS time constant, or a 10.3 uS rise time at the Pokey chip minimum. Cable capacitance will slow this down (gee, maybe I should measure a typical cable), but if we assume perhaps another 500 pF (probably the right ballpark for 10 feet of cable or so), this would make the rise time about 15 uS. Fall time should be much faster, say 20 percent of this, but inequality would cause bit width distortion, but say this might give a maximum data rate of the order of 50 K baud on the SIO bus, about what the high speed disks and drivers get.

--
Richard Dell

1300. Re: Joining of comp.sys.atari.8bit an..

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 03:36:16 UTC
From: James King <jeking7@delphi.com>
Message-ID: <Rm04zzQ.jeking7@delphi.com>
Source record: 94540

Craig S. Rothman <73304.377@CompuServe.COM> writes:

>was trying to *HELP* you!!! I think you owe me an apology for the
>"character assassination". And your "I had to post them there"

Yeah, I was blowing off steam and you were the recipient.. My apologies.
It's just that after so much work trying to get it to work, and all I
got were bitches and "why dont you put it in a separate base!"

>A: Ah, ok, Ill tell you. Ask for a new base to be created and put
>these messages in there. Then ask sysops to take the base as a trial

Pretty impractical option, as most BBS's are already up to base 31 --
and irregardless, it was just a test, not a full fledged port
of csa8 and the Pro! network. I stand by my decision to put those
4 messages in the Atari(8) base.

>Lighten up, how about giving this idea a try?

Na.. I'm bagging the idea. First impressions are very strong with me, and
I didnt get ONE supporting reply from my initial test messages. If the
Pro! community wants Internet messages, let them pay for their own feed
like I do!
--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

1301. atari software

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 03:41:29 UTC
From: richkalyn@aol.com
Message-ID: <3hen99$bfj@newsbf02.news.aol.com>
Source record: 94541

I need kids software. Call me at 216-398-5189 or e-mail. We have 800 xls.

1302. Re: Atari 810 - Are schematics available

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 04:33:05 UTC
From: cmwagner@gate.net
Message-ID: <3heqa1$lis@tequesta.gate.net>
Source record: 94543

Peter Bell (Peter@bell.demon.co.uk) wrote:
: I've got a set, but they look hand drawn up and about 4th generation
: photocopies - you can't read any of the pin numbers.

Well the hand drawn bit is probably legit. But they are probably old photocopies. The technical reference manual that I have for the 800 and the 850 has the schematics entirely hand drawn.

1303. User Group Meeting Notice

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 04:54:28 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1995Feb10.045428.13907@vpnet.chi.il.us>
Source record: 94545
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

The Suburban Chicago ATarians (SCAT) user group will hold its February meeting on Tues. Feb. 21 at 7:30 PM at the College of DuPage, Room SRC 1046 (at the North end of the cafeteria, which is at 22nd St. and Lambert Rd., in Glen Ellyn [IL]). The scheduled demo is: The NOVA graphics card (I'm bringing in my TT030 w/NOVA).

Everyone is welcome to attend. (Especially anyone who is thinking of joining SCAT :-) Feel free to bring your family.

For more information, send me E-Mail at one of the addresses below. [If this article shows up outside the greater Chicago area, I apologize - the "chi" distribution may not work (at all sites) now. Say, if you're travelling to the Chicago area and will be free that evening, feel free to stop by!]

Nick DiMasi, SCAT President

dimasi@ssd.comm.mot.com (temp., read Mon-Fri except holidays & vacation)
nickd@vpnet.chi.il.us ('perm.', read once/week [occasionally twice])
TURBONICK@delphi.com (" " " " " ")

1304. ***** 520 STFM system and 8-bit Stuff For Sale *******

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 05:01:51 UTC
From: gathings@cs.utk.edu
Message-ID: <3hervvINNbj0@duncan.cs.utk.edu>
Source record: 94544
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

```
F O R S A L E

Item Desc Asking Price

Atari 520 stfm $120 (shipped )
with user manuals
(this is the model with
the internal floppy )
with st314 720k
drive

>>> For Parts ONLY <<<< All BELOW is SOLD !!!

Atari 1027 Printer $10

Atari 1050 Disk drive $10

Atari 800xl $10

or take all parts for $25

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando
```

1305. Re: Saving my old disks!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 08:59:52 UTC
From: richczeta@aol.com
Message-ID: <3hf9u8$f7a@newsbf02.news.aol.com>
Source record: 94546

Thanks for the suggestions!
So (hehe) which should I get? A Happy 1050 or Archiver?
(Super Archiver II from CSS?) Is this the same thing?

Speaking of disks, I'm throwing an Atari DOS/Mydos 4.5
virtual disk editor together and need detailed info on the
contents of the Mydos boot sector(s) & anything else not
in the MAIN.DOC & TECH.DOC files.
Guess I should call Bob Puff? :)

richczeta@aol.com

1306. Re: BB Print (2)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 09:00:10 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <132630@cup.portal.com>
Source record: 94547

Jeff! Is it my imagination or have you been out of touch a while?
It's those damm clones I bet! They're so tough to operate you
came back for a breather right?
Rick

1307. Re: 1200XL power upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 09:22:42 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <132631@cup.portal.com>
Source record: 94548

Richard; REM Altronics? I was just wasting time there today & they had
at least one 2.5" 60 meg IDE drive for $59. Don't know what the going
rate is for the bigger ones, something like $200 for around 500 megs, but
the 2.5" was really cute. The little woman has already figured out how much
money I have so come Valentine day I'll be broke. Maybe you can convice yours
an IDE drive is the perfect gift for a Valentine gift in the '90s. I'm just
not able to convince mine to buy me anything she can't use <g>.
Rick

1308. Re: Loose ramblings & PBI stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 09:40:18 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <132632@cup.portal.com>
Source record: 94549

Shoot, I think I DL'd & read it the 1st week I joined Portal. For anybody that doesn't know Chuck by his name, he did several WELL documented hacks & mixed in probably the cutest programing hack I'd seen. Copied OS to RAM, modified vectors, installed a ramdisk handler, installed boot game <Ultima II or IV???> image, jumped though the OS disk boot routines & you end up with a copy of Ultima running from ramdisk! It's how Ultima should have been done in the first place!
Yes, I should take it down to 4 mem locations. I think Jeff Mc made some of the same comments when we were talking about using a 2nd 74LS138 with the unused !E/E lines being used to force all the existing hardware <few exceptions> into the lower half of their pages & making the top halfs free for another 8 devices. As I get older, I get lazy. I wait for people to ask, "I've added the one chip & it just isn't enough. How do I add another one?" So far nobody's asked so I save having to add another chip & dozen connections to my description that way. People have a real aversion to piggy backing chips & running the one jumper internally also. But then, maybe I should just start forwarding your hack, it was certainly better written up & I'd have even more free time for lazing.
Rick

1309. Software Piracy

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 09:48:09 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9502110343.AA25673@emh.kunsan.af.mil>
Source record: 94550

u!dsinc!netnews.upenn.edu!mail1.sas.upenn.edu!koutchin@@news.starnet.
net (Artem Koutchine)

> Dear chikn', You can do whatever you want. But remember, this is
> you responsability. I my country we beat shit out of people who
> try to turn in someone else. But well, we are in the USA and I've

Well, that certainly explain why things are the way they are in YOUR
country.

> heard that this country is COUTRY OF FREEDOM. REcently i think that
> someone's mistaken. This coutry of people who try to turn in each
> other. DISGUSTING !

Oh, you're absolutely right. We should glorify our criminals and
help them whenever we can. You are so enlightened, Artem. How could
we ever doubt you?

> I keep track of 70 more newsgroups and i post different messages on
> different topics but in here this is the only topic i am interested
> in.

So what you're saying is, you're a LEACH, the kind of person that
even hardcore pirate sysops hold in contempt.

> Yes yes yes. Why should i pay for soft that is free in eastern
> countries?

Because it's not free HERE. What part of this logic eludes you?

> What are you trying to say ? For example if someone were trying to
> make living on selling junk food (bad example) would every one
> else have to buy it from that person and wouldn't be allowed to do
> his/her own ?

If you're calling software junk food, there's noone stopping you from
making your own junk food. But you want to walk in to McDonalds and
have them just GIVE you stuff for free. And you wonder why everyone
thinks you're totally lacking in redeeming characteristics?

> WRONG: I hate to run and i can HIDE.

That's too bad... I really wish you would run.

1310. Re: VGA card (was: Ever a workable 80-column mod)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 10:58:11 UTC
From: ipoorten@cs.vu.nl
Message-ID: <D3s6H1.3or@cs.vu.nl>
Source record: 94551

CONRADUS@PLEARN.EDU.PL (Konrad Kokoszkiewicz) writes:

>>There is someone in Germany who has produced a "Cart to PC Bus" device, and
>>apparently has drivers for a Herc card (including the printer port). I'll
>>see if I can find the info and re-post it. But if Herc is possible, then
>>an 8-bit VGA card might be too.

>Well... I cannot say, that I am not interested to your info. But I can say,
>that I am not interested to a card, that allows to connect Atari to PC,
>because I haven't a PC, off course. I have thought about a PC graphic-card
>(VGA or SVGA looks the best :)) to be connected _directly_ to the XE-bus

That's what the named interface is about. It does not connect the atari
8-bit to the PC-bus, but it allows one to connect cards, which should be
plugged in an 8-Bit ISA socket on your PC, to your atari 8-bit cartridge
port.

[VGA card stuff removed]

Why a VGA card? Ever thought of the tremendous amount of disk space needed
to store a 320x200x256 picture? I think a CGA card would be great enough.
Good quality 80 columns display! That's what's all about. Or maybe an
old fashion SoundBlaster, you know, the 8-Bit ones. I doubt if you can
get the DMA to work, but the sampler and the ADLib certainly add some
to your XL.

>If we install a VGA card in our beloved computer :), we can piss off the
>ANTIC and GTIA then easily accelerate CPU to, for example, 3.54 MHz.

We can not. ANTIC also generates the RAM refresh cycles.

>Konrad Kokoszkiewicz
>conradus@plearn.bitnet

1311. Re: Atari 8-bit Windows Help File

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 11:05:04 UTC
From: ipoorten@cs.vu.nl
Message-ID: <D3s6sI.3rF@cs.vu.nl>
Source record: 94552

nagual69@aol.com (Nagual69) writes:

>Upgrades - Have any files on hardware hacks/upgrades for the 8-bit? I'll
>put them in!

Currently I'm working an a Hardware section for my Atari 8-Bit Home Page.
I'll feature all hardware released by Atari, all unreleased hardware that
I know off and a section containing various hardware modifications. I'm
trying to include a picture of all hardware, but some seem to be never
photographed :-)

>Nagual Concept Systems
>Toby Schmeling
>Nagual69@aol.com

Ivo.

1312. ATARI USER,UK 1985-89

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 11:05:27 UTC
From: phackney@krisalis.demon.co.uk
Message-ID: <792414327snz@krisalis.demon.co.uk>
Source record: 94553

I have a hell of a lot of these particular magazines which covered pretty much everything you needed to know about the atari 8-bit computers.Anyone requiring info about anything can drop me a line and i'll find the info you want.The mag had everything ; DIY add-ons,type in progs,programming tutorials etc...I may even be tempted to send some should your need be worthy.

--
P. Hackney

1313. Re: Software Piracy

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 11:17:13 UTC
From: phackney@krisalis.demon.co.uk
Message-ID: <792415033snz@krisalis.demon.co.uk>
Source record: 94554

Lets face it,pirates are the lowest forms of life out there.They are often sad little individuals who,because in every-day life they are nobodies,try to give themselves a feeling of importance.I feel the PIRACY subject should forever be laid to rest;ignore the cretins when they speak but report one if you know who they are.That's all you can do.I for one would give this message to all "pirates":

GET A LIFE.

--
P. Hackney
DISCLAIMER:These views are mine and are not those of my employers.

1314. Re: Connecting 2 Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 11:43:03 UTC
From: nfriedland@aol.com
Message-ID: <3hfjg7$fqk@newsbf02.news.aol.com>
Source record: 94455

now for connecting two atarism do you mean something like a null-modem cable so you can send files back and forth?

1315. Re: Best 8-Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 13:06:39 UTC
From: lais@cs.man.ac.uk
Message-ID: <3hfocv$7lm@m1.cs.man.ac.uk>
Source record: 94456

In article <3gilqf$l5p@dux.dundee.ac.uk>, gfenwick@mcs.dundee.ac.uk (Graeme Fenwick) writes:
|> kylemol moron (bruck@brachot.jct.ac.il) wrote:
|> : Actually, some 800XL's have a different keyboard (keys are all flat on one
|> : plane rather than like stairs), which is *quite* phriendly. Hard to find,
|> : though.
|>
|> Which keyboard are you referring to? As far as I know there are two
|> different
|> keyboards for the 800XL, the older one with the control keys and arrows
|> having
|> boxes round them, and if I remember, flattish looking keys, and the newer
|> ones
|> with the control key and arrows etc in "inverse video". The letters on the
|> keys are different, and the keys also seem to be a different shape.
|>

Aha ! My 800XL has the 'inverse video' control key, and yet on the photo on the manual it has
the 'boxed' version. Hmm, I was always confused as to why products never look like what's on
the packaging, I mean, subtle differences like that. I often wondered if the manufacturers
made different versions to be sold !

S.Lai

1316. WANTED...

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 13:09:13 UTC
From: pwhite@cse.utoledo.edu
Message-ID: <D3sCJD.4F8@utnetw.utoledo.edu>
Source record: 94483

Well as a former atari 800 and 800Xl owner, after stumbling into this usergroup, im interested in getting some of the old atari equipment. Im looking for either an atari 800xl or 1200xl, i would like BASIC with the 1200xl, and a disk drive. Anyone who is willing to part with this make me an offer!

1317. MODfile players

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 13:54:59 UTC
From: lais@cs.man.ac.uk
Message-ID: <3hfr7j$8r2@m1.cs.man.ac.uk>
Source record: 94457

Has anyone tried these things ? I've downloaded one but I'm at university so
don't have
my XL with me to test it. I've written some MODs on my STE and they're all over
100k...
how am I supposed to play these on a 64k 800XL ??!

S.Lai

1318. Re: XL/XE Diag rom mapping?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 14:04:59 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D3sF4B.MHM@nntpa.cb.att.com>
Source record: 94485

In article <132565@cup.portal.com>,
<Rick_Michael_Cortese@cup.portal.com> wrote:

<deletions>

>like built in basic & I'd guess ROM diagnostics. The other thing that
>went was the ROM diagnostics in the OS in all the modified OS chips out
>there. I believe when the ROM diagnostics are active, the OS ROM that has
>that piece of code is $4000 area similar to the way ram banks are switched
>in & out. How it's called once it gets there, i.e. JSR $4000 or JMP $4000
>or JMP $???? I don't know. Ditto for the PBI stuff. The bright side is

<and more deletions>

Looking at the 800XL prints, and being a hardware kinda guy, I
might suggest pulling the PAL and putting it on a solderless
breadboard. turning the PB7 input on, and seeing which address
lines trigger the OS ROM output. You would also have to simulate
the other inputs properly, such as pulling REFbar high, and the
other PBx inputs.

--
Richard Dell

1319. Re: International Mail-Order business

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 14:22:00 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D3sFwr.20s@nntpa.cb.att.com>
Source record: 94486

In article <1995Feb09.105338.3955@wariat.UUCP>,
Russ Gilbert <Russ.Gilbert@apk.wariat.org> wrote:
>(Edited about internet, how it works.)
>Msg #3099 in comp.sys.atari.8bit 9 Feb 1995 00:52:04 GMT
>From: heller@akh104.rh.psu.edu (Andrew K. Heller) Subject:
>Re: International Mail-Order business
>
>Russ Gilbert (Russ.Gilbert@apk.wariat.org) wrote:
>: (Andrew Heller says sending VISA #s in e-mail is not
> secure.)
>
>AH> Let's say you start out on a machine hooked directly to
> the internet.
>
>AH> First you make up a nice email message and send it off.
> Your computer talks to your local mail machine (may or
> may not exist). Your message is sent to your mail
> machine and held in a spool. (Between your machine and
> the mail machine a lot of packets of data are sent, and
> if you are using ethernet connections, well, joe shmoe
> in the cubical next to you can watch all that data
> travel down the line). The mail machine
>
> Any other questions?
>
>Sure. OK, so there's a mail server machine. I take it that
>this machine is the one that is hooked to the internet.
>What is the nature of that hookup? Is it a two-wire line
>like the phone line, or a fiber optic line (which works
>how?)? The internet itself. Is it a system of
>wires/cables/dish-satellite sort of like the phone company?
>Does this mail server know all the machines hooked up to the
>internet? Is the internet basically a network like the
>phone company, with local switch areas and long distance
>microwave/radiowave-satellite connections. I heard the
>internet is an obsolete government/military system that is
>designed to withstand a nuclear attack, is very
>indestructable. Is there a central place all these messages
>go, with a large capacity computer routing everything?
> (The internet is a Wide Area Network, no?)

Seriously, read the articles in news.announce.newusers, they
explain the history and details much better than any message can.

Basically, the Internet is all of the above ... it is connected thru fiber, twisted pair, satelites, phone lines, wireless radio connections, and probably a host of other connection methods. It is distributed, there is no central control authority or depository site. You might think of it as similar to radio, with one computer talking, and ALL the others connected to that section of Internet listening. Combine that with the fact that a great deal of Internet sites are on college campuses, and you have just about no control over the route your traffic takes, and that campus sites have security issues very very low on their priority list, and you can readily understand why there is no guarentee of security. Everything is effectively broadcast to a large number of locations at once. Only the desired target actively listens and communicates, but every other system on that section of the network can hear.

There is no central authority routing things ... it is a lot like the highway system, especially if you combine it with footpaths and railways and airways and waterways. No one tells you how to go from New York to Los Angeles, if you want to you can go by way of Taiwan. There are conventions designed into the controlling software, but with no central control, and hundreds of different versions of software, and dozens of different routing algorithms, you never know (unless you are in an isolated corporate network, like I am in AT&T, which acts like an island to itself, with traffic into and outof the island strictly controlled).

The reference you understand to government involvement is that what we know of today as the Internet had its beginings as a university/government research network for sharing research data, known as DARPANET. But Internet means interconnected networks, each network is unique, and has a unique history, controlling entity, andso on. You have thousands of these individual networks all tied together, forming what is known as the Internet.

In the conventional transportation analogy,
Internet == Transportation Network
wire/fiber/coax/phone == roads/footpaths/airplanes/railroads

--
Richard Dell

1320. THE WAS IS OVER (GAME THAT IS)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 14:53:17 UTC
From: koutchin@mail1.sas.upenn.edu
Message-ID: <3hfukt$ogh@netnews.upenn.edu>
Source record: 94460

HI !

Yeah, yeah, yeah, it is me again, but i am not going to talk about
piracy or ftp for a while. This is just no good in here. Therefore,
i quit for a while and would like to over that flame war (that's no
good either) So, people, don't be upset I just need some new
fresh ideas. When they come to me i'll continue to argue but now ...
for now it is over. Nobody looses or wins. Just nice 50:50 score :-)

Artem Koutchine

P.S. By the way, if you have a bunch of atari games you still can send it
to me :-)

1321. Re: Atari/Commodore stuff for sale LAWRENCE ESTEP PLEASE READ!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 15:03:05 UTC
From: Lawrence Estep <71450.1050@CompuServe.COM>
Message-ID: <3hfv79$p50$1@mhadg.production.compuserve.com>
Source record: 94489
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,rec.games.video.classic,alt.atari.2600

James,

I did reply to your message yesterday. I have no other pending mail in my mailbox so I assume that this is the message that you are referring to. I was extremely busy with some work-related matters the past couple of weeks and I fell behind in my processing of orders. I shipped a large number out on Monday and your order was one of them. From what I can remember it has only been 2 or 3 weeks since you placed the order. I made some shipments in mid-January and I know that your order was not in at that time. Your order should be on its way. I am not trying to rip anyone off...I am just trying to clean out my closets of extra Atari stuff. I am sorry if I dropped the ball in your case with a delay in shipping them out, but I am up-to-date on things now and I appreciate you bringing this matter to my attention.

Please let me know if your order does not arrive within the next week or so. Once it leaves here it is in the hands of the USPS!!

--

Lawrence Estep / 71450.1050@COMPUSERVE.COM
Remember...Friends Don't Let Friends Drive Drunk!!!

1322. Re: Atari/Commodore stuff for sale LAWRENCE ESTEP PLEASE READ!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 15:10:31 UTC
From: Lawrence Estep <71450.1050@CompuServe.COM>
Message-ID: <3hfvl7$p9j$1@mhadg.production.compuserve.com>
Source record: 94492
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,rec.games.video.classic,alt.atari.2600

BTW, If you have been attempting to correspond with me via this newsgroup, I only occasionally get into this group to read messages. I do post articles and lists to it, but this is done without entering the Newsreader so I do not get messages addressed to me until I enter the Newsreader. For future reference, please try contacting me via E-Mail first, and give me 2 or 3 days to respond. Even though I usually logon at least once a day, an same-day reply is not always possible.

--

Lawrence Estep / 71450.1050@COMPUSERVE.COM
Remember...Friends Don't Let Friends Drive Drunk!!!

1323. GAMES WANTED !

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 15:17:27 UTC
From: koutchin@mail1.sas.upenn.edu
Message-ID: <3hg027$sib@netnews.upenn.edu>
Source record: 94461

I am looking for the cheepest soft for atari. Who has the smallest prices ?
Any advices ? suggestions ? References ?

1324. Re: XL/XE Diag rom mapping?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 15:28:12 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.167.000F78CD@genesis.informatik.rwth-aachen.de>
Source record: 94458

In article <792324608snz@bell.demon.co.uk> Peter@bell.demon.co.uk (Peter Bell) writes:
>Well, it does go to memo pad - when I switch in the 800 ROMs. I should have
>been a bit clearer, the machine has two sets of ROMS in it. The problem
>occurs when the XL/XE ROMS are selected.

Well, the problem is very easy to solve !
When pin 7 of port B is switched, the part of the ROM from $D000 until $d7ff
(which can't be used normally because of the I/O Adresses) is mirrored
to $5000 and there is the self test of the XL-machines.
It's a very simply logic managed by the MMU.
I've had the description of the MMU , but it's not so difficult to find it
out !

Matt

1325. Re: VGA card (was: Ever a workable 80-column mod)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 15:39:32 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.168.000FA920@genesis.informatik.rwth-aachen.de>
Source record: 94459

In article <3hdhqq$n2f@hearst.cac.psu.edu> heller@akh104.rh.psu.edu (Andrew K. Heller) writes:
> I was thinking more along the lines of 8bit serial/parallel cards
>or even 8bit mfm floppy and harddrive cards! and 8bit networking cards

Forget MFM-Floppy cards - a friend and me tried to manage it, but the problem is that every card uses other adresses and controllers, so that most card have their own extension-bios on roms on the card - but you can't do anything with 8088-code , sorry, forget it !!!

Matt

1326. sio cables

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 16:19:36 UTC
From: Masstorage@closer.brisnet.org.au
Message-ID: <689_9502102323@softtech.brisnet.org.au>
Source record: 94462

>Glenn Saunders <krishna@primenet.com> wrote:
>>Both computers will be sending power down the SIO so that's a recipe fo
>>disaster unless you work around it.

>Just put in some well-placed diodes.

poOr snip the power line in your cable. You aren't going to need it
poanyhow, unless you're running a P:R: or XM301.

whoa here. The 850,810 and 1050 use the +5v power line. Both drives use it
as a ready status and the 850 uses it for reset, so that is not a good idea.
Altho it will not hurt the drives to much to go with out.

* Wave Rider 1.0 [NR] *
... UNREGISTERED EVALUATION COPY
--- Blue Wave/Maximus

1327. Re: Bill Wilkinson responds

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 16:20:04 UTC
From: Masstorage@closer.brisnet.org.au
Message-ID: <68a_9502102323@softtech.brisnet.org.au>
Source record: 94463

rlpoint of view available in the same time period. I think the 6809
rlwould have been a much better choice, as an example. Pertaining
rlto the specific complaint related to in the above paragraph, the
rllack of 16 bit data manipulation instructions, even the 1802 based
rlElf that I started with could load and store 16 bits at a time.

I have some interesting information on some of these processors.
the 1802 has 8 clock cycles for 1 machine cycle. Its instructions take 2 or
3 machine cycles. That is 16 to 24 clock cycles for EACH instruction.

The 6502 has 1 clock cycle for 1 machine cycle. Its instructions take 2 to 8
cycles.

the Z80 and the 8080 has 4 clock cycles to 1 machine cycle. Its instructions
take from 1 to 5 machine cycles. that is 4 to 20 clock cycles.

The 6800 is simillar to the 6502. Don't know about the 6809.

As you can see. the 6502 is about the fastest processer here. The 6809 may
be a better one but i cannot say if it was avialable when atari desgined the
800 (about 1978) . anyway atari already used a cut down version of the 6502
in the VCS system anyway. why should they change??

* Wave Rider 1.0 [NR] *
... UNREGISTERED EVALUATION COPY
--- Blue Wave/Maximus

1328. Re: VGA card (was: Ever a workable 80-column mod)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 16:21:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <10FEB199511212068@pavo.concordia.ca>
Source record: 94464

In article <3hdhqq$n2f@hearst.cac.psu.edu>, heller@akh104.rh.psu.edu (Andrew K. Heller) writes...
>Konrad Kokoszkiewicz (CONRADUS@PLEARN.EDU.PL) wrote:
>
> [dreams about SVGA on the 8bit]
>
>Why VGA/SVGA? ahhahah funny. Why not just CGA or EGA.
>
> I was thinking more along the lines of 8bit serial/parallel cards
>or even 8bit mfm floppy and harddrive cards! and 8bit networking cards
>etc...
>
> The first thing would be to get a multi i/o card up and running...
>then move on the floppy. etc.
From 'way back in Ocotber of 1994, Marek Tomczyk posted about the PC Slot adapter. Available from:

Roland Buehler
Engelgasse 21
D-72348 Rosenfeld-Bickelsberg
Germany

Tel +49 -(0) 7428-1260

Schematics + handler software 10DM
PC Herc Card 15DM
ISA<->Atari interface card 35DM
Connector for above 5DM

At the time of writing, only handlers for the Herc had been written. I'm not sure which BUS signals are supported.

Dave Paterson

DA_PATE@pavo.concordia.ca

1329. Re: James Dean vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 16:24:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <10FEB199511243346@pavo.concordia.ca>
Source record: 94494

Chris: could you re-post that "all-time faves" software list? Hasn't been seen for a while.

Dave Paterson

DA_PATE@pavo.concordia.ca

1330. Re: Enhanced density on Indus?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 16:24:43 UTC
From: Masstorage@closer.brisnet.org.au
Message-ID: <68c_9502102323@softtech.brisnet.org.au>
Source record: 94465

>>Is there any way to get the Indus GT drive to read, format, and write
tlin/on
>>DOS 2.5's 1024 sector enhanced density?
>

Yea but your indus MUST have version 1.2 roms in it. to tell if it has,
insert a formated disk and press and hold the track button and press the
drive type button. this will command the drive to do an immediate disk
analysis only in version 1.2 rom. The drive will step back to track zero and
report the disk type.

>Yep. But unless you boot from an ED disk in that drive, you have to
>switch the drives density manually.

Not true. Mydos and spartados will switch the drive to enhanced to format
disks.

> It's been a while since I had an
>Indus, but I remember that you hold one of the buttons while pressing
>another one. (Sorry I can't remember which buttons.)

hold down DRIVE TYPE button and press TRACK button. Will cycle 1A, 1B and
1C. A is single, B is double and C is enhanced. The number 1 will show
number the drive is switched to ie any number from 1 to 4.

tlShould the rear dip switches be set to single or doubl
tldensity for this trick? Anyone?

doesn't matter. That only sets the drive to what the switch is when the
drive is turned on. The indus will workout the density of the disk when a
new one is inserted and dos or whatever access the drive.

* Wave Rider 1.0 [NR] *
... UNREGISTERED EVALUATION COPY
--- Blue Wave/Maximus

1331. Re: Where to buy new 8-bit floppy disks

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 16:25:41 UTC
From: Masstorage@closer.brisnet.org.au
Message-ID: <68e_9502102323@softtech.brisnet.org.au>
Source record: 94466

>>I'd like to know where to buy "low density" flopy disks for my 8-bit
>>Atari. All I can find are HD disks in town.
>
>I thought they couldn't be used, but I made some back-ups with
>HD 5.25" disks. Worked fine (one of eight I tried wouldn't format,
>though).

rlI don't see why HD wouldn't work -- the only macroscopic physical
rldifference is the missing hub ring, and the magnetic properties are
rlbetter than DD.
rl--

from what i have heard, hd disks require a higher writing current then the
normal density ones, they may work but they loose the data after a while. My
1050 didn,t like them thou my xf used them fine.
Anyway, i have had 600 or so 360k disks given to me. a couple won't format
but i have a lot to choose from. Don't think i will run out for a while.

* Wave Rider 1.0 [NR] *
... UNREGISTERED EVALUATION COPY
--- Blue Wave/Maximus

1332. Credit card ordering.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 16:32:02 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <C19EB6D2C4B@east-01.novell.leeds.ac.uk>
Source record: 94467

The idea of sending credit card numbers via e-mail is in theory an easy, cheap and reliable(!) way of ordering and paying for goods. I recently enquired to somebody about doing it, but he suggested that e-mail is not secure enough to send something as important as a VISA number about. After hearing the recent reasonings given out over the Digest I tend too agree. Of course encryption is always possible, or maybe you could send your VISA number in two or more parts in separate messages, after all half a visa number is no good too anybody, or is it? If e-mail fails we could always use the telephone.

Anyway, as regards me accepting VISA numbers for payment of goods, I'm afraid its not possible. To be able to accept VISA etc cards in the UK the banks insist you have a turnover of at least #15,000 and they are not really happy at that. My yearly turnover is less than 1% of that so you can see theres no way at all I can take credit cards. That figure for my turnover probably gives you an idea that I am a part time supporter and that it is not my means of making a living, and also the current level of support.

So you can see when people accuse you of trying to make huge profits by selling software they are talking out of their expansion ports. By the time royalties, postage and media costs are taken into account there is virtually nothing left. In todays world almost everything is geared towards money and making a profit, thats just the way I see the developed world's economy and motivation.

I would say most of the small time people and some of the bigger businesses enjoy the programming etc they do to help support the 8-bits, sure its nice to make a bit of cash to cover costs and maybe enough to go out and buy a beer or something at night, then somebody comes along and says well you should be giving software away free, it doesn't matter that you've spent time and money on it it should be free, oh and if its not free then I'll pirate it anyway!!! Isn't that just a great attitude to have?

And one final thing, if everybody pirates software and gives it away free in Eastern Europe and they are all happy with this situation, why is it that some of the most sophisticated newer 8-bit disk software protection techniques are being developed in Eastern Europe?

RICHARD GORE

1333. Re: Searching for lost game

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 17:36:21 UTC
From: un55@rzstud1.rz.uni-karlsruhe.de
Message-ID: <3hg86l$5gj@nz12.rz.uni-karlsruhe.de>
Source record: 94468

In article <belitz.147.000CFFF5@genesis.informatik.rwth-aachen.de>,
Matthias Belitz <belitz@genesis.informatik.rwth-aachen.de> wrote:
>In article <9501251634.AB19849@dylan.newi.ac.uk> MBITDC9306@titan.newi.ac.uk (DAVID
DAVIES) writes:
>David Wyn Davies wrote :
>
>
>>I'm looking for a game I last played back around 1985/86. As I
>>recall, it was a German game with you controlling a character around
>>a vampire's castle (could have been Dracula). The game itself was a
>>platform game which scrolled in all 8 directions (or did it flip?)
>>and you had to find and light the candles on each level, while
>>avoiding bats and other nasties.
>
>I guess, you mean "Schloss Schreckenstein" by Peter Finzel.
>If I remember correctly it was released by "AXIS Computerkunst" 1986.
>Hope, this is what you wanted to know.

I think he is right, it indeed seems to be "Schreckenstein". I've played
a round just yesterday, it's been fun!

It's still being sold. I know PPP sells it, I believe Powersoft as well.
See the vendors list for details.

-Marek
---
un55@rz.uni-karlsruhe.de
Marek Tomczyk

1334. Re: GAMES WANTED !

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 17:39:55 UTC
From: jeking@xmission.com
Message-ID: <3hg8db$3iu@news.xmission.com>
Source record: 94469

In article <3hg027$sib@netnews.upenn.edu>, koutchin@mail1.sas.upenn.edu (Artem Aleksandrovich Koutchine) says:
>
>I am looking for the cheepest soft for atari. Who has the smallest prices ?
>Any advices ? suggestions ? References ?

Wow! You're actually going to purchase software? Cool! Very glad to read that.
Your best bet right now is American Technavision (dont have a phone number handy, but it is in the FAQ). They have almost all of thier games for around $9.00/each and less!

1335. Re: 8-bit games wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 17:45:28 UTC
From: un55@rzstud1.rz.uni-karlsruhe.de
Message-ID: <3hg8no$5hb@nz12.rz.uni-karlsruhe.de>
Source record: 94470

In article <3gcdlc$677@newsbf02.news.aol.com>,
RichCZeta <richczeta@aol.com> wrote:
>5200 versions of some titles. Titles with a "?" I need info
>about what they are. Thanks!
>
>
>Montezuma's Revenge ?

This one is a jump'n'run type of game. You are Indiana Jones
and thus you have to challange various dangers inside a cave-maze.

Graphics is made of redefined charsets, looks pretty simple,
quite nice though.

In this game you have to walk though the cave looking for keys
and other stuff. It's been ages since I played it the last time.
I think if you like jump'n'runs you should get this one.

Hope this helps

-Marek
---
un55@rz.uni-karlsruhe.de
Marek Tomczyk

1336. Re: THE WAS IS OVER (GAME THAT IS)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 17:50:07 UTC
From: jeking@xmission.com
Message-ID: <3hg90f$3iu@news.xmission.com>
Source record: 94471

In article <3hfukt$ogh@netnews.upenn.edu>, koutchin@mail1.sas.upenn.edu (Artem Aleksandrovich Koutchine) says:
>
>HI !
>
>
> Yeah, yeah, yeah, it is me again, but i am not going to talk about
>piracy or ftp for a while. This is just no good in here. Therefore,
>i quit for a while and would like to over that flame war (that's no
>good either) So, people, don't be upset I just need some new
>fresh ideas. When they come to me i'll continue to argue but now ...
>for now it is over. Nobody looses or wins. Just nice 50:50 score :-)
>
> Artem Koutchine
>
>P.S. By the way, if you have a bunch of atari games you still can send it
> to me :-)

Try calling my Atari BBS. It has over 300meg of 8bit files online.

The Atari Connection BBS
801-969-1468
300-14.4k bps
24 hours/day

Maybe this will help you find all the "soft" you're looking for, and we can end this silly flame war about piracy!

1337. Re: got my 1020 printer today!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 18:00:38 UTC
From: un55@rzstud1.rz.uni-karlsruhe.de
Message-ID: <3hg9k6$5jn@nz12.rz.uni-karlsruhe.de>
Source record: 94472

In article <3hb6v1$ojb@tequesta.gate.net>, chaos <chaos@oo.com> wrote:
>
> Anyways its mega cool. At first i was kinda worried that it
>wouldent be compatable with most printers, but it seems to work fine. I
>use Text Pro word processor, and Tedit and a couple others, and aside
>from the fact that its 40 cols it comes up just fine.

It can also print in 80 cols. See your manual for the required escape
sequence.

-Marek
---
un55@rz.uni-karlsruhe.de
Marek Tomczyk

1338. Re: Enhanced density on Indus?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 18:42:10 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3hgc22$25u@charm.magnus.acs.ohio-state.edu>
Source record: 94473

In article <3h3jav$1otr@blue.weeg.uiowa.edu>,
Michael Current <mcurrent@blue.weeg.uiowa.edu> wrote:
>rfunk@magnus.acs.ohio-state.edu (Rob Funk) writes:
>>OK, try holding TRACK then pressing drive a few times. The display
>>should switch from (assuming it's drive 1) "1S" to "1E" to "1d" and
>>back. You want "1E".
>
>Really? On mine, "A" means single density, "b" means double, and "C"
>enhanced. Is one of our memories faulty, or are there versions of the
>drive both ways?

My memory is faulty. You're right.

I should see if I still have the page someone in our local user group
once sent me about the Indus.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

1339. Re: Piracy and FTP sites.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 18:49:15 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <3hgcfb$3s85@blue.weeg.uiowa.edu>
Source record: 94474

h0142kdd@joker.rz.hu-berlin.de (Paul David Doherty) writes:

>Thanks for your offer. I'm looking for Scott Adams's SAGA series (the
>12 classic adventures in the graphics version). Where can I get them?
>[BTW, this is not a challenge or anything - I'd just like to play those
>games, and I was not able to find them anywhere, neither for the Atari
>nor the Commodore 64.]

Dang, I brought in my catalogs yesterday, but not today. Thanks for taking my offer seriously. Have you looked at the B&C ComputerVisions or American Techna-Vision catalogs? Off the top of my head, I think they both list the 12 pack of Adams adventures. But your mention of graphics versions may work against me, because I wasn't aware of multiple versions. I'll get back to you when I'm armed with catalogs again.

If anyone else can jump in with an answer, feel free. :)

>Generally speaking, if a game can still be bought, people should buy it.
>However, your 90% figure is highly unlikely - 10% would probably more
>correct.

Well, we were talking about "classic" games, so it'll have to depend on how we want to define that. :) I still think the figure would be closer to mine than yours though, depending mostly on how far we want to go to locate the titles. There's an awful lot still available out there.

--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

1340. Re: Faxmodems/TCP-IP

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 18:52:10 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3hgckq$28a@charm.magnus.acs.ohio-state.edu>
Source record: 94475

In article <3h4gbb$q84@link.xs4all.nl>, Charles <int@link.xs4all.nl> wrote:
>i'm working on a slip, tcp/ip driver for the atari, slip is working,
>and i am able to receive/send IP packets, currently i'm implementing ICMP,

Wow! I thought that was just one of those ideas that would just
linger in the back of somebody's head for a while, with nothing ever
happening.
I'm glad to see you doing something in this area!

>i'm _trying_ (not sure if its possible, need a lot of memory) to implement
>it as a device driver (N: or something), so you can do things like:
> OPEN #1,8,6,"N:193.67.138.41,23"
>to open a TCP connection to 193.67.138.41 port 23.

I like it!!

>anyway, my atari already has its own IP address, 800xl.xs4all.nl,

Hey, my name server even knows about it!

[27] morgause 1:46pm /user1/student/funkr>nslookup 800xl.xs4all.nl
Name Server: camelot.eng.ohio-state.edu
Address: 164.107.157.1

Name: 800xl.xs4all.nl
Address: 193.67.138.42

>ATNET SP-DOS (800xl) (E1:)
>
>login:
>
>
> :-) (if i ever get that far...)

So you're going to run a telnet daemon, huh? :-)
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

1341. Re: Copyright ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 19:18:10 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950210111505.7039D-100000@PEAK.ORG>
Source record: 94476

> I'm a student too. I have no job either. Spending $35 on a new Atari is
> a bit steep for me, even though I do have a savings account. Lately I've
> been getting FREE stuff. My 1200XL was free. My Action! cart. was free.
> My ComputerEyes and Parrot were free. My monitor cable was free. My
> monitor was $25. My SIO2PC cable was free.
>

Computereyes! I'd like to try one of those again. I used one
once, back in the old days, when video cameras were expensive, rare, and
not very good (in low light, anyway). I'd like to make up some digitized
pictures once again. Anybody know where a good, working Computereyes can
be had?

Now (in these days of 256-1.67m color GIFs) that digitized photos
look like pictures, digitized pictures aren't any fun anymore. I always
thought they were novel, in GR.9 (or whatever mode they ran in)

James

1342. Re: Where to buy new 8-bit floppy disks

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 19:53:31 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3hgg7r$2lc@charm.magnus.acs.ohio-state.edu>
Source record: 94477

OK. I feel like everyone in the world knows about HD disks requiring
a higher bias current, except me.

I stand corrected.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

1343. Commodore Color Monitor FS

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 19:54:05 UTC
From: ind01497@pegasus.cc.ucf.edu
Message-ID: <3hgg8t$2qr@news.cc.ucf.edu>
Source record: 94478

For sale a Commodore 1802 color monitor at $100. Good conditon no box or manuals, however, I used it with an Atari 800 XL then later as a monitor for my SNES and Sega. Yes I'm sure you can hook it up to a Commodore computer. It's a great monitor the only reason why I am selling it is because it takes too much room.

1344. Commodore Color Monitor FS

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 19:58:25 UTC
From: ind01497@pegasus.cc.ucf.edu
Message-ID: <3hggh1$2qr@news.cc.ucf.edu>
Source record: 94479

The monitor is made by Commodore. Screen is 14" dia. It is not an RGB monitor and I think it was intened to be use only with the c-64. This monitor is the replacement for the model 1702. As far as output goes they are only one set and it is in the back: Video, Audio I, Luma, Chroma, Audio II and Mono-Chrome. There is sound but mono and a volume control knob.

1345. Commodore Color Monitor FS

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 19:59:41 UTC
From: ind01497@pegasus.cc.ucf.edu
Message-ID: <3hggjd$2qr@news.cc.ucf.edu>
Source record: 94480

Does anybody have the offical spec. to this monitor?

1346. Re: sio cables

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 20:02:49 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3hggp9$2nl@charm.magnus.acs.ohio-state.edu>
Source record: 94481

In article <689_9502102323@softtech.brisnet.org.au>,
Masstorage <Masstorage@closer.brisnet.org.au> wrote:
>>Glenn Saunders <krishna@primenet.com> wrote:
>>>Both computers will be sending power down the SIO so that's a recipe fo
>>>disaster unless you work around it.
>
>>Just put in some well-placed diodes.
>
>poOr snip the power line in your cable. You aren't going to need it
>poanyhow, unless you're running a P:R: or XM301.
>
> whoa here. The 850,810 and 1050 use the +5v power line. Both drives use it
>as a ready status and the 850 uses it for reset, so that is not a good idea.
> Altho it will not hurt the drives to much to go with out.

One more note on this: Be conservative with the diodes, since each
one has ~0.7V drop across it. 4.3 volts is better than 0, though.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

1347. Dead 8bit!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 20:02:57 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <C1C89B921D9@east-01.novell.leeds.ac.uk>
Source record: 94482

I agree the 8-bit is not dead!

"An old computer never dies, it just acquires dedicated users!"

200 games is not really all that many compared to how many games are available. Does anybody have an idea of how many games there are for the Atari 8-bits?
I'm glad the person who said he has 200 games has original games, however the letter is a little bit sad. If you know where to look you can still find new Atari 8-bit software and hardware as well as stocks of the older titles. If you don't know where to look then check out the vendor/developer lists.

In the UK most of the computer shops stopped selling Atari games when users stopped buying the software in huge numbers. They moved on to newer, more expensive computers where the profit margins were higher. Actually it is generally considered that the software distributers were the cause of shops stopping selling Atari 8-bit software. To quote Harry Nadler of Red Rat Software,

"Whats the point in writing new software if nobody will distribute it for us?"

And these people had their own shop (in Manchester, England).

RICHARD GORE

1348. TECH MODS post?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 20:57:55 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3hgk0j$shl@hearst.cac.psu.edu>
Source record: 94484

Seeing as how there are some people who wish to put together a TECH
page for the 8bit I would be willing to post all the upgrade notes
I have to the list here if you want? I pulled a lot of them from
Cleveland Freenet but, I probably have some more tucked away that
most people have never seen... Like a parallel 1050 drive. =)

--
43rd Law of Computing:
Anything that can go wr
.signature: Segmentation violation -- Core dumped

1349. Re: TECH MODS post?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-10 23:27:20 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3hgsoo$4ap@charm.magnus.acs.ohio-state.edu>
Source record: 94487

In article <3hgk0j$shl@hearst.cac.psu.edu>,
Andrew K. Heller <heller@akh104.rh.psu.edu> wrote:
>Seeing as how there are some people who wish to put together a TECH
>page for the 8bit I would be willing to post all the upgrade notes
>I have to the list here if you want? I pulled a lot of them from
>Cleveland Freenet but, I probably have some more tucked away that
>most people have never seen... Like a parallel 1050 drive. =)

As far as I'm concerned (others of course will probably have different
preferences) I'd just like to see lists of mods (filename, one-line
description), then any I don't have already I'll ask for, and I'll put
what I can on my web page.

I do have the PARA1050 file somewhere around here.

I think there are already some things on umich, in the Mods directory.

I should check the freenet for that stuff -- it's been a long time
since I've done any exploring (or just about anything else) there.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

1350. Re: VGA card (was: Ever a workable 80-column mod)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-11 00:02:49 UTC
From: Peter@bell.demon.co.uk
Message-ID: <792460969snz@bell.demon.co.uk>
Source record: 94488

In article <D3s6H1.3or@cs.vu.nl> ipoorten@cs.vu.nl "Ivo van Poorten" writes:

[Most of original message clipped]
>
> [VGA card stuff removed]
>
> Why a VGA card? Ever thought of the tremendous amount of disk space needed
> to store a 320x200x256 picture? I think a CGA card would be great enough.
> Good quality 80 columns display! That's what's all about. Or maybe an
> old fashion SoundBlaster, you know, the 8-Bit ones. I doubt if you can
> get the DMA to work, but the sampler and the ADLib certainly add some
> to your XL.
>
> >If we install a VGA card in our beloved computer :), we can piss off the
> >ANTIC and GTIA then easily accelerate CPU to, for example, 3.54 MHz.
>
> We can not. ANTIC also generates the RAM refresh cycles.

Generating DRAM refresh isn't that hard, the main objection to this has got to be that by the time you pull out ANTIC and [C/G]TIA you don't have an 8-bit Atari anymore. All you've got is a 6502 box with a POKEY wired to it.

If you really want to do an interesting hack, why not double the clock speed and leave the video generation circuit in place. Since ANTIC only generates read cycles, you can then defer it's requests by one 'new' clock cycle and still get the data through in time (if you had reasonably fast RAM). You would need to put a buffer between the ANTIC address outputs and the system address bus, since it would now be on for 2 bus cycles.

You could even put an async bus interface between the video side and the CPU, but in this case you would probably want to do the refresh on the CPU side, and ignore the ANTIC generated stuff (since it would cost too many cycles to sync up).

Or, if you are getting really silly, you could build a 125nS T/cyc memory subsystem, run the 6502 at 4MHz and use the bus dead time (half the cycle) for refresh/ANTIC accesses. Possibly you could even use SRAM for this and run the extended memory more slowly - but then you couldn't do 130XE style ANTIC banking.

And no, I haven't tried any of this on an Atari, although I did once build a dual-processor shared memory box, using a pair of 6502s with their clocks running in antiphase, so I know that works.

I really must try this stuff, and report back on the results.

Pete
--
Peter Bell <peter@bell.demon.co.uk>

1351. Re: Credit card ordering.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-11 00:20:21 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <132661@cup.portal.com>
Source record: 94490

Richard Gore; Not that I'm naturally the kind of guy that likes to circumvent proceedures, but what you may want to try is getting someone else with a larger volume/Visa billing set up to let you use their system. For instance, if there's a local coffee shop or something that takes Visa, they may be willing to process the transactions for a lower free then what it takes now. Just a thought anyway. If nothing else you may be able to exchange the right to put a $6 software charge on their account for a cross bun & Cafe Latte<g>.
Rick

1352. Old 8bit Games

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-11 00:28:40 UTC
From: kling@whqvax.picker.com
Message-ID: <1995Feb11.002840.8926@picker.com>
Source record: 94491

Does anybody remember 2 games for the Atari 800

both games were written to look similiar, they were both written
to look like the Empire Strikes Back, specifically the
Planet of Hoth invasion scene.

I don't remember the actual star wars title, but the other
one was named something like "Attack of the Mutant Camels". If

anybody know were these can be bought E-MAIL me at

kling@whqvax.picker.com

Mike Kling

1353. Re: Piracy and FTP sites.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-11 01:22:15 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <5Q9YzbX.ransom22@delphi.com>
Source record: 94493

Paul David Doherty <h0142kdd@joker.rz.hu-berlin.de> writes:

>Well, that's what they teach you in kindergarten, but real life is not
>that "simple". You're lucky if you've never broken any law, but most
>people do so from time to time, whether it's tax return or crossing the
>street when the light's red. It all comes down to what one believes is
>right, what one can justify in a moral sense, whether one interferes
>with other people's interests etc. There are areas where such decisions
>are easy to make, where the black/white picture which you prefer applies.
>With "pirating" lost software it's more like gray...

Oh, please.

Sure, there are grey areas. No, I don't see everything in black
and white.
But, your affirmatin that pirating lost software is a grey area
is false. Legally, it is *not* a grey area. It simply is not.
You seem to be confusing morality and ethics with legality.
Morally, it is wrong to steal. That software belongs to someone (or
some company), not to the public at large. Therefore, taking it is
morally wrong.
If you are talking about ethics, then you may have a point.
An argument can be made that no one would be hurt by the pirating of
software which is no longer produced nor sold (ie, BEST, B&C, etc.
do not have copies of it for sale).
However, the vast majority of readers of csa8 feel that pirating
of even this software is bad, as it promotes an image of our community
that will dissuade those few programmers and vendors from supporting
us with new product.

-Joe
--

_____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1354. WANTED:850 MODEM/PRINTER

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-11 02:58:30 UTC
From: robert.stout@akron-info.com
Message-ID: <9502102258.0IBLD20@akron-info.com>
Source record: 94495

```
read a faq
```

1355. Re: Atari 810 - Are schematics available

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-11 03:19:41 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D3tFwu.CK2@nntpa.cb.att.com>
Source record: 94496

In article <3heqa1$lis@tequesta.gate.net>,
Chad Wagner <cmwagner@gate.net> wrote:
>Peter Bell (Peter@bell.demon.co.uk) wrote:
>: I've got a set, but they look hand drawn up and about 4th generation
>: photocopies - you can't read any of the pin numbers.
>
>Well the hand drawn bit is probably legit. But they are probably old
>photocopies. The technical reference manual that I have for the 800 and
>the 850 has the schematics entirely hand drawn.

I just got my SAMS Photofacts for the 800XL and the 1050 .. pretty
clear and easy to understand. They have one listed as available
for the 810 as well (SAMS number CD-9).

Does anyone know of any glaring errors in the 800XL or 1050 SAMS?

--
Richard Dell

1356. Processors

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-11 03:20:21 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <132672@cup.portal.com>
Source record: 94497

I prefer the 6502 series myself, but my first system was a home built
1802 system also. The reason I like the 6502 is because of it's sparse
instruction set & low number of tics to execute about 1/2 the instructions,
but I can see why an 1802 was used for a lot of applications. You would have
had to been around (Sorry if you were & I don't know it) in the '70's
before there was an Atari Computer to fully get a grasp on the problems
at the time. My first Elf only had 256 bytes! I think I paid something
like $11 for for the two 256X4 bit CMOS RAMS. It only had a 32 byte monitor
program for loading hex values into memory, displaying memory, & executing
programs. From a data storage standpoint, the 16 bit registers were just
like having an extra 30 or so bytes of ram. James Harris & I got into a
dualing code demo for 1802 vs 6502, & there is just no way even one
of the greatest programers can write code tighter then a hack on an 1802.
I think the comparison I did was a block move on the two processors. With
the 16 bit index registers of the 1802 (& I think the 6809 has them too)
vs the 6502's 8 bit ones, the 1802 code was only about 60-70% as long as
the 1802. I didn
didn't even bother using some of the coffee grinder type instructions that
would have made the 1802 look even better. Anyway, the punch line to this
is there is no way to just make the 1802 use a shorter instruction cycle.
So for instance, I would guess that for mem moves less then $100 bytes
the 6502 is as fast as anything if not quicker. For memory moves above
$1000 bytes or so the 16 bit indexing of other procesors would be quicker
and take a lot fewer instuctions. One of the first series of application
programs written were things like Tiny Basic. I remember at the time people
were shying away from the 6502 because the author could not get the code
paired down enough to fit in a 2k ROM. At the time a programed 2k ROM
could set you back $60 or something like that, so the prospect was pay
a fortune for ROMs/RAM/Power supply or use on of the alernative chips
like the 1802.
Never undersestimate the power of a rigged demo to impress.
Rick

1357. Re: THE WAS IS OVER (GAME THAT IS)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-11 03:43:38 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FBLPBJVGUp@stingray.manawatu.gen.nz>
Source record: 94498

```
>Try calling my Atari BBS. It has over 300meg of 8bit files online.
>
>The Atari Connection BBS
>801-969-1468
>300-14.4k bps
>24 hours/day

300Megs?!?!?!

Can anyone see me drooling??? *Sigh* Why does the US have to be so far
away???

Richard =8-]

PS. I hope you have comments for all those files, James!

--
_ _
/(. .)\ )
(*)____/|
/ |
/ |--\ |
(_)(_) (_)
Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first
```

1358. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-11 05:07:35 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3hhgmn$23b@lastactionhero.rs.itd.umich.edu>
Source record: 94499
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw------- lenn 1723 Feb 4 13:02 ./8bit/Demos/top9412.txt
-rw-r----- lenn 98495 Feb 4 13:01 ./8bit/Demos/top9412a.arc
-rw-r----- lenn 99447 Feb 4 13:09 ./8bit/Demos/top9412b.dcm
-rw-r--r-- lenn 3663 Feb 4 12:47 ./8bit/Modifications/pbi1200.arc
-rw------- lenn 2465 Feb 4 13:13 ./8bit/Languages/chain.act
-rw------- lenn 652 Feb 4 13:14 ./8bit/Languages/chain.txt
-rw-r--r-- lenn 173608 Feb 4 13:19 ./8bit/0index
-rw-r--r-- weiner 264 Feb 8 18:32 ./8bit/files
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

1359. Atari 810 - Are schematics available

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-11 10:20:25 UTC
From: Masstorage@closer.brisnet.org.au
Message-ID: <6d0_9502111508@softtech.brisnet.org.au>
Source record: 94500

PlWas there ever an 'offical' set of schematics for this drive?

yes but mine are photocopys of photocopys.

PlAlso, is the piggyback board standard fitment, I thought that the 1771
Pljust plugged into the main PCB, but it seems to be on a seperate card
Plwith some MSI chips in this one. Anyone know what this board does
Pl(it looks like original Atari).

yes but only in latter 810 drives. It is called a data seperator board. The
1771 doesnot have one. the 2793 used in the 1050 has one built in.

* Wave Rider 1.0 [NR] *
... UNREGISTERED EVALUATION COPY
--- Blue Wave/Maximus

1360. XL/XE Diag rom mapping?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-11 10:20:46 UTC
From: Masstorage@closer.brisnet.org.au
Message-ID: <6d2_9502111508@softtech.brisnet.org.au>
Source record: 94501

PlAnother stupid question, can anybody tell me precisely what the effect
Plon the memory mapping is when you turn on the 'enable diagnostic ROM' bit
Plon PB7.

The xl rom that is normally at $D000 to $D7FF (unused because that is where the i/o chip addresses are) is switched down to $5000 to $57FF. This is done by the pal chip in the xl/xe.

PlI've just discovered (after about 1 1/2 years!) that if you type 'BYE' on
Plmy modified 800 the system crashes :(. The ROM image looks OK, so I
Plthink the decode logic must be confused.

How can it be confused?? the decode logic is not there in the 800. Your xl rom MUST be modified. The XL rom checks it self out at power up including the self test rom which is not there. If it does not check out, the computer jumps to the self test if it can.
I have made a modified xl rom my self for the 800. I had 2 types. one slightly modified so it would power up properly and one heavily modified to include the soft reset, the memo pad (called it the XL MEMO PAD MODE) ,all 4 joysticks and 8 paddles. Unfortunately, i lost the files and will have to do it again. I even had a board that had 16k on it to emulate the ram under the roms on an xl and when combined with the axalon ramdisk compatible board i sell, a 130xe could be emulated (with out the antic bank switching).

Tell me more about your 800!

* Wave Rider 1.0 [NR] *
... UNREGISTERED EVALUATION COPY
--- Blue Wave/Maximus

1361. PRAISE FOR CSS

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-11 10:45:00 UTC
From: DAG.HUGDAHL@flight.org
Message-ID: <d96_9502111226@flight.org>
Source record: 94408

Quoting From: James Wood <jamesw@CSOS.ORST.EDU>

JW>Anybody ever seen the "Dual Drive Upgrade?" That's where he hangs a 3.5"
JW>mechanism off your existing XF551. The 551 is D1: and the 3.5" is D2:.
JW>In the CSS catalog, there's a picture of an XF551 with the additional
JW>3.5" drive sitting in a PC rail-frame on top of the Xf551. That works
JW>great, but it isn't pretty! I think it would be neat to install a DIN
JW>plug on the back or side of the 551 so I could accomplish the same thing
JW>by plugging in a SF314 drive....the double-sided 720K 3.5" for the Atari
JW>ST. Wouldn't that be a neat trick??

It sure would be nicer looking and better than having a 3.5" mech
just sitting there on top of the XF. That is one of the reasons I decided
to just have the "Single Drive Upgrade". Another reason is that a 1050
has been my main drive for years and I didn't want two formats of
5.25" disks.

-Dag-

---
* PabQwk 2.0 #23 * Hey!^ Don't pick^up th@t phone#$%& NO CARRIER
---------------------------- -//- ----------------------------
Internet: DAG.HUGDAHL@flight.org
| FlightLine BBS 612.544.5118 <> note: the views of this |
| airline-generl.aviation-flsim <> user are strictly his own. |
---------------------------- -//- ----------------------------

1362. Commodore Monitor for Sal

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-11 10:47:00 UTC
From: DAG.HUGDAHL@flight.org
Message-ID: <d97_9502111226@flight.org>
Source record: 94409

Quoting From: ind01497@pegasus (Independent Account 1497)

IA>For sale a Commodore 1802 color monitor at $100. Good conditon no box or
IA>manuals, however, I used it with an Atari 800 XL then later as a monitor
IA>for my SNES and Sega. Yes I'm sure you can hook it up to a Commodore
IA>computer. It's a great monitor the only reason why I am selling it is
IA>because it takes too much room.

Since I don't have your full email address, have you sold this yet?

-Dag-

---
* PabQwk 2.0 #23 * OSS * POLICE TAGLINE DO NOT CROSS * POLICE TAGLINE DO NOT
CROSS * POLI
---------------------------- -//- ----------------------------
Internet: DAG.HUGDAHL@flight.org
| FlightLine BBS 612.544.5118 <> note: the views of this |
| airline-generl.aviation-flsim <> user are strictly his own. |
---------------------------- -//- ----------------------------

1363. Re: Copyright ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-11 11:16:00 UTC
From: DAG.HUGDAHL@flight.org
Message-ID: <d98_9502111226@flight.org>
Source record: 94411

Quoting From: koutchin@mail2.sas.upenn.edu (Artem Aleksandrovich Koutchine)

AA>: <shrug> like i said, i dont want to be branded a dick, but i dont
AA>: see the point in holding software back to the point where its going to be
AA>: forgoten in the past. let everyone have a chance to see it without trying
AA>: to make a buck.
AA>
AA> OH buddy. Most of people in here just not smart enough to understand it.

No, I wouldn't say smart, I'd say that most people just do not agree
with your opinion, which it is...

-Dag-

___
* PabQwk 2.0 #23 * Drop your carrier! We have you surrounded!
---------------------------- -//- ----------------------------
Internet: DAG.HUGDAHL@flight.org
| FlightLine BBS 612.544.5118 <> note: the views of this |
| airline-generl.aviation-flsim <> user are strictly his own. |
---------------------------- -//- ----------------------------

1364. Re: On the subject of Poland....demo!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-11 11:17:17 UTC
From: lais@cs.man.ac.uk
Message-ID: <3hi6bt$sir@m1.cs.man.ac.uk>
Source record: 94502

Man, I just love those XL demos !

S.Lai

1365. Hang it up??? Atari8 real

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-11 11:35:00 UTC
From: DAG.HUGDAHL@flight.org
Message-ID: <d99_9502111226@flight.org>
Source record: 94413

Quoting From: James Wood <jamesw@CSOS.ORST.EDU>

JW>> 6) I'd like to get those neat Video/Audio upgrades done, on at least ONE
JW>> of the machines. Has anyone ever done the stero sound thing (Gumby?)
JW>>
JW>> Thanks in advance.
JW>>
JW>> James
^W>>
JW>> PS- WHY DOESN'T ANYONE EVER REPLY TO MY POSTS? HAS MY DEODERANT
JW>> FAILED ME???? :)
JW>>

It sounds like you have had a lot of your other problems solved
according to another of your posts, but do you have the AC magazines that
describe the various upgrades? If you don't, I would be willing to send
you copies of the articles. I haven't done them either, but I guess that
would be a start...

-Dag-

---
* PabQwk 2.0 #23 * Atari 8-bits: Computers for the 21st Century!
---------- -//- ----------
Internet: DAG.HUGDAHL@flight.org
| FlightLine BBS 612.544.5118 <> note: the views of this |
| airline-generl.aviation-flsim <> user are strictly his own. |
---------- -//- ----------

1366. Re: Processors

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-11 15:39:48 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D3uE6D.GMn@nntpa.cb.att.com>
Source record: 94504

In article <132672@cup.portal.com>,
<Rick_Michael_Cortese@cup.portal.com> wrote:

<deletions>

>like having an extra 30 or so bytes of ram. James Harris & I got into a
>dualing code demo for 1802 vs 6502, & there is just no way even one
>of the greatest programers can write code tighter then a hack on an 1802.
>I think the comparison I did was a block move on the two processors. With
>the 16 bit index registers of the 1802 (& I think the 6809 has them too)
>vs the 6502's 8 bit ones, the 1802 code was only about 60-70% as long as
>the 1802. I didn

I never really did a great deal with the 1802 once I got a 6800
system with floppy drives, but for a long long long time, the 1802
Elf was the only system I had that at least tried to pay for
itself. Due to my building the Pennywhistle modem project from
Pop.Elec., and needing a frequency counter to align the filters,
two evenings of tight coding got me a frequency counter to fit in
the 256 bytes available, and to display one the two digit hex
display in high byte, low byte fashion as you hit the button. I
did not try to decimal convert it though <grin>. I let the
operator (me) do that. Nice little one Hz resolution freq.
counter, which netted me an $80 (at the time) memory board, I
believe 8K, or perhaps 4, in a programming contest coinsiding with
my need.

--
Richard Dell

1367. Re: VGA card (was: Ever a workable 80-column mod)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-11 15:58:45 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D3uF1y.HxH@nntpa.cb.att.com>
Source record: 94405

In article <belitz.168.000FA920@genesis.informatik.rwth-aachen.de>,
Matthias Belitz <belitz@genesis.informatik.rwth-aachen.de> wrote:
>In article <3hdhqq$n2f@hearst.cac.psu.edu> heller@akh104.rh.psu.edu (Andrew K. Heller)
writes:
>> I was thinking more along the lines of 8bit serial/parallel cards
>>or even 8bit mfm floppy and harddrive cards! and 8bit networking cards
>
>Forget MFM-Floppy cards - a friend and me tried to manage it, but the
>problem is that every card uses other adresses and controllers, so that most
>card have their own extension-bios on roms on the card - but you can't do
>anything with 8088-code , sorry, forget it !!!

You don't and can't use the on board prom code ... just ignore it
and use the native I/O addresses for the card.

Checking the IBM Tech. manual:

The fixed disk controller has two registers that may be accessed
by the main system processor, a status register and a data
register. The 8 bit status register contains the status
information on the disk and may be accessed at any time. The 8
bit data register actually consists of several registers in a
stack with only one register presented to the data bus at a time.
Address assignments (in a PC bus .. may be made different
depending on how one wants to handle them in another system):

320 -- read and write data register
321 -- read controller status register/ write controller reset
322 -- read is reserved/write generates a controller select pulse
323 -- read not used/ write pattern to DMA and interrupt mask register

Gee -- that last looks like another register to me, so that makes
three.

The floppy drive adapter is a general purpose adapter utilizing an NEC
uPD765 compatible controller in combination with an 8 bit digital
output register. Digital output register, of course, is your
drive select and motor control register. The controller itself
contains a status register and a data register (sounds familiar).
Same setup, one writes and reads a series of bytes to trigger
operations. Address assignments on the PC bus:

3F5 -- FDC data register r/w
3F4 -- FDC status register (read only?????? -- not spelled out)
3F2 -- digital output register (w only) cleared by system reset

That covers it from the hardware point of view. Things are definitely designed to use DMA, it would depend on the specific requirements of the controllers whether programmed I/O could be made to work. I assume the 6502 would have no trouble keeping up though.

--
Richard Dell

1368. Software available in Germany?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-11 16:08:02 UTC
From: guenther@cabal.shnet.org
Message-ID: <FBLMCFWUUP@cabal.shnet.org>
Source record: 94503

Hi there!

I am (again) looking for classic games for my Atari. Who sends me a
catalogue? And has anyone installed XLDJ on a TT yet?

(I have an old list from KE-Soft here, but that's all.)

Thorsten

1369. Re: CSS`s Fix 2 into 1 fo

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-11 16:08:54 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D3uFIu.I3A@nntpa.cb.att.com>
Source record: 94406

>Quoting From: krishna@primenet.com (Glenn Saunders)
>
>GS>The 1200XL has a resistor inhibiting the +5 on the SIO. The MPP

Which occurs to me might be a solution to those working on hooking
two Ataris together. The resistor would still allow the READY
line function, and would limit the cross connected supply
problems. What value is in the 1200XL?

Nothing wrong with a diode, of course.

--
Richard Dell

1370. Re: THE WAS IS OVER (GAME THAT IS)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-11 16:52:09 UTC
From: James King <jeking7@delphi.com>
Message-ID: <RI6Y71p.jeking7@delphi.com>
Source record: 94407

Richard MORRIS <richard@stingray.manawatu.gen.nz> writes:

>Can anyone see me drooling??? *Sigh* Why does the US have to be so far
>away???

Hehheheh. Yeah, the BBS is running on a modified XEGS via MUX network
on a hd system consisiting of over 800megs total (300 allocated to the
BBS).

All files do indeed have descriptions. Sunday will be a big day for the
BBS, while I add another 200+ games and additional misc. files.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

1371. WANTED: DE RE Atari.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-11 18:53:57 UTC
From: bacher@world-net.sct.fr
Message-ID: <3hj145$mbe@sct1.sct.fr>
Source record: 94410

Hi,

I am searching a technical book for ATARI 8-bit which name is DE RE Atari.
If you still have such a book (and want to sell it...), please send me a mail to
100066.1667@compuserve.com

Thank you.

Eric.

1372. Re: Dead 8bit!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-11 19:20:21 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <132711@cup.portal.com>
Source record: 94412

Kind of a commercial post, but it's not for me personnally. One of the oldest bbs's that supports the 8 bit, Compucat, is going WWW. They were a contempory with the famous Itsy Bitsy BBS. Matter of fact, Neal said the original operator of Itsy helped him set up the BBS. I think the original Compucat ran on four 810's with an 850, switched to an ST where it is still at today, but never stopped supporting the 8 bit. They have always operated an online store, matter of fact, my first 1050 & Action! cart were bought from them. They have an excellant reputation, Lucas Films even bought all their Supra 2400 baud modems from Compucat. The thing is Neal still has access to hard to find 8 bit hardware & software. I don't know how he does it, he may have an inside track on Best Electronics inventory or something. Anyway, they take Visa/MC & even American Express <at least they did for me, but then I've known them for about 10 years> The WWW location is still under construction. I don't have a graphics browser like Mosaic & a lot of stuff like mail haven't been implemented in VT100 mode. So, if you want to try an on line adventure & electric mall that has access to 8 bit stuff, have Mosaic type software.
I've had to (G)o to:
ftp://ftp.netcom.com/pub/nk/nkinney/html/
then open compucat doc from the list to get there, but you're supposed to be able to go all the way by:
ftp://ftp.netcom.com/pub/nk/nkinney/html/commpucat/html
Rick

1373. Re: Old 8bit Games

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-11 19:35:52 UTC
From: ind01647@pegasus.cc.ucf.edu
Message-ID: <3hj3io$5jd@news.cc.ucf.edu>
Source record: 94414

kling@whqvax.picker.com wrote:
: Does anybody remember 2 games for the Atari 800

: both games were written to look similiar, they were both written
: to look like the Empire Strikes Back, specifically the
: Planet of Hoth invasion scene.

: I don't remember the actual star wars title, but the other
: one was named something like "Attack of the Mutant Camels". If

Yeah, Attack of the Mutant Camels had a bunch of colour scrolling bars as
the background. Nice game.

Sen

1374. Re: Piracy and FTP sites.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-11 20:30:13 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <3hj6ol$4fj2@blue.weeg.uiowa.edu>
Source record: 94416

>h0142kdd@joker.rz.hu-berlin.de (Paul David Doherty) writes:

>>Thanks for your offer. I'm looking for Scott Adams's SAGA series (the
>>12 classic adventures in the graphics version). Where can I get them?
>>[BTW, this is not a challenge or anything - I'd just like to play those
>>games, and I was not able to find them anywhere, neither for the Atari
>>nor the Commodore 64.]

Okay, here we go. The most recent picture catalog from American
Techna-Vision listed Scott Adams Text Adventures 1-12 for $12.50, and it
listed Scott Adams Graphic Adventures 1-6 for $14.95. However, the more
recent literature from ATV doesn't list either of these, so they may have
sold out by now.

B&C ComputerVisions lists Adams Adventures 1-12 for $14.95, and they list
Adams Graphic Adventures 1-6 for $26.95.

The next question would be, _were_ there Adams Graphic Adventures 7-12
released for the Atari?
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

1375. Re: ECI MPD/ line function?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-11 21:00:18 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <132714@cup.portal.com>
Source record: 94415
Body handling: HTML body converted to readable text

Matt; I don't suppose the guy is still
around is he? Reason I ask is I do have an Eprom burner & I never know
when when I may need a bit of ROM in the PBI area. No real plans so it
isn't urgent, but you never know. I'd specifically like to know just exactly
how the PBI ROM would be called, something like the $BFFA address in the
cart port or a hard coded jump? Sorry I can't respond in German, but as the
joke goes:
Q: What do you call someone who speaks two languages?
A: Bilingual
Q: What do you call someone who only speaks one language?
A: American
Thanks

1376. Old AC's wanted.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-11 22:38:40 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3hje9g$13ob@hearst.cac.psu.edu>
Source record: 94417

```
If you have any old Atari Classics mags before the transfer to the
West coast or know where I can get back issues pleae let me know..
if not.. anybody want to copy a few?
--
43rd Law of Computing:
Anything that can go wr
.signature: Segmentation violation -- Core dumped
```

1377. Re: International Mail-Order business

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-11 23:56:29 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <D3v166.4Fv@iglou.com>
Source record: 94419

With all this talk about security, does anyone know if it would be
feasible to port PGP to the 8-bit?
--
What is the most obscene word in the English language?

CENSORSHIP

1378. I'll trade 3 of mine for 1 of yours!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-12 01:16:25 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3hjnh9$2gs@ccshst05.cs.uoguelph.ca>
Source record: 94418

Hi!

I have received *MANY* offers to buy and trade for the cartridges I'm offering. Unfortunately, not many people seem to be hitting the right keys. So, I'd like to change things a bit. To those of you who have already arranged deals with me, your cartridges have been set aside. The following items are still up for grabs:

Atari 7800 Atari 2600
========== ==========
1. Super Huey UH-IX 1. Kangaroo
2. Impossible Mission 2. Pac-Man
3. Fight Night
4. Touchdown Football Sega Master System
5. Real Sports Baseball ==========
6. Choplifter! 1. Hang On/Safari Hunt
7. Karateka
8. Galaga
9. One On One Basketball
10. Hat Trick
11. Centepede
12. Galaga

I will trade any three of the above games for one of the following:
^^^^^^ ^^^

Atari Lynx: Atari 7800 Tandy CoCo III
========== ========== ==========
1. Klax 1. F-18 Hornet 1. CoCo Max III
2. Dracula: The Undead 2. Water Ski 2. Max 10
3. Lemmings 3. Tank Command 3. Robocop
4. Ninja Gaiden 4. Tetris
5. Gauntlet III 5. Super Pitfall
6. Dirty Larry: Renegade Cop

My only conditions are that all games must have instructions and be in working order. If you want to make a different offer, please feel free. I'm fairly flexible.

Thanks!

>> Mark <<

--
==========
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Very funny Scotty! Now ... beam down my clothes!!!"
==========

1379. Re: 1200XL power upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-12 04:51:17 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950211204955.11480C-100000@PEAK.ORG>
Source record: 94420

On Thu, 9 Feb 1995, richard.b.dell wrote:

> In article <132522@cup.portal.com>,
> <Rick_Michael_Cortese@cup.portal.com> wrote:
> >Actually, removing the internal power supply on his 1200xl was how
> >Wooley got his built in IDE drive to fit.
>
> That makes sense, but I am doing IDE drives this week for our PCs
> here, and have (since my first IDE drive) standardized on the 1
> inch high ones. I suspect (but have not physically inspected or
> tried as yet) that I could get one of those into my 1200XL without
> removing the power supply. I'll try it out tonight after
> finishing the TV I'm fixing ... put the 80 megger in and see how
> it fits (since the 1200XL is apart waiting for me to decide how to
> upgrade it). Certainly one of the 2.5 inch laptop drives would
> fit, though I believe most if not all of those use a smaller
> connector, and would require an adapter from a standard IDE
> controller. But now, maybe buying a used 2.5 inch drive from
> someone who has upgraded his laptop's drive would be an economical
> route to go (busily making a shopping list for Trenton).
>

I'm not sure, but do the 2.5-inch IDE drives have POWER
connections in the same ribbon connector as the data (i.e. - ONE cable
and no power cord??)? Just curious....

James

1380. James Wood: Apology: end flames, please.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-12 05:49:28 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950211212529.11480M-100000@PEAK.ORG>
Source record: 94421

Readers: Who isn't tired of reading the flames by now?

I'm relatively new to the net. It seemed that I was in need of some disks and supplies for the ol' 8-bit. I posted a message asking about obtaining disks, etc. for the computer, and it seemed like days would pass with no replies. Evidently, there were replies, but it took some time for the delays. I'd post a message, and log on a couple days later, and there would be a slew of new messages all around mine, but no reply. Several people suggested the FAQ. The FAQ isn't always posted, and if it is, I'd likely need to use the roommate's IBM to read it; unless it can be easily understood in 40-columns....and can be loaded into the memory of a 64K machine (what's left over after the editor loads, of course).

I was also interested in, perhaps, someone saying "I just ordered X number of diskettes from _____ last week, and they were only X cents each! Would the FAQ provide that information? Nevertheless, I have received replies from a number of people, and I thank them.

I sincerely apologize for my outburst, which I now see was quite unfounded. Some people, such as Rob and Joe were quite nice in their reactions to my post. They are to be commended for their calm demeanor, and helpful attitudes. Once again, I AM SORRY.

However, the character of Rick_Michael_Cortese is another matter. As I gather he feels about me, I don't quite catch this guy's drift. He continues to irritate me, and I do not want him to misinform others about me. He (and another) did make a nice offer to send me some ROMS for my 800XL, which was great!

Rick has posted at least a couple of messages about my "RESPONDING" to his post with threats of a face-to-face confrontation. He thinks I am here "for flamebait," and that I'm "probably don't even own an Atari" - "probably a C64 user." He is wrong on all accounts.

What I didn't like (I'm sure my stating so is what irritated Cortese and drove him to continue the flames) was his attitude. Although I am no saint and my original flame was out of line, Cortese's messages to me were VERY egotistical, egocentric, condescending, smart-ass..... He attempted to assess my intelligence through my obvious inexperience with the net, and my lack of technical knowledge of computers. I've informed him in E-mail that it is easy for PERSON#1 to attempt to evaluate PERSON#2's intelligence based on a comparison in ONE area, which often happens to be PERSON#1's area of expertise. PERSON#1, finding that PERSON#2 is not as knowledgeable in that area as himself, erroneously attempts to assess the other's intelligence, and smiles gleefully in false illusions of grandeur. Cortese refered to me as "not being smart

enough" to read the FAQ, for example. Wouldn't this piss you off if he said it about you?

He's furthered the flames.....claiming that I'm "not real", etc. I really don't care what he says about me, but I would like to interject that much/all of it is not true. As above, I APOLOGIZE for the original incident. I don't expect Cortese to do so, for his tender ego is much too easily bruised. HEY CORTESE: CAN YOU AT LEAST DROP IT, OR TAKE IT TO E-MAIL??????

Thank you to all who have replied. I enjoy this base, I do NOT own a Commodore 64 (or ANY product with a C= on it), and I am real. I appreciate kindness and hospitality (much of which has been offered to me on this newsgroup), and (as anyone) I resent smart-asses. I assure everyone here that it wasn't the former (from Cortese) that evoked my respond....it was the latter. He's so good at it that perhaps he should specialize.

James

1381. WTB: M.U.L.E. + quest. about loading

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-12 06:00:48 UTC
From: cecarman@miavx1.acs.muohio.edu
Message-ID: <1995Feb12.010048.39407@miavx1>
Source record: 94422

I have a question and sort of a request....

First of all, I've booted up my old Atari 800 and I can't remember how to load Basic files from disk. Is it like LOAD "FILENAME.EXT";8,1 or something like that?

The other thing is that a guy I loaned software to a while back won't give me my stuff back, so I was looking to buy Electronic arts' game "M.U.L.E." You're an alien that inhabits a colony planet and tries to get rich... if anyone has this, I'd really really like to buy it.

Anyway, that's it. Thanks! Later,
-Chris Carman
-cecarman@miavx1.acs.muohio.edu

1382. 8-bit printers

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-12 06:14:34 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950211220707.11480N-100000@PEAK.ORG>
Source record: 94423

DISCLAIMER: UNFORTUNATELY, I DO NOT HAVE THE FAQ HANDY. I DON'T SEE IT POSTED AT THE MOMENT.

I'm looking for a printer to hook to my 8-bit (CORTESE: YES, I HAVE AN ATARI). However, I can't find any (circa '80s) Epson printers in my area. However, I do recall that one needs to usually change a DIP switch, to set the printer for AUTO LINEFEEDS with a carriage return. I still remember the first time I hooked up my MX-80 and had everything print on ONE line!!!

I've been looking for a printer, and noticed that just about the only thing available now is Inkjet printers. The Canon BJ-200e is a pretty good price (relatively speaking, for printers). It offers "Epson LQ emulation" - but how far must the emulation go to be compatible? Can you switch the LF?? When printing with the Print Shop (which frequently prints to the edge of the paper), will this work with an inkjet which sometimes do not go to the edge?

Is this emulation going to work with graphics, or just text?

I also found a good deal on a used Okidata Microline 320. However, there's no manual, and I don't know if it's Epson compatible, or if the CR-LF switch can be set. Anybody use one of those with the ol' 8-bit??

THanx.

James

1383. Re: 1200XL power upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-12 07:56:57 UTC
From: bjcorr@delphi.com
Message-ID: <9502120257591.DLITE.bjcorr@delphi.com>
Source record: 94424

>NNTP-Posting-Host: news1.unix.portal.com
>
>Richard; REM Altronics? I was just wasting time there today & they had
>at least one 2.5" 60 meg IDE drive for $59. Don't know what the going
>rate is for the bigger ones, something like $200 for around 500 megs, but
>the 2.5" was really cute. The little woman has already figured out how much
>money I have so come Valentine day I'll be broke. Maybe you can convice
yours
>an IDE drive is the perfect gift for a Valentine gift in the '90s. I'm just
>not able to convince mine to buy me anything she can't use <g>.
>Rick
>
Today at hsc electronics in Rohnert Park I saw refirbished Toshiba 2.5" 43
meg HD's for $39!!!! Now if someone can only tell me how to wire this
little toy into my 1200XL....
bjcorr@delphi.com

1384. Atari files to PC data transfer problem solves.....WITHOUT an SIO2PC....

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-12 09:08:15 UTC
From: nfriedland@aol.com
Message-ID: <3hkj5v$dv8@newsbf02.news.aol.com>
Source record: 94425

I just developed a cable, that when connected to your PC's and Atari's serial ports, will enable you to transfer files between the two. Also, there are two program for the PC that you can use to change Atari written text to PC formatted text. Any comments, questions, etc.???give me an email.

1385. Re: VGA card (was: ever a workable 80-column mod)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-12 14:43:56 UTC
From: CONRADUS@PLEARN.EDU.PL
Message-ID: <199502121443.IAA24755@mail.cs.utexas.edu>
Source record: 94426

>That's what the named interface is about. It does not connect the atari
>8-bit to the PC-bus, but it allows one to connect cards, which should be
>plugged in an 8-Bit ISA socket on your PC, to your atari 8-bit cartridge
>port.

Thanks, Ivo. I didn't understand. But I still think, that connecting a card
to the cartridge port isn't good solution: You still cannot connect a 16-bit
PC device, like AT-BUS drive (please, don't write, that it is impossible to
connect something like this directly to PB; I've got such a disk; and it
was much cheaper, than any MIO, because the interface (without a drive)
costs under the million polish zloties (= less than 100 new zloties = less
than 40 USD)).

>Why a VGA card? Ever thought of the tremendous amount of disk space needed
>to store a 320x200x256 picture?

Off course, I thought. It is 64000 bytes. Uncompressed. Too much? Buy a
hard drive.

> I think a CGA card would be great enough.
>Good quality 80 columns display! That's what's all about. Or maybe an
>old fashion SoundBlaster, you know, the 8-Bit ones. I doubt if you can
>get the DMA to work, but the sampler and the ADLib certainly add some
>to your XL.

Yes, You are right. The CGA is great enough, if You mean 80-column display
only, but its graphic mode doesn't look very exciting... My grandmother
said: "If we are going to do anything, we should make a good job, or nothing."

About Sound Blaster: some months ago my friend built a sound card for Atari.
It has the two 8-bit D/A converters and the two 8-bit A/D converters. It is
connected to bus and works fine without any DMA.

>>If we install a VGA card in our beloved computer :), we can piss off the
>>ANTIC and GTIA then easily accelerate CPU to, for example, 3.54 MHz.

>We can not. ANTIC also generates the RAM refresh cycles.

Static RAM-s don't need refresh cycles. But even if we don't change RAM-s to
static, I think that ANTIC will do its job (we needn't care, what it will
try to display by Composite Video).

Konrad Kokoszkiewicz
conradus@plearn.bitnet

PS. Another sentence, that said my grandmother: "We live to our dreams become
reality".

1386. Re: ***** Always Pray *****

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-12 15:22:11 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <5Yw5Trr.ransom22@delphi.com>
Source record: 94427

STANDURD <standurd@aol.com> writes:

>ALAMO LITERATURE CIRCULATION IS MORE THAN USA TODAY, THE NEW
>YORK TIMES, L.A. TIMES AND MANY OTHER NATIONAL PUBLICATIONS
>COMBINED

Yes, and Alamo is a moron. Even more of a moron than those who
run USA Today.

:)

(Yeah, I know he won't get this,but I couldn't resist. [Grin])

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1387. WTB: Wyld & Ziggurat from Screenplay

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-12 17:56:32 UTC
From: Walter Las <wlas@delphi.com>
Message-ID: <Ji67jD4.wlas@delphi.com>
Source record: 94428

Hi, I just pulled my old 130XE & XF551 out of the closet and have been revelling in the memories of times when games were really games, original, and fun to play. And in my rummagings I found two of my all time favorite games: Dunzhin and Kaiv by Screenplay. There were supposed to be two others in the series called Wyld and Ziggurat and I'd really like to have them. If anyone's got 'em, I'd like to buy them. Especially if they're still on the Atari/C64 flippy's.
And the disk version of Telengard would be up for serious consideration also.
Email me at wlas@delpi.com OR austin@planet.net

Thanks-
--
@--@
Email to: wlas@delphi.com	///This box is filled with meaningless text... /
_-_-_-_-_-_-_-_-_-_-_-_-_-_	//I wouldn't even bother reading it if I were //
"Yo!" - The Dean	/you. Watch out for cliches. Beware Fnords ///
@--@
|Here, for you, is a rose. A token, a symbol, of our love. Soon it will |
|wither, turn brown and die. @>--,-^--,--^ |
@--@

1388. Re: 1200XL power upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-12 18:20:11 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <132751@cup.portal.com>
Source record: 94429

Ben; if your in the SF bay area you may want to try the SLCC bbs. I've only got a nuber from a couple of years ago so it may not be good anymore. (415)352-5528. Bob's a great guy, but he's also the busiest guy I've ever seen. Works on IBM mainframes for groceries, kids in college or getting married or something all the time. He constantly gets tapped by the SLCC ST users for help since he seems to know everything about anything. In a typical converstion he may say something like, "I was opening my mail the other day, wait this is postmarked 6 months ago." He writes up everything he does, usually in the SLCC Journal. It may not be the quickest path, but if you try to find him on the BBS or the write up or the journal librarian or ??? you may be able to get reprints.

1389. What machine is best to hack?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-12 19:31:31 UTC
From: scroggkw@Rose-Hulman.Edu
Message-ID: <scroggkw.26.792617491@Rose-Hulman.Edu>
Source record: 94430

I have a question, what Atari 8-bit is the best to hack, and what all can be done to it? I have seen posts about people who have 800XLs able to run as 800s (I guess they can run games like Gorf?). Is this the best machine to do? Do you just steal the 800 ROM cheap from the machine? Anyway, any information would be nice, I need something to do next term, and hacking Amiga 1000s is starting to get boring (and expensive too!).

BTW, I've never had a 800 XL, or any XL at all. I do have a 800 (purchased when it came out in 79 or 80 for $800! I was 4 at the time!) with a 256k upgrade (that was a mint also!), a 400, 130Xe, and XEGS. Also have over 50 cartridges, and 200+ software titles, all original. Still use the machine too, but I don't have one at school, so I can't use it now! Parents wouldn't let me steal what I wanted (A floppy drive and games, only have 4 floppies, all us doubled.)

Thanks for listening to my rambling, anyway, if you wish to offload an 8-bit computer, I might be interested.

Thanks
(Emailed replies prefered, my news server tends to 'misplace' articles!)

1390. Re: WTB: M.U.L.E. + quest. about loading

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-12 20:32:39 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <3hlr97$3col@blue.weeg.uiowa.edu>
Source record: 94431

cecarman@miavx1.acs.muohio.edu writes:

>First of all, I've booted up my old Atari 800 and I can't remember how to load
>Basic files from disk. Is it like LOAD "FILENAME.EXT";8,1 or something like
>that?

It looks like you're confusing the Atari with the Commodore. It's just
LOAD "D1:FILENAME.EXT"

>The other thing is that a guy I loaned software to a while back won't give me
>my stuff back, so I was looking to buy Electronic arts' game "M.U.L.E." You're
>an alien that inhabits a colony planet and tries to get rich... if anyone has
>this, I'd really really like to buy it.

B&C ComputerVisions lists new copies of M.U.L.E. in their latest ads and
catalog, although one person told me they ran out of stock again.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

1391. Re: Old AC's wanted.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-12 20:34:42 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <3hlrd2$v7d@blue.weeg.uiowa.edu>
Source record: 94432

heller@akh104.rh.psu.edu (Andrew K. Heller) writes:

> If you have any old Atari Classics mags before the transfer to the
>West coast or know where I can get back issues pleae let me know..
>if not.. anybody want to copy a few?

Didn't Ben transfer his stock of back issues to Jim and Bob when they
took over the magazine? You might want to contact AC themselves to see
what they have available.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

1392. Need 1050 ED disk VTOC in

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-12 20:35:28 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3hlreg$tq7@link.xs4all.nl>
Source record: 94433

```
r >From: richczeta@aol.com (RichCZeta)
r >Subject: Need 1050 ED disk VTOC info!
r >Date: 31 Jan 1995 08:41:50 -0500
r >
r >Anyone know the exact format of a 1050 disk's VTOC?
r >Specifically, where's the rest of the volume bit map?
r >
r >Thanks in advance for any help!
r >
r >P.S. For that matter, what are the formats used by the 180K SS/DD
r >drives?
r >
r >Rich
r >RichCZeta@aol.com

Howdy Rich

Taken from Atari Software Protection Techniques by George Morrison, Alpha
Systems (learned me a lot about directory and VTOC layouts, which comes in
handy when you want to shorten a file (e.g. take of a bit at the front, the
back or the middle, or all of the above).

VTOC Sector Layout

Bytes:

0 Type DOS ( 0 = DOS 2.0 )
1+2 Total number of sectors
3+4 Number of unused sectors
5 Reserved
6-9 Unused
10-99 Each BIT in this area represents a specific sector ( 0=used, 1=unused)

The book was written before enhanced density existed. That last line should
now read, from 10 to end of sector.

DOS 2.5 uses sectors 360 and if necessary 1024 as a VTOC.
MyDOS uses sectors 360 and if necessary 359, 358, etc. if necessary.

Only sector 360 "loses" 10 bytes. All other VTOC sectors start there
"used/unused" info at byte/bit 0.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

1393. Re: PC-Filesystem - does

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-12 20:35:29 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3hlreh$tq9@link.xs4all.nl>
Source record: 94434

```
r >Subject: Re: PC-Filesystem - does anybody has coded it yet
r >From: rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins)
r >Date: 31 Jan 95 09:19:14 -0500
r >
r >In article <3gikt8$iu5@news.primenet.com>, krishna@primenet.com (Glenn Saunde
r >> The true PC filesystem may require too much memory overhead to be viable
r >> on an 8-bit CPU.
r >
r > From what I heard, the PC File system is rather simplistic. I for
r >one would like to see a program for my XF551 that could r/w 360K Msdos
r >Disks!!
r >
r >> There is also the issue of copyright. I don't know how Atari's ST got
r >> away with its MS-DOS ripoff filesystem.
r >
r > Can you copyright a disk format?
r >
r >Later.......
r >
r >------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======-------
r >(On whether abstinance is a Religious term, and\rlcollins@miavx1.acs.muohio.e
r >should or should not be in the schools:) \RC1DSANU@miamiu.acs.muohio.e
r >"What if you're an Atheist who hates sex?" \rcollins@apsvax.aps.muohio.
r > - Andy from my EDL 304 class \ R.COLLINS1 on GEnie
r > ------=======}}}}}}}}}((((((()))))))))}}}}}}}}=======----- 31-JAN-1995

Howdy Folks

There already exists a program to READ ST/IBM format disks on the XF551.
It comes with CSS's XF551 3.5" Upgrades. It's written by Jeff McWilliams.
You can NOT write to these disks in ST/IBM format, because the XF551 does not
have sufficient memory to hold the 512 bytes the ST/IBM stuff into a sector
(well, that's what Bob Puff sais.)

If you want to read, write and format ST/IBM format disks on your Classic
Atari, you're gonna have to spring some money for the BlackBox/FloppyBoard
option.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

1394. Faxmodems/TCP-IP

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-12 20:36:45 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3hlrgt$trk@link.xs4all.nl>
Source record: 94435

b >From: bruck@brachot.jct.ac.il (kylemol moron)
b >Subject: Faxmodems/TCP-IP
b >Date: 26 Jan 1995 12:39:38 -0600
b >
b >I was wondering if I could write a program to drive an external Faxmodem.
b >I mean, will FAXes look that bad with 320 pixels of horizontal resolution?
b >(scrolling vertically to see the entire virtual page.)
b >Where can I get a list of the special control codes and protocol used to
b >receive and transmit FAXes?
b >
b > (stuff deleted)
b >
b >-itay
b >
b >Itay Chamiel!&$@#[}%^Jerusalem)%-\=+':bruck@brachot.jct.ac.il" /_*#$@?Phish
b >GREVOOLAJOXRASDEPOLISWAQUIFROLINOMINUYIGSHIVABOZUXOPITKASWERUVACSIDFERIPONEL

Howdy Itay

YES. I want this. Please write some FAX software for the classic 8 bit.
Maybe you could use horizontal scrolling, flickering or even better yet, the
XEP 80 (which can be really fast if you know how to) to display the page.
I guess an option to dump the page to the printer (either after or during
transmission) could come in handy. Would be nice to be able to write a
letter using T:EDIT or Atari Writer (80/plus) or whatever and then send it via
FAX.

Hmm, I guess Supra Corporation has some data on FAX protocols on there BBS.
But I'm not sure. (503-967-2444 or supratech@supra.com)

BTW mine's a V.32bis external and can handle data, fax and when the upgrade
finally becomes available, voice. All at up to 14k4 baud.

CU Mathy Van Nisselroy

---
* PabQwk 2.0 *

1395. Hello Europe.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-12 20:36:47 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3hlrgv$trm@link.xs4all.nl>
Source record: 94436

```
j >From: James Wood <jamesw@CSOS.ORST.EDU>
j >Subject: Hello Europe.
j >Date: Fri, 27 Jan 1995 02:28:30 -0800
j >
j >Hey Mathy Van Nisselroy:
j >
j > Good to see you here on the Usenet. I enjoyed reading your
j >posts......on the Atari 8-bit BBS network.... Haven't seen your name on
j >USenet until the past couple of days.
j >
j >
j > Have you been here, quiet, the whole time???
j >
j >James
```

Howdy James

Yes, I've been here for a year, maybe a year and a halve. I'm the silent type you know. And I'm sometimes having problems getting here.

Those problems can consist of the following;

- My providers phone line is busy,
- I hate SpartaDOS
- PabQWK doesn't like huge messages (like FAQ's). If this happens I loose everything from that message on. Or I have to "sector edit" the whole file, changing "inverse lowercase c" to ATASCII Returns and shortning the whole file (copying 1000+ DD sectors to screen is not funny. And I don't have to memory or the word processor to handle files like these)
And SpartaDOS is not the easiest format when it comes to "cutting files in halve and throwing away the first part.
- One of my keyboards died a couple of month ago
- My 130XE has a flaky POKEY I guess (I've had atleast 2 die on me after the GUMBY upgrade)
- The power supply I'm using to feed my BlackBox and FloppyBoard had two cases of "I'm giving up". The second time was the weirdest, if the drive head would move to abrupt, the supply died. Cured that one by resoldering the whole thing.
- PabQWK doesn't allow the use of long addresses.
- I have problems with my providers computer.
- I don't feel like fighting these problems to tell something to somebody.
- One, some or all of the above and maybe even some I forgot.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

PS And last but in no way the least. I fell in love with this woman.
But that's another story (which you might have read on the PRO-net :-))

---
* PabQwk 2.0 *

1396. Re: Saving my old disks!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-12 20:36:47 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3hlrgv$tro@link.xs4all.nl>
Source record: 94437

```
h >From: heller@akh104.rh.psu.edu (Andrew K. Heller)
h >Subject: Re: Saving my old disks!
h >Date: 28 Jan 1995 23:01:01 GMT
h >
h >Michael Current (mcurrent@blue.weeg.uiowa.edu) wrote:
h >: richczeta@aol.com (RichCZeta) writes:
h >
h >: >Does anyone know of a program that can duplicate
h >: >copy-protected disks, including ones like AR? My
h >
h >: American Techna-Vision sells a product called Chipmunk that's supposed to
h >: be able to copy many copy-protected disks.
h >
h >: There are also more powerful products available from Computer Software
h >: Services.
h >
h >
h > I don't think any version of chipmunk backs up AR...any version...
h >as I recall ARD used fuzzy sectors...and ARC well...that was phillip
h >Price's brain child of weird stuff...
h >
h > nothing at like his Tail of Beta Lyrae protection... but still nasty.
h >
h >
h >Of course you can just buy another version for $6.50 from one
h >of the suppliers.

Howdy Folks

CSS sells the Bit Writer for the 1050. But it won't work without the Super
Archiver (either I or II), also by CSS (see vendor list). It's probably
the only thing that copies (almost?) all disks.

BTW since I use my 1050's only when I have to, and don't have that many
commercial software, I neither own a Super Archiver nor a Bit Writer.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

1397. Re: More disk info rqrd p

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-12 20:36:48 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3hlrh0$trq@link.xs4all.nl>
Source record: 94438

```
d >From: da_pate@pavo.concordia.ca (PATERSON, DAVID ANDREW)
d >Subject: Re: More disk info rqrd please =8-]
d >Date: 30 Jan 1995 13:05 -0500

d >In article <FA5UEEUUUp@stingray.manawatu.gen.nz>, richard@stingray.manawatu.g
d >>OK, so I use open #1,6,0,"D:*.*" and read until an EOF - is there a command
d >>in Basic to detect this? I can't remember it if there is. Is there in any
d >>language for the 8bit?
d >>
d >>What I would like to know (this time), is:
d >>
d >>- How do you detect an EOF, without having to resort to a TRAP?
d >> and,
d >>- When I get a file entry from the dir list, do all DOS's share the same
d >> format? I want to be able to mask off the sector size, and insert a .
d >> between the name & extension.
d >>
d >>Thanks,
d >>Richard.
d >>
d >All DOSes except mydos use a 3 character length field;nMyDos 4.50 uses 4.
d >MyDos 4.53 uses the three character file length field.
d >
d >You'll have to resort to a TRAP to emulate a while not EOF in Atari BASIC.
d >My preferred technique to to have the line that the TRAP send the program to
d >check the error number, in location 195 ($C3). An EOF error is 136, I think.
d >(Check that before you use it).
d >
d >Dave

Howdy Folks

How about this one: PRINT FRE(0)

Re: DOS formats

Except SpartaDOS, all DOSses use basicly the same format.
All versions of MyDOS (that I know of) use four digit sector counts, except
version 4.53/3 (4.53/4 uses four digits). If necessary, but only then,
MyDOS 4.53/3 will use four digits or even five (4.53/4 will do this too).

Remember that MyDOS does NOT use filenumbers in the sector data, as all other
Atari-DOS-alikes do. (Tip: filenumber 0 never has the filenumber in the
sector data).
```

And last but not least, Enhanced Density can be a problem when using either DOS 2.5 on MyDOS disks or vice versa. One can't read Enhanced Density disks from the other, the other can only partly read ED disks in #1's format. Don't know how this exactly works.

(If somebody could come up with a utility to add or remove filenumbers, please tell me. I've been looking for such a utility for ages.)

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

1398. Re: 8bit emul for ST

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-12 20:36:49 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3hlrh1$trs@link.xs4all.nl>
Source record: 94439

k >From: kendrick@zippy.sonoma.edu (William Kendrick)
k >Subject: Re: 8bit emul for ST
k >Date: 28 Jan 1995 19:21:03 GMT
k >
k >If you folks didn't figure this out, :) STxformer is by the same author as
k >PCxformer (and GEMulator), Branch Always Software. Just in case you guys
k >didn't realize it. (I have the same trouble with MyDOS and MyBBS.. MyDOS
k >is "my DOS".. I use it. But it isn't "MY DOS".. I didn't write it. MyBBS
k >however is not only "my BBS" (I use(d) it), and "MY BBS" (I WROTE it), but
k >also a BBS FOR _My_DOS.. hence the name! :))
k >
k >-bill!
k >kendrick@vax.sonoma.edu ��� kendrick@zippy.sonoma.edu Got a new .plan!
k >William (Bill) Kendrick / ⌐ \ ** New Breed Software **
k >My my my!

```
Howdy fellow MyDOS lover.

A BBS FOR _My_DOS you say. Where can I find this piece of heaven :-)
An what can I find there.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

-------------------------------------------------------------------------

MyDOS or DieDOS ( I would have said "Bust" but that would
give some guys the wrong impression.
And if I'd really have to choose....
-------------------------------------------------------------------------

---
* PabQwk 2.0 *
```

1399. Re: Upgraded 130xe trade

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-12 20:36:49 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3hlrh1$tru@link.xs4all.nl>
Source record: 94440

```
j >From: James King <jeking7@delphi.com>
j >Subject: Re: Upgraded 130xe trade for upgraded 800xl
j >Date: Sun, 29 Jan 95 08:52:33 -0500
j >
j >[grin] I understand. My last 130xe was even better than this -- ask
j >Thomas Drake.. It was a 1meg upgraded 130xe w/XE Touch, AC Audio, Video,
j >Switchable rom and much more..
j >
j >It's just that my MIO's dont seem to like XE's anymore - and I have to use
j >an XL on my MIO. [sigh]
j >
j >--
j > @ @ @ ------------------------------------ @ @ @
j > @ @ @ James King - jeking7@delphi.com @ @ @
j > @ @ @ ------------------------------------ @ @ @
```

Howdy James

The XE's probably have Mexican CPU's (CO14806??). Replace them and your troubles will be over. My 130XE had one of those and didn't like my BB/FB. Replaced the CPU and voila...

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

BTW If you still got that XEP80 for sale, I'll give you $20 for it.

---
* PabQwk 2.0 *

1400. BW dos sparta compat?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-12 20:36:50 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3hlrh2$ts0@link.xs4all.nl>
Source record: 94441

```
c >From: chaos@oo.com (chaos)
c >Subject: BW dos sparta compat?
c >Date: 31 Jan 1995 02:18:20 GMT
c >
c > Hey folks, i picked up an anari XE os called BW-dos version
c >1.00. The docs say that this is pretty much compatable with sparta dos. i
c >was wondering, how come ive never heard much about this OS on this
c >usegroup? is there somehting flakey about it?
c >
c >hmmm...

It was last years "yearly free gift" of the German Atari Bit Byter User Club
( or ABBUC ). They're an Atari 8-bit only usergroup with just under 700
(yes, seven hundred) members, most are German, but there are members all over
Europe and even the world. See Vendor list for address.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

1401. Re: VGA card (was: Ever a workable 80-column mod)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-12 21:00:06 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <BOw4rD2.lmcclure@delphi.com>
Source record: 94442

In a message dated 2-10-95, Ivo van Poorten said:

"Why a VGA card? Ever thought of the tremendous amount of
disk space needed to store a 320x200x256 picture? I think
a CGA card would be great enough."

A CGA card would be good enough for a decent 80-column display, and would support 16-color ANSI text for BBS use. Also, if one had a RGBI/composite monitor such as the Commodore 1902 or 1902A, or one of the Amiga monitors that handles both types of RGB, one could run the native Atari display and the CGA card display on the same monitor. Also, CGA cards are dirt cheap.

Those are the pluses of CGA. The negatives are that monitors that handle RGBI, AFAIK, are no longer being made by anyone. Also, I expect CGA cards themselves will suffer the same fate before much longer. After all, unless one is running on an old XT, why buy a $19 CGA card when you have basic VGA (or better) for $10-$20 more?

The pluses for VGA are better resolution (even when running in "CGA" modes), and improved graphics capabilities. Also, with VGA one can be assured of being able to buy a new, compatible monitor anytime for the foreseeable future. As a plus, uses VGA-only monitors, and even less-capable SVGA monitors are sold cheaply by PC folks upgrading to cards capable of higher resolutions.

As to storage, that 320x200 256-color pic would take 32K to store. Even a bog-standard 810, one could fit two per disk with room to spare, even using no compression. With something like a US-Doubled 1050, at least 5.

The biggest minus I see (aside from the need for two monitors), is that 8-bit (XT-type) VGA cards are as rare as hen's teeth nowadays, especially if you are looking for a reliable source of new cards. The basic $30-$40 "bargain" VGA cards are meant for the 16-bit ISA slots in 286-based and better machines.

1402. Best games ever for 8 bit atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-12 23:39:05 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <D3wv17.HBC@news.magi.com>
Source record: 94443

I think the best RPG game of all times was Draconus (1988). I don't
know if some of you have even seen or played this game but one thing
is for sure. You want something wild, well, you better get this game
as soon as possible. In fact when I was switching from my 65XE to ST
I thought this game would kick ass of some ST games at the time.
That's how good it was.
Any other opinions on this or other games are welcome.

Vladimir

vjancare@magi.com

----------> I am karateka and I'm proud of it <-------------
==========

1403. Re: What machine is best to hack?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-13 00:52:22 UTC
From: James King <jeking7@delphi.com>
Message-ID: <JYzazZ+.jeking7@delphi.com>
Source record: 94444

In my opinion, the 800xl is by far the easiest to hack.. Most 800xl's
come presocketed, can accept up to 4 meg in ram, can accept color
and video mods and can be up or downgraded (130xe or 800).

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

1404. Re: Upgraded 130xe trade

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-13 00:55:04 UTC
From: James King <jeking7@delphi.com>
Message-ID: <B47brt4.jeking7@delphi.com>
Source record: 94445

Mathy Van Nisselroy <mathniss@link.xs4all.nl> writes:

>The XE's probably have Mexican CPU's (CO14806??). Replace them and your
>troubles will be over. My 130XE had one of those and didn't like my BB/FB.

Thanks for the tip.. I'll definately try replacing the CPU and see what
happens.

>BTW If you still got that XEP80 for sale, I'll give you $20 for it.

Sorry, paid $40.00 for the XEP80 myself, and simply cant let it go for
$20.00

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

1405. Re: VGA card (was: ever a workable 80-column mod)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-13 01:19:26 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D3wzoE.FwL@nntpa.cb.att.com>
Source record: 94446

In article <199502121443.IAA24755@mail.cs.utexas.edu>,
Konrad Kokoszkiewicz <CONRADUS@PLEARN.EDU.PL> wrote:
>
<basically about the feasibility of a PC bus style interface to Atari>

>PS. Another sentence, that said my grandmother: "We live to our dreams become
>reality".

The problem I see about all this is a point is rapidly reached at
which it becomes easier and more versatile to build an Atari onto
a PC bus card and be done with it. By the time one starts adding
all the mapping registers and 16 bit data registers and timing
logic and ....

Two other alternatives present themselves to me, and I am sure
there are others. The first, and I think I have read posts here
saying someone did this once commercially and got slapped down by
Atari, but now that would be unlikely, and a non-commercial hack
certainly would be feasible, would be to build a PC ISA board with
a 6502, dram, ROM, Antic, Pokey, GTIA, etc, with a mini DIN video/audio
output, and the joysticks and SIO port in an expansion box. An
ISA bus I/O register could simulate the Atari keyboard, and a
control register, and use dual port RAM for the communications
between Atari and PC ... heck there would be no need for the ROM
at all, just part of the dual port RAM which could only be written
from the PC side.

The second alternative is a dual port RAM setup which would allow
the Atari and the PC to have a relatively high speed
communications channel, sort of a super speed SIO2PC with it's own
protocol. Heck, even a straight parallel to parallel SIO protocol
with expanded devices could be enough give lots of improvement.
SIO2PC at 19.2 K baud is about 2000 bytes per second, with even
the same bus specs but expanded to 8 bits plus strobes we could
manage 50,000 bytes per second, and probably with terminated lines
and decent drivers we could have a basic rate of several hundred
thousand bytes per second, faster than the Atari could generate
anyways in a programmed I/O mode. Add a PIA in the Atari, use
both ports and handshaking lines, and a similar setup in the PC.
A 6820 in handshaking mode could certainly take data as fast as
the Atari can generate it and check the handshaking lines, and
transfer it to the PC with line driver/receivers to keep
everything decently clean signal-wise. I would say 8 bits, a
strobe and an acknowledge in each direction, 20 lines altogether,
in a ribbon with everyother line grounded, or with differential

driver/receiver chips and lines. Assuming that the speed limitation is on the Atari end, and that the 6502 running at effective 1.3 MHz or so is about 50 percent faster than the 6800 (since I have not done machine code on 6502s for my experience base), than a data rate of the order of 50,000 bytes per second should be managable easily in a programmed I/O mode. With a FIFO of some sort on each end, a burst rate of 500,000 byte per second may be quite possible.

--
Richard Dell

1406. Re: What machine is best to hack?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-13 02:40:13 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <132780@cup.portal.com>
Source record: 94447

Best isn't my favorite to use. Best hands down is an 800XL, preferably with the motherboard fully socketed. The only problems come up when you don't have a socketed mother board, then it tough desoldering the chips to make mods. Since it has a built in parallel buss, it's easy to expand. What most people do is just buy an after market OS. I think I've heard of about 5 or 6 different OS chips, it's kind of choose your flavor. 130XE are nice if you don't need/want to hack them because they all have the chips soldered directly to the mother board. 1200xl, possibly the worst Atari ever made, is my favorite after it's been modified. The only thing you miss is the PBI & if you aren't afraid of working under the hood, it's not a problem. The other thing about the 1200 is it's fully socketed & has the best keyboard.
Rick

1407. Express! PRO networkiking

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-13 02:45:16 UTC
From: cmwagner@gate.net
Message-ID: <3hmh3s$r6o@tequesta.gate.net>
Source record: 94448

I am interested in details of how the networking software for Express! PRO works. I am thinking of writing some sort of packet converter for Express! to Fidonet. I would like to know if there is a source like an RFC would be for Internet, is there something like that for Express?

I am also interested in how Carina does it's networking.

1408. PC Xformer 2.5 under Windows?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-13 02:55:50 UTC
From: joneil@infi.net
Message-ID: <3hmhvp$l3t@lucy.infi.net>
Source record: 94449

Has anyone had any luck running PC Xformer 2.5 under Windows and
in windowed mode? I've tried both windowed and full screen operation
and get total lockup either way. Are there some .pif settings that would
help?

Thanks!
John P. O'Neil
joneil@infi.net

1409. Re: WTB: M.U.L.E. + quest. about loading

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-13 04:03:38 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FBNQDAVAUp@stingray.manawatu.gen.nz>
Source record: 94450

>I have a question and sort of a request....
>
>First of all, I've booted up my old Atari 800 and I can't remember how to load
>Basic files from disk. Is it like LOAD "FILENAME.EXT";8,1 or something like
>that?

I think you were meaning: LOAD "FILENAME.EXT",8,1
which is actually for the Commodore 64.

On the Atari - you just type: LOAD "FILENAME.EXT"
and that's all. If you have a basic file that you LISTed to disk (perhaps
you do as I do, and use the extension .LST), then you just type:
ENTER "FILENAME.EXT"
or just e. for enter.

Hope that helps.

Richard =8-]

--

```
_ _
/(. .)\ )
(*)____/|
/ |
/ |--\ |
(_)(_) (_)
```

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

1410. Re: Ever a workable 80-column mod?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-13 13:06:37 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D3xwF1.Fqt@itex.jct.ac.il>
Source record: 94356

PATERSON, DAVID ANDREW (da_pate@pavo.concordia.ca) wrote:
: In article <hs+6jwN.ransom22@delphi.com>, Joe Walsh <ransom22@delphi.com> writes...
: >
: > Has anyone suggested that the author of that program make the
: >portion of the program that produces the display into a driver loadable
: >at startup, and useable with BASIC, etc. (programs that use the E:
: >device)? It should be possible...perhaps even rather simple.

The author of Ice-T speaks.

I tried making my 80-column (not flicker) into an E: device, but it was harder
than I thought because I have to take control of everything: Screen output,
screen input (whenever you type anything, or even moving up with the cursor to
another line and press Return), control codes, handling line-wrap,
handling system-resets, and making it all invisible to the system.. Maybe
even sticking it in banked memory.. hmm.. but this is NOT easy, and it's gonna
be a memory hog. By the way.. I also gave up.

Stay tuned for Ice-T 2.0 XE!!!!!
* A whole 16K bank devoted to backscroll (8 pages or so)
* Another bank for file captures
* Bugs mercilessly murdered (hopefully)
* More file transfer types, with Tetris! (what?)

Don't hold your breath...

-itay

Itay Chamiel!&$@# }% Jerusalem)%-\|=+':bruck@brachot.jct.ac.il"~/_*#$@?Phish
GREVOOLAJOXRASDEPOLISWAQUIFROLINOMINUYIGSHIVABOZUXOPITKASWERUVACSIDFERIPONEL

1411. Re: 8-bit printers

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-13 16:51:43 UTC
From: jeking@xmission.com
Message-ID: <3ho2mv$9ng@news.xmission.com>
Source record: 94451

In article <Pine.SUN.3.91.950211220707.11480N-100000@PEAK.ORG>, James Wood <jamesw@CSOS.ORST.EDU> says:

>I'm looking for a printer to hook to my 8-bit (CORTESE: YES, I HAVE AN >ATARI). However, I can't find any (circa '80s) Epson printers in my

I've got a couple extra Okidata printers -- these are essentially Atari 1025's with a parallel port. I also have several 1025's in good condition. Either of these make fairly decent printing, but nothing that I'd sumbit a resume on.

My best printer for the 8bit Atari was a Star NX1000 NLQ. It hooked up easily and printed VERY
nicely - especially with Daisy Dot III!

1412. Re: Atari files to PC data transfer problem solves.....WITHOUT an SIO2PC....

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-13 17:23:06 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ho4hq$61i@nic-nac.CSU.net>
Source record: 94452

Big question: WHY!? and is it as good as (or better or worse than) a real SIO2PC setup?

-bill!

1413. Re: Instrns for SIO2PC construction?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-13 19:22:04 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D3yDst.2Is@itex.jct.ac.il>
Source record: 94362

Richard MORRIS (richard@stingray.manawatu.gen.nz) wrote:
: Could someone please send me the details of how to make an SIO2PC cable?
: I want to make use of it on my ST.

Forget it.

```
(it's for the pc)

-itay
```

Itay Chamiel!&$@# }%Jerusalem)%-\|=+':bruck@brachot.jct.ac.il"~/_*#$@?Phish
GREVOOLAJOXRASDEPOLISWAQUIFROLINOMINUYIGSHIVABOZUXOPITKASWERUVACSIDFERIPONEL

1414. Lawrence Estep: Thanks! Order arrived!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-13 23:28:35 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950213152721.20583C-100000@PEAK.ORG>
Source record: 94453
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,rec.games.video.classic,alt.atari.2600

Just wanted to say a word of thanks to Lawrence Estep.

My order did arrive today in mail, and in great shape.

A good deal. Thanks a lot. Sorry for my impatience!

James

1415. Re: PX XFORMER to DOS Utility

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-13 23:56:32 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950213155420.20583D-100000@PEAK.ORG>
Source record: 94454

On Fri, 3 Feb 1995, Roger Cole wrote:

> Is there a utility that will take a file on an Atari virtual disk
> used by PX XFORMER and create a DOS file?--kinda the opposite of the
> XFORMER's ability to import a DOS file as a 1-file virtual disk.
>
> Roger Cole INTERNET:Roger.Cole@MVS.UDEL.EDU
>
>

There *IS* such a utility. Goodness, I forgot the name, but I think I got if off the umich archives......blast, I wish I could recall it; I don't have it in front of me now.

Anyway, it works on SIO2PC files (.ATR extension) rather than the .XFD disk image files. I had to fire up Xformer and (using Atari DOS) copy the files from the XFD disk to the ATR disk, then extract them. It worked flawlessly, I might add.

James

1416. Re: 8bit emul for ST

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-14 03:50:22 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3hp99u$4qj@nic-nac.CSU.net>
Source record: 94355

Well, MyBBS 0.0 is kinda crappy. Very nice for being a "1st working BBS" by me, but it's too big to be compiled with Action!'s runtime, so it REQUIRES an Action! cart. It's not smart enough to log out if someone hangs up, and there are plenty of other problems. I've almost considered writing a BBS language and writing a BBS within it; I'd feel much safer. :) (Why do I still use BASIC so much!? (other than for the floating point? :)))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX
Coming soon: my WWW home page!
MyDOS AND Action! lover

1417. Re: Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-14 04:01:46 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3hp9va$5i2@nic-nac.CSU.net>
Source record: 94357

Micheal, you have my down as developer of ADOS; well, that should probably be under the Atari Classic Programmer's Club, since David Davies is more or less "in charge" of the project. (Also, to those who wonder, no, ScotchDUP is NOT out yet, and neither is Geneocide; and HyperIt!'s still in beta :))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX
Coming soon: my WWW home page!
Better get his butt moving! (once his 800XL arrives)

1418. Snapshot (was Re: Tom Hunt responds to Rick Cortese

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-14 04:05:14 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3hpa5q$5io@nic-nac.CSU.net>
Source record: 94358

Speaking of Snapshot.. I'm wondering what version I must aquire to run it
on the following system:

256K XL
MyDOS 4.53
w/SIO2PC (if that matters)

I don't think I had tried Snapshot since I got 256K! Or did I? I must've!
Hmm..

thanx!
-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX
Coming soon: my WWW home page!

1419. Re: 1200XL power upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-14 04:08:40 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3hpac8$5jn@nic-nac.CSU.net>
Source record: 94359

Ben, we've GOT to get together some time, seeing as I got up to Rohnert Park
EVERY DAY OF THE WEEK (except of course, weekends).

It'd be sooo nice to be able to on occassion actually _hang_out_ with another
Atarian in _real_life!_ :)

e-mail me! That goes for all other Northern-California (Marin/Sonoma Counties)
Atari 8-bit users! :)

thanx!
-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX
Coming soon: my WWW home page!

1420. Re: James Wood: Apology: end flames, please.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-14 04:18:55 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3hpavf$5v4@nic-nac.CSU.net>
Source record: 94360

James, if you'd've read the FAQ (just kidding ;)), you'd know there's a very nice text viewer (sorta like Unix's "more") in 80 column by Itay Chamiel (who did Ice-T). Both have very nice font(s - dunno if they're the same).

BUT I DON'T KNOW WHERE YOU CAN GET IT!? I >THINK< it's called COL80.(ARC/OBJ) at UMich, but I could be wrong. It was on the back of a TopMagazin lately, but I believe >I< got it directly from Itay, so I could be dreaming.

Itay, did you ever put your "reader" program up at UMich as a separate file. (I know Itay, I'm a dork; I forget stuff, but still..)

Anyway.. what an odd message that ^ is .. :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX
Coming soon: my WWW home page!

1421. Re: WTB: M.U.L.E. + quest. about loading

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-14 04:20:54 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3hpb36$63j@nic-nac.CSU.net>
Source record: 94361

NEEAAAHHHH!!! <shudder!>

LOAD "file",8,1 is a Commodore 64 BASIC bug.. I mean command. ;)

Umm.. to load a BASIC file, it's:

LOAD "D:filename.ext"
\
D: is disk, C: is cassette, K: is keyboard, S: is screen, E: is editor
etc.

Also, to load and automatically RUN, go:

RUN "D:filename.ext"

You cannot load binaries (very easily) from BASIC. Jump to DOS (type "DOS")
and use the "L" command (if using Atari DOS/varients (like MyDOS)).

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX
Coming soon: my WWW home page!

1422. GORE'S problem

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-14 06:37:49 UTC
From: phackney@krisalis.demon.co.uk
Message-ID: <792743869snz@krisalis.demon.co.uk>
Source record: 94363

RICHARD GORE
I think you came across as being rather pompous.To call my letter sad is just downright ignorant.I was purely trying to provoke a response from a group I have only just become aware of.I also feel that 200 games is a lot when you consider I paid for every one of them - and this was when cartridges cost around 30.The Red Rat situation is something I'm well aware of as I have most of their titles.To be honest,none of them were all that special,although I enjoyed Little Devil and Crumble's Crisis.
I am sure there are people who still make software for the 8-bit but it would be too costly to keep buying everything from the states;especially if you have a PC to support.I am purely in this group on a nostalgia trip.I only get my Atari set-up to play games now and again.
Do not be so quick to insult people Mr.Gore.
--
P. Hackney

All opinions are solely my own.

1423. Re: Best games ever for 8 bit atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-14 07:05:40 UTC
From: phackney@krisalis.demon.co.uk
Message-ID: <792745540snz@krisalis.demon.co.uk>
Source record: 94364

In article <3ho4ov$65u@nic-nac.CSU.net>
kendrick@zippy.sonoma.edu "William Kendrick" writes:

> Draconus is ANYthing but an RPG! :) There's no roll-playing! You just
> jump around swatting at monsters and breathing fire on them. Awesome game,
> but not RPG. :) And yeah, I bet it would kick most of the early ST games'
> asses! :)
>
> Still wondering if I could every write graphics routines like in Draconus
> and Zybex
>
> -bill!
> kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
> William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX
> Coming soon: my WWW home page!
>
Just for those who like a bit of trivia i thought i'd mention that Zeppelin,
the company who made the game,went on to become Impulze software.Unfortunately
their standards were not as high on 16-bit formats as they had been on 8-bit.
They have just been bought for lots of money I believe.
Did you know ; Zeppelin were formed by Brian Jobling when he left Tynesoft.He
is responsible for games such as Mousetrap,European Super Soccer,and Winter
Olympiad '88 among others.
--
P. Hackney

1424. Re: Term Prog for 800xl, Best way?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-14 07:45:05 UTC
From: winston@merk.com
Message-ID: <D3zC76.DM3@merk.com>
Source record: 94365

On Wednesday, February 8, 1995 at 15:29:41 GMT (10:29am EST ?)
jct@astro.ocis.temple.edu (Billy Ray Cypress Hill) wrote:

JT> Hi. I just recently whipped out my 800xl and realized what a cool
JT> machine it is. I have an 800xl, a 1050 DD, an 850 serial interface
JT> and a modem on "R1:". My only problem is, I have no term software.
JT> What i would like to know is, what would be the best way of going
JT> about getting term software that will work on my 800xl from my PC.
> ...
JT> What would really be neat for me is a term program written in BASIC.

Well, self-bootstrapping has always been a problem. If there are
absolutely no ATARI 6502 people around you who could dump --ANY-- term
program to disk for you, you might try the following:

1.) Type in the "RECEIVE" program in the ATARI 850 manual.
2.) Download the program AMODEM version 7 to your PC.
3.) Connect the ATARI 850 to the PC serial COM line.
4.) ASCII send AMODEM version 7 from the PC to the ATARI receiver.

NOTE: AMODEM is largely written in ATARI BASIC and is about six pages
long. The program contains a few short string-encoded binary assembler
modules of a hundred bytes or so. Walk through the assembler module
strings and graphically verify that the ATARI graphic shapes match the hex
dump values of the code block as they appear on the IBM PC. The ATARI
BASIC text should be directly readable, provided you are using an ASCII
listing -- which has an extender of "*.LST" -- rather than tokenized code.

So much for the term program, now you need the ATARI 850 "R:" handler
ROM Loader program. You will have to make a HEX DUMP of it off of the PC
and type the 200 or so bytes directly into a file. (I actually did this to
get an R: handler loader into double density once.) To do this you enter
the commnd:
COPY E:,D1:xxx.SYS

...the screen will clear, then you type --VERY-- carefully. When you
finish typing, you press CONTROL-3, which is ATARI End-Of-File on input.
Then you rename "xxx.SYS" to AUTORUN.SYS (the ATARI version of "HELLO"
and "AUTOEXEC.BAT") and keep your fingers crossed. When next you reboot
your machine you should hear a long "B-O-O-O-O-O-O-P!" as the "R:" device
handler is loaded in from ROM to RAM.

Once you get AMODEM up and running, use it to download BOBTERM and
keep AMODEM and perhaps a printer listing of it as backup in case your disk
boxes get damaged (or keep a spare ASCII listing on your PC). AMODEM is
one of the few term programs you can type by hand. Good Luck! It is

better if you can find an existing ATARIAN in your area to get a copy of a term program from. Hmm... here's a thought: If your PC is 386 class or better, perhaps you could get a copy of PC Transformer 2.5 off the network, then download AMODEM into it, and use it to check that your binary code ATASCII strings match the graphic strings on your ATARI 6502 8-bit. Good Luck.

1425. Re: Need 1050 ED disk VTOC in

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-14 10:05:26 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.171.000A177F@genesis.informatik.rwth-aachen.de>
Source record: 94366

In article <3hp4rj$a4q@newsbf02.news.aol.com> richczeta@aol.com (RichCZeta) writes:
>However, it's still a mystery to me how Mydos uses the last 3
>bytes of a sector. I had thought the file# & forward pointer were
>combined into one 16 bit forward pointer, but...

No, I guess MyDos don't use file-Pointers (as other DOS f.e. BIBODOS too)
when the number of sectors is larger then 1023. They need the full 16-bit
word to adress all sectors and thats why they could use Harddisks til 16MB.

Matt

1426. 130xe programming

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-14 11:49:00 UTC
From: Jeff.Thomas@balmybeach.gryn.org
Message-ID: <d44_9502190007@tor250.org>
Source record: 94369

```
X > i have an atari 130XE with the 1050 drive etc... and i was wondering
X > what languages i can get compilers and stuff for that will run on my
X > atari,
X > i know how to program in pascal, c, and Sparc assembly, which of
X > these can i
X > do on the atari, and how muck will it cost me to do this?

You can program in MC6502 assembler, C, Pascal, Logo, BASIC, Lisp, and a
special Pascal/C variant called ACTION!. ACTION! is considered to be one of
the best programming languages for the 8-bit. It's high level, but compiles
down to code that is near assembly speed.

Cost all depends on where you can find a good deal. If cost is a problem
you might consider CC65. It's a very good C compiler for the Atari 8-bit,
and its freeware.

Later...

... OFFLINE 1.52
--
| Fidonet: Jeff Thomas 1:250/422
| Internet: Jeff.Thomas@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.
```

1427. Re: C/65

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-14 11:57:00 UTC
From: Jeff.Thomas@balmybeach.gryn.org
Message-ID: <d45_9502190007@tor250.org>
Source record: 94370

> Is mac /65 supposed to come with a disk? I have the cart and the
> manual sometimes mention a disk with utilities on it...

Yes it should have a set of utillities, and some examples of macro programing on a single disk. Also there is a tool kit that is a seprate disk which contains macros for many usefull functions. I've heard bad things about the toolkit, but so far it hasn't been a problem for me.

Later...

... OFFLINE 1.52
--
| Fidonet: Jeff Thomas 1:250/422
| Internet: Jeff.Thomas@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

1428. Re: C/65

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-14 12:07:00 UTC
From: Jeff.Thomas@balmybeach.gryn.org
Message-ID: <d46_9502190007@tor250.org>
Source record: 94371

> My Mac/65 is nothing but disk; the original disk-based version. I
> think that
> there is a MAC/65 utilities disk, with a lot of macros etc. I beleive
>
> floating point math was on that disk as well.
>

I've got the cartridge and toolkit, and none of it comes with floating point support. The ATARI floating point package isn't all that difficult to program in assembly anyway. All you do is hand off a bunch of values to the package, and tell it to do the calculation. It then dumps the answer in one of the floating point registers. It's slower than integer math though, so it's better to use floating point if you can. Atari Basic got a bad rap in the computer world for being slow, because it relies on floating point for all it's calculations.

Later...

... OFFLINE 1.52
--
| Fidonet: Jeff Thomas 1:250/422
| Internet: Jeff.Thomas@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

1429. Re: 600XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-14 15:10:57 UTC
From: jeking@xmission.com
Message-ID: <3hqh61$jrc@news.xmission.com>
Source record: 94367

In article <3hp41i$8p5@connexus.apana.org.au>, wizzo@connexus.apana.org.au (Jared Jeavons Quinert) says:
>
>Having just picked up a second hand 600XL (with expansion to 64K) and a
>1050 disk drive, I was wondering if I'm likely to encounter any problems
>with this setup?
>
>Any help/info appreciated!
>

You'll find that the 600xl doesnt have enough RAM to load most XL based programs..

1430. Re: FRANK COHEN - Where is he?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-14 15:14:30 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <1995Feb14.151430.11828@ericsson.se>
Source record: 94368

phackney@krisalis.demon.co.uk ("P. Hackney") writes:

>Does anyone know what happened to Frank Cohen?He did some really cool games
>for the 8-bit ; Cohen's Towers,Beer Belly Burt's Brew Biz,Ghost chaser.I've
>often wondered why he didn't go up to 16-bit.

I also remember Ollie's Follies, which is one of my favourite platform
games ever. I believe Frank Cohen did Scrolls of Abadon (sp?) as well.

There was a Frank Cohen game released for the 8-bit Atari in 1986 or
1987, and it could have been his last game for that computer. According
to the description on the tape cover, it was about a boy escaping from
his own friends, after he had failed in a baseball match. The game did
not seem to be about that, it was an ordinary platformer with some
character moving around, collecting dots, avoiding enemies. I don't
remember the name of the game, although I know I have the original copy
somewhere.

> ...

Anders Skelander

1431. Re: Piracy and FTP sites.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-15 02:55:24 UTC
From: wlas@delphi.com
Message-ID: <pI748EM.wlas@delphi.com>
Source record: 94372

Michael Current <mcurrent@blue.weeg.uiowa.edu> writes:

>B&C ComputerVisions lists Adams Adventures 1-12 for $14.95, and they list
>Adams Graphic Adventures 1-6 for $26.95.

Say, any chance you can find Wyld and/or Ziggurat by Screenplay?
--
@--@
Email to: wlas@delphi.com	///This box is filled with meaningless text... /
_-_-_-_-_-_-_-_-_-_-_-_-_-_	//I wouldn't even bother reading it if I were //
"Yo!" - The Dean	/you. Watch out for cliches. Beware Fnords ///
@--@
|Here, for you, is a rose. A token, a symbol, of our love. Soon it will |
|wither, turn brown and die. @>--,-^--,--^ |
@--@

1432. Re: THE WAS IS OVER (GAME THAT IS)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-15 03:31:28 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FBPOFGVMUp@stingray.manawatu.gen.nz>
Source record: 94373

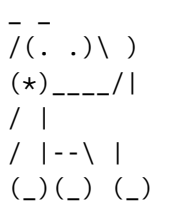
>>Someone should make a CD-Rom image of all that, and then send me one!
>>
>>
>I'm in the process of making all those files accessible via anonymous FTP.
>Hope to have that working soon! Stay tuned!

Cool. Now all I have to do is figure out how to get ftp access!

Richard.

New Zealand => nice for a holiday, but you wouldn't want to live there.

--



Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

1433. Re: GAMES WANTED !

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-15 03:32:36 UTC
From: ckormos@delphi.com
Message-ID: <ho3ZsiE.ckormos@delphi.com>
Source record: 94374

I suggest you send me E-mail to find out your answer.
Charley

1434. Re: atari software

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-15 03:35:14 UTC
From: ckormos@delphi.com
Message-ID: <pswYMyC.ckormos@delphi.com>
Source record: 94375

I have quite a bit of used software for sale cheap. You can e-mail me for particulars.
Charley

1435. Re: WTB: M.U.L.E. + quest. about loading

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-15 03:39:20 UTC
From: ckormos@delphi.com
Message-ID: <ps4ZMOI.ckormos@delphi.com>
Source record: 94376

I have a used copy of MULE for sale, E-mail me if you still need it.
Charley

1436. ATARI 1040 ste

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-15 04:11:22 UTC
From: sblinman@neumann.une.edu.au
Message-ID: <3hruta$jjb@grivel.une.edu.au>
Source record: 94377

Can anyone post or send me some information on the
Atari 1040 ste......

I need general and technical info and any disk images

Thanks..
sblinman@neumann.une.enu.au

1437. Re: VGA card (was: Ever a workable 80-column mod)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-15 04:19:14 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <hO94U4C.lmcclure@delphi.com>
Source record: 94378

In a message dated 2-14-95, Richard Morris said:

"Not meaning to pick, but 320x200x256 is 64K."

ARRRGHHH...I hate it when that happens (making a stupid mistake on a worldwide newsgroup).

I can only plead that I was thinking "Okay, it is exactly 2x the ST screen, which is 32K", and forgot about the "2x" part. <grin>

As someone else noted, that cuts the storage for uncompressed pics to 1 per SSSD disk, a tight fit for two on a SSED disk, and still no room for a third on a SSDD disk.

At least the point is still valid that even on the most minimal system, a 256 color pic could be loaded and saved to disk. Considering that most folks going for such a display would likely have enhanced systems (i.e., at least SSDD drives, probably a DSDD XF551 or 3.5" converted XF551, or even a hard drive), I do not believe storage is a significant limiting factor. After all, a standard XF551 could store at least 5 pics, one with a 720K 3.5" mech, at least 11, and with a hard drive...well, let me just remind everyone that when VGA first appeared with IBM's PS/2's, an 40MB hard drive was considered adequate for most folks, and 80MB was "big".

1438. Re: Axalon decoding was Re: Best 8-Bit A

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-15 05:25:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet.org_2f4190a6_Per.Erik.Peterson@asb2.ct.se>
Source record: 94379

The Winter 1995 wrote ben corr following stuff...:

bc> I have a 2 meg 520ST as well as several 8-bits. Very different feel to

bc> . But it beats the hell out of Windoze! bjcorr@delphi.com

Yes it really does, specially whith TOS 2.06 or as you mention Neodesk.

-=> Wfr.!! Per-Erik "Pekka" Peterson.!! <=-

Gothenburg SWEDEN

(UUCP Dialup connection)

1439. Re: DCM and ATR

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-15 06:20:32 UTC
From: bjcorr@delphi.com
Message-ID: <9502150122591.DLITE.bjcorr@delphi.com>
Source record: 94380

>Hi,
>
>I am looking for information on the 16 byte header of the ATR file
>format and / or the format of a DCM file.
>
>Any help welcome.
>
>Thanks
>
>Ivan (ivan@rcp.co.uk)
>
>--
>
From the sio2pc docs;
" the code is the 16 bit sum of the individual ASCII values of the bytes:
"NICKATARI". If you try to load a file without this first WORD, you get a
"this file is not an atari disk file" error message. Try it."
bjcorr@delphi.com

1440. Re: 600XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-15 06:20:45 UTC
From: bjcorr@delphi.com
Message-ID: <9502150122592.DLITE.bjcorr@delphi.com>
Source record: 94381

You should have no problems using that setup. I have a 64K 600xl and used
to
>use it for demos since it was a bit more compact than the 800xl. The only

>problem is the lack of a monitor output. You MUST use an rf output.
>
>
But the upgrade to a monitor output for the 600XL is available at the
Cleveland Free-net, got it the othernight and am preparing to do it, as
soon as this sio2pc cable of mine decides to work. It is easier than you
would think, all the circut traces etc. are on the motherboard! Atari just
decided to forgo the monitor output at the last moment as a cost cutting
measure. Just put in all the parts, solder in a cable and away you go!
bjcorr@delphi.com

1441. Re: What machine is best to hack?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-15 06:20:59 UTC
From: bjcorr@delphi.com
Message-ID: <9502150122593.DLITE.bjcorr@delphi.com>
Source record: 94382

>1200xl, possibly the worst Atari ever made,
is
>my favorite after it's been modified. The only thing you miss is the PBI &
>if you aren't afraid of working under the hood, it's not a problem. The
other
>thing about the 1200 is it's fully socketed & has the best keyboard.
>Rick
>
Ah, but you can add a PBI to the 1200XL! Bob wooley did this hack, I have a
copy if anyone wants it, or go to the umich archive, it's up there now in
the "mods" section.
bjcorr@delphi.com

1442. Re: VGA card (was: Ever a workable 80-co

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-15 06:21:20 UTC
From: bjcorr@delphi.com
Message-ID: <9502150122594.DLITE.bjcorr@delphi.com>
Source record: 94383

```
>In article <10FEB199511212068@pavo.concordia.ca>,
>PATERSON, DAVID ANDREW <da_pate@pavo.concordia.ca> wrote:
>>From 'way back in Ocotber of 1994, Marek Tomczyk posted about the PC Slot
>>adapter. Available from:
>>
>>Roland Buehler
>>Engelgasse 21
>>D-72348 Rosenfeld-Bickelsberg
>>Germany
>>
>>Tel +49 -(0) 7428-1260
>>
>>Schematics + handler software 10DM
>>PC Herc Card 15DM
>>ISA<->Atari interface card 35DM
>>Connector for above 5DM
>>
>>At the time of writing, only handlers for the Herc had been written. I'm
not
>>sure which BUS signals are supported.
>
>Yes, the info above is correct, thanks Dave.
>As for now I've heared that someone (Ralf David ?) has tried to write
>some handlers supporting a drive (FD/HD) controller. I don't know
>if it works by now, though.
>
>As to the BUS signals, all address lines, data lines, IOR/W, MEMR/R, +5V
and
>GND are supported. I hope I haven't missed any, but that's basically all of
>them.
>
>If anyone is interested, I could try to include the schematics and the
>handler software into my WWW-Page. I talked to Roland Buehler about that
>and he gave his permission to do this.
>Anyways, because of lots of exams I won't be able to add anything to
>my WWW-Page until the mid of March.
>
>-Marek
>--------------------------------
>un55@rz.uni-karlsruhe.de
><a href="http://www.rz.uni-karlsruhe.de/~un55/"><em>Marek Tomczyk</em></a>
>
By all means, add them in! I would love to see them!
bjcorr@delphi.com
```

1443. Re: PC Xformer 2.5 under Windows?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-15 08:05:26 UTC
From: moorhead@ionet.net
Message-ID: <3hsck6$lvb@ionews.ionet.net>
Source record: 94384

In message <3hmhvp$l3t@lucy.infi.net> - joneil@infi.net (John P. O'Neil) writes
:
>Has anyone had any luck running PC Xformer 2.5 under Windows and
>in windowed mode? I've tried both windowed and full screen operation
>and get total lockup either way. Are there some .pif settings that would
>help?
>
>Thanks!
>John P. O'Neil
>joneil@infi.net

I haven't tried running XFormer under Windows 3.1 but it runs great under
OS/2 Warp in fullscreen and windowed mode.. (I setup the object's settings as
those for a game, since it tends to be processor-hungry because of the
emulation of the Atari's custom chipset.)

I will have to say XFormer is one of the most impressive programs I have seen
in a long time, since I was really into 8bits a few years back... I recently
got out my Atari 800XL(256K) setup to benchmark XFormer against and my 1050
died unexpectedly :(

Views expressed are mine alone and may not reflect the opinions of my next
door neighbor.....

1444. Re: ATARI 130xe/400 games

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-15 09:26:24 UTC
From: jvogel@charlie.usd.edu
Message-ID: <D41BK2.D2u@sunfish.usd.edu>
Source record: 94385

In article <792358044snz@krisalis.demon.co.uk>, phackney@krisalis.demon.co.uk ("P. Hackney") writes:
>MMMMMM,this user group seems to be as dead as the Atari 8 bit machines.I have
>over two hundred ORIGINAL titles for the Atari 8-bit,including 20 ROM cartrid-
>ges.I started using said machine back in 1983.Although a great computer it
>never really caught on here in the UK but software was still easy to get if
>you wanted it badly enough.How about discussing why the machine died and what
>your favourite games were (chances are i have it!).Well i'll leave you and see
>if it's worth being a regular reader of this group - come on!Lighten up!
>
>--
>P. Hackney
>"A cat meeows,a sheep bleats,a frog croaks - a human barks?"
>DISCLAIMER:All views are my own and not my employer's.

1445. MERIT troubles by FTP

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-15 09:44:30 UTC
From: CONRADUS@PLEARN.EDU.PL
Message-ID: <199502150944.DAA28394@mail.cs.utexas.edu>
Source record: 94386

I couldn't connect to
>MERIT and I was sent over to WUSTL. When I tried to fetch anything my
>process simply hung there in space.... Does anyone know what is going on?

When I want to access to MERIT by FTP, a message appears on the screen,
that says, that ftp-access is presently disabled ("due to afs-problems").
It have happened for a week.

Konrad
conradus@plearn.edu.pl

(etykieta zastepcza)

1446. best atari games

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-15 10:02:56 UTC
From: jvogel@charlie.usd.edu
Message-ID: <D41D8x.D7v@sunfish.usd.edu>
Source record: 94387

Although, I am 6000 miles from my Atari computer in America, I am curious to hear from this group of what the best games of all time for the Atari computer are? I would vote for the following:Blue Max, Necromancer, Zepplin, Shamus case 2, Pinhead, Preppie 1&2, and Wingman.
Synapse software, in my opinion, was the best software producer for games.
I am interested in hearing everyones opinion, even if it means telling me how wrong I am in lking the above mentioned games, I will be returning to America, in late June, and cannot wait to play once again all of the classic games on my Atari Computer.
I wish everyone the very best, Jvogel

1447. Re: ***** Always Pray *****

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-15 13:24:30 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <3hsvae$962@ns.mcs.kent.edu>
Source record: 94388

Joe Walsh (ransom22@delphi.com) wrote:
: STANDURD <standurd@aol.com> writes:
:
: >ALAMO LITERATURE CIRCULATION IS MORE THAN USA TODAY, THE NEW
: >YORK TIMES, L.A. TIMES AND MANY OTHER NATIONAL PUBLICATIONS
: >COMBINED
:
: Yes, and Alamo is a moron. Even more of a moron than those who
: run USA Today.
:
: :)
:
: (Yeah, I know he won't get this,but I couldn't resist. [Grin])

If its any consolation to the group, I have replied generously to the above account and here is the response I got. (grin) They appearantly posted this to every newsgroup on the net, but to which ones it was pertinent.

From Mailer-daemon@aol.com Tue Feb 14 22:33:35 1995
Received: from ns.mcs.kent.edu by nimitz.mcs.kent.edu with ESMTP
(8.6.9/mcs.94.07.07b) id WAA15483; Tue, 14 Feb 1995 22:33:34 -0500
From: Mailer-daemon@aol.com
Return-Path: <Mailer-daemon@aol.com>
Received: from mail05.mail.aol.com by ns.mcs.kent.edu with ESMTP
(8.6.9/mcs.94.07.13a) id WAA29303; Tue, 14 Feb 1995 22:33:29 -0500
Message-Id: <199502150333.WAA29303@ns.mcs.kent.edu>
Received: by mail05.mail.aol.com
(1.37.109.11/16.2) id AA098199241; Tue, 14 Feb 1995 22:34:01 -0500
Date: Tue, 14 Feb 1995 22:34:01 -0500
Subject: Returned Mail: Undeliverable
To: clisowsk
Status: RO

The mail you sent could not be delivered to:
551 standurd has a full mailbox

The text you sent follows:
[----8<------snip--]

1448. Free Antic and Analog Magazines.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-15 13:46:30 UTC
From: durante@telesto.wsicorp.com
Message-ID: <DURANTE.95Feb15084630@telesto.wsicorp.com>
Source record: 94389

Hi There.

I have about three years worth of old Antic and Analog magazines I would like to give to someone. I even have disks to go with some of the Antic magazines. I would prefer to give them to someone locally (i.e. the Boston, MA area), but I would consider shipping them to you if you pay for the postage.

Please e-mail me directly if you are interested:
pldurante@read.tasc.com

Cheers,
Pat

1449. Re: VGA card (was: Ever a workable 80-column mod)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-15 17:09:37 UTC
From: junkster@coho.halcyon.com
Message-ID: <3htcgh$ihi@news1.halcyon.com>
Source record: 94390

Lonnie McClure <lmcclure@delphi.com> wrote:
>
>well, let me just remind everyone that when VGA
>first appeared with IBM's PS/2's, an 40MB hard drive was considered
>adequate for most folks, and 80MB was "big".

Still is for a lot of people. Up until last year I had an 80MB hard drive and used less than 15MB of it. Then it crashed and the smallest drive I could find to replace it was 120MB. And I'm still only using 15-20MB. That includes a C compiler, a Pascal compiler, two assemblers, two debuggers, Deluxe Paint IIe, two text editors, two word processors, 4DOS, the usual utilities, and lots of source code and art for various projects.

I do have to wonder at the folk (not you Lonnie) who have posted about wanting to use gigantic hard drives with their Atari 8-bit machines, i.e. half-gig or larger.

James Hague
junkster@halcyon.com

1450. Re: Faxmodems/TCP-IP

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-15 18:38:23 UTC
From: vparada@inf.utfsm.cl
Message-ID: <3hthmv$pe5@camahueto.inf.utfsm.cl>
Source record: 94391

Charles <int@link.xs4all.nl> wrote:
>: >i'm working on a slip, tcp/ip driver for the atari, slip is working,

WOW! Great! 8-D :-) :-o ;-) :-p

About 8 months ago, I asked here if there was such a monster in mind.
I only got negative replies.

>SLIP is working, but the icmp, tcp and udp layers are not. so you cant
>do much with it yet.

Which are the HW/SW requirements?

> also, if the driver is finished, we need
>clients like telnet, ftp, www-browser, and daemons, telnetd, ftpd etc.

I'd like to write an httpd and/or gopherd. :-)

>so there's still a lot to do before its useful.

Hurry up, please! ;-)

Bye... ++Vitoco
--
Lic. Victor A. Parada __ __ Universidad Tecnica
Ingenieria Civil en Informatica o-''))_____\\ Federico Santa Maria,
mailto:vparada@inf.utfsm.cl "--__/ * * *) Valparaiso, CHILE.
http://www.inf.utfsm.cl/~vparada/ c_c__/-c____/ +56 32 626364 x431 :-)

1451. Re: FRANK COHEN - Where is he?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-15 20:28:24 UTC
From: phackney@krisalis.demon.co.uk
Message-ID: <792880104snz@krisalis.demon.co.uk>
Source record: 94392

In article <1995Feb14.151430.11828@ericsson.se>
etxansk@garbo.ericsson.se writes:

> I also remember Ollie's Follies, which is one of my favourite platform
> games ever. I believe Frank Cohen did Scrolls of Abadon (sp?) as well.
>
> There was a Frank Cohen game released for the 8-bit Atari in 1986 or
> 1987, and it could have been his last game for that computer. According
> to the description on the tape cover, it was about a boy escaping from
> his own friends, after he had failed in a baseball match. The game did
> not seem to be about that, it was an ordinary platformer with some
> character moving around, collecting dots, avoiding enemies. I don't
> remember the name of the game, although I know I have the original copy
> somewhere.
>
> > ...
>
> Anders Skelander
>

The game you describe was called Scooter - another old fave of mine.
--
P. Hackney

1452. Disk life (was: Questions and Answers)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-15 23:26:05 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D42EFK.JAp@itex.jct.ac.il>
Source record: 94395

```
: Look around. Patience will bring dividends. I now have
: 200 or so blank disks that will last me the rest of my life.

This got me thinking.. I have about 100 disks filled with utterly useless
material.. Will these disks still be formattable 10 years from now or do
they `rot'? It seems like whenever I get my hands on old low-density, or
"nobrand" disks, a select portion of them simply will cause errors
formatting, and I have nothing to do with them. Why does this happen?

-itay
```

Itay Chamiel!&$@# }%Jerusalem)%-\|=+':bruck@brachot.jct.ac.il"~/_*#$@?Phish
GREVOOLAJOXRASDEPOLISWAQUIFROLINOMINUYIGSHIVABOZUXOPITKASWERUVACSIDFERIPONEL

1453. Re: Luminance/Composite video was Re: Best 8-Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-15 23:30:38 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D42En4.KBK@itex.jct.ac.il>
Source record: 94396

richard.b.dell (rdell@cbnews.cb.att.com) wrote:
: In article <D3CFJz.JJq@itex.jct.ac.il>,
: kylemol moron <bruck@brachot.jct.ac.il> wrote:
: >And the video of a stock 1200XL *SUCKS MAJORLEE* compared with an 800!!
: >My Supervideo 130XE is, on an RF television, still not as good as my good
: >old 800.. The mono monitor is much better though.

: Which brings up a question. Was this with the composite output,
: or the luminance one?

snip

Plugging in various plugs into the TV (there are 4), one is sound, one is
just plain video, one is nothing (a few shadows or something like that),
and one is pure 320x200 incredible (on a 21" Sony Trinitron) pinpoint-
sharp b/w. On the SupVid 130xe, that is.
The 800 is similar, just not as sharp. And I still like the "look" of the RF
and composite output of the 800. I have no split-input monitor, so I can't
compare the two in this *very important* respect.

-itay

Itay Chamiel!&$@#}%Jerusalem)%-\|=+':bruck@brachot.jct.ac.il"~/_*#$@?Phish
GREVOOLAJOXRASDEPOLISWAQUIFROLINOMINUYIGSHIVABOZUXOPITKASWERUVACSIDFERIPONEL

1454. <None>

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-15 23:30:59 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <1995Feb16.163100.5662@lub001.lamar.edu>
Source record: 94393
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,rec.games.vi

[No readable article body recovered]

1455. Re: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-15 23:42:43 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3hu3hj$irp@nic-nac.CSU.net>
Source record: 94311

Well Richard :) That's the thing, I have the type of 800XL with the sucky keyboard.

And >I< was using a Timex Sinclair 1000 membrane keyboard long before I ever even got an Atari (or even letter grades in school! :)) but when I did it was a 1200XL. That's why I'm complaining. :) I've been babied.

Is there a way to hook up the other 800XL-style keyboard to this 800XL? This one has the inversed Control-key character symbols. 800XL's are kinda ugly, actually. :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX
Coming soon: my WWW home page!

I now have possession (for the moment (or forever if I buy it) (how much do these go for, btw?)) of a Portfolio Palmtop. What type of neat stuff can I do with it? I wonder if I can run SIO2PC under it!? :)

-bill!
wait.. I said that already..

1456. Re: Copyright ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-16 00:01:48 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D42G32.3wC@itex.jct.ac.il>
Source record: 94398

Artem Koutchine (koutchin@mail1.sas.upenn.edu) wrote:

: Yes, i appriciate my oponents not people who just hiding from such
: talk adding me to killfile. You are loosing Bill, not me.

Say what?

(Find Him and Kill Him ®tm®)

-itay

Itay Chamiel!&$@#®}%®Jerusalem)%-\|=+':bruck@brachot.jct.ac.il"~/_*#$@?Phish
GREVOOLAJOXRASDEPOLISWAQUIFROLINOMINUYIGSHIVABOZUXOPITKASWERUVACSIDFERIPONEL

1457. Re: Joust

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-16 00:10:02 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D42GGs.5vr@itex.jct.ac.il>
Source record: 94397

William Kendrick (kendrick@zippy.sonoma.edu) wrote:

: Oh well! Sorry folks!
: I'm dumb!

Bill, I TOTALLY agree with you! ;)

Did I ever mention that Joust *RULES*?

Hehe.. I set it to Expert, and just played and played.. After Wave 99 it's
just Wave 0 from then on. And when the scoreboard passes 9,999,999 it's back
to 0 (too bad it's just a 16K game, they could have added "you win" demos)..

It RULES! What an amazing game! The enemies are sooooo smart.. and it's
NEVER frustrating.. The bird jumps on you and you're speechless.. WOW..
who the hell wrote this!?

And I found a bug.. If you kill the Pterry (cool name), and, while he's
flickering red on the screen, the wave ends (last bird falls into that red
void or something like that), he goes back to life (usually killing you)
and rushes out!

And why is my joystick's autofire slower on my 130XE than on my 800??!?

-itay

Itay Chamiel!&$@# }%Jerusalem)%-\|=+':bruck@brachot.jct.ac.il"~/_*#$@?Phish
GREVOOLAJOXRASDEPOLISWAQUIFROLINOMINUYIGSHIVABOZUXOPITKASWERUVACSIDFERIPONEL

1458. Eclectic trade/sale offer, computers, video games

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-16 00:39:19 UTC
From: bob_s2@sfov1.verifone.com
Message-ID: <1995Feb16.073922.2839@sfov1.verifone.com>
Source record: 94317
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.ti

Anachronistic computer enthusiasts:

By the time my system gets posts, all the good stuff is already gone, so I am forced to be proactive. There is an assortment of stuff here, so look it over.

I am mainly looking for trades for Computer (C64, C128, Atari 8-bit, TI, CoCo) and Video game (Atari 2600, 5200, 7800, Colecovision, INTV, Tomy Tutor, Bally, Fairchild, Vectrex, etc.) stuff that I don't have, but if you have something interesting to trade, let me know.

If you have nothing to trade, there are prices. If you don't like my prices, make an offer. I am looking to increase my coolection and find some cool stuff, not to make money. Email if you have any questions.

Bob

Trade List

(Prices are for the benefit of people who don't have anything to trade, and are based on similar items I've seen on the Net in sales and auctions. If you don't think a price is right, I'm flexible, make me an offer. Higher offers welcome too!)

Atari 400

Console dust cover, Original Atari licensed, in original package

Atari 800

Cartridges (all tested and working):

Pac-Man (CLX4022)

Atari 2600

Hardware:

Game console, 2600A, tested and working, w/ps

Console dust cover, Original Atari licensed, in original package

Books:

Atari Force 2 (CO18257) comic book that came with ??

Controllers:

Paddle Controllers
Joystick Controllers

Cartridges (all tested and working):

Air Sea Battle $2
Adventure $3
Asteroids $1
Astroblast $2
Atlantis $4
Battlezone $4
Breakout (no e.l.) $1
Burger Time $4
California Games $8
Combat $1
01 Combat (rare) $2
Cosmic Ark $6 w/ original box, nearly new cond
Decathlon $4 (label worn)
Defender $2
Demons to Diamonds $4
Dodge 'Em $4
Football $3 (Atari CX2625)
Frogger $3
Infiltrate (Apollo) $6
Jungle Hunt $3
Laser Blast $2
Missile Command $2
Racquetball (no e.l.) $7
RealSports Baseball $3 (cosmetically challenged)
RealSports Football $4
RealSports Volleyball $5
Riddle of the Sphinx $4
River Raid $4
Sky Jinks $5
Space Jockey $4
Star Raiders $4
Star Raiders $8 in orig boxes (worn) with controller, ovl, docs
Starmaster $4
Summer Games $9
Super Cobra (no e.l) $3
Superman $4
Surround $4
Swordquest Earthworld $4
Towering Inferno $5
Vanguard $5
Video Chess $7
Yar's Revenge $3

Atari 5200

Hardware:

Game console, 5200 (4-port), tested and working, good condition, in original box (some wear, tape) with orignal p/s in original box (works with 2600 adapter)

Game console, 5200 (4-port), tested and working, good condition, switch flakey, sound vol low

Joysticks, tested and working, good condition, with purchase of above

Cartridges (all tested and working):

Countermeasure $5
Galaxian $4
Missile Command $3
Pac-Man $3
Pac-Man (w orig docs) $5
Pengo $5
Pole Position $5

Atari 7800

Hardware:

Joystick, tested and working, good condition $5 (sale pending)
Joystick, tested and working, no knob $4 (sale pending)

Colecovision

Cartridges (all tested and working):

Venture $3

Coleco / Adam

Digital Data Packs (tapes, can't test):

SmartBASIC
Super Game Pack (Buck Rogers, The planet of Zoom)

Commodore 64

Cartridges (all tested and working):

Visible Solar System $5

Intellivision

Console dust cover, Original Intellivision licensed, in original package

Cartridges (all tested and working):

Beauty and the Beast $4
Donkey Kong $3

TI 99/4A

TI power supply, tested, working
Internal power supply board

TI video/audio TV adapter, tested, working
Speech synthesizer
Cassette tape recorder interface cable

Cartridges (all tested and working):

Addition and Subtraction I $5
Beginning Grammar $5
Disk Manager 2 $6
Number Bowling (no label) $3
Number Magic $5
Parsec $5
TI Invaders $5
TI Writer $6

VIC-20

Cartridges (all tested and working):

Omega Race $4

Miscellaneous

Video Tapes (good condition):

Ace Ventura

Pioneer PD-M710 CD changer

3 or 4 years old, but little used. Works fine.

1459. Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-16 02:08:32 UTC
From: "Wendell Davis]I[" <wad3@indy.net>
Message-ID: <3huc30$hb@indy-backup.indy.net>
Source record: 94394

Does anyone know where I could get a 8-Bit Emulator and an ST
emulator for my PC? Thanx! -=[WAD3]=-

1460. Re: Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-16 04:35:16 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3hukm4$3dm@nic-nac.CSU.net>
Source record: 94399

Please check:

1) My Unofficial Atari 8bit New User, Emulator Help FAQ (current rev.0.7)
2) The Official Comp.Sys.Atari.8bit Atari 8-bit FAQ
3) The Merit Archives at UMich: [atari/msdos/amiga].archive.umich.edu FTP gopher.archive.umich.edu Gopher in the atari/8bit/Xf2 directory. (That's where PC Xformer 2.5 is.) As for Gemulator, well, that you've got to purchase. Branch Always Software (brasoft@aol.com) produces both Xformer and Gemulator. 3.02 (ST) is the current version, with 4.0 (MegaST) coming soon. See #1 for more Branch Always Software info. esp. on Xformer.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX
Coming soon: my WWW home page!

Oh yeah, they require 386/486/Pent. (actually, Xformer 2.5 goes on 286 too)

1461. Re: 600XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-16 05:06:42 UTC
From: wizzo@connexus.apana.org.au
Message-ID: <3humh2$a5h@connexus.apana.org.au>
Source record: 94400

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: Someone reponds to that guy about "is my 600XL a good setup?" and says that
: the 600XL won't have enough RAM to run most XL software.

: C'mon! Read more carefully! He said right there "expanded to 64K"! :)

: And I thought >I< was unobservant. I mean look... wasting bandwidth and all!
: <sheesh>

Having made the original 600XL posting, and not having seen the post
you're referring to, could someone please forward the thread to me?
Articles seem to be going missing :(

Thanks,

Jared
--
'Hey gang, let's do the hustle!'

1462. Re: FRANK COHEN - Where is he?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-16 05:50:44 UTC
From: jlodoen@shell.portal.com
Message-ID: <3hup3k$t6o@jobe.shell.portal.com>
Source record: 94401

etxansk@garbo.ericsson.se writes:

>phackney@krisalis.demon.co.uk ("P. Hackney") writes:

>>Does anyone know what happened to Frank Cohen?He did some really cool games
>>for the 8-bit ; Cohen's Towers,Beer Belly Burt's Brew Biz,Ghost chaser.I've
>>often wondered why he didn't go up to 16-bit.

>I also remember Ollie's Follies, which is one of my favourite platform
>games ever. I believe Frank Cohen did Scrolls of Abadon (sp?) as well.

He later did "Regent Base" for the ST... As for games:

Clowns & Balloons (DataSoft)
M.A.S.H. (20th Century Fox Video Games)
Ghost Chaser (Artworx)
Cohen's Towers (Fanda)
The Scrolls of Abadon (Access)
Ollie's Follies (American Eagle)

Didn't stick around any company long, eh?

jlodoen@shell.portal.com

1463. Re: best atari games

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-16 06:37:02 UTC
From: phackney@krisalis.demon.co.uk
Message-ID: <792916622snz@krisalis.demon.co.uk>
Source record: 94402

In article <D41D8x.D7v@sunfish.usd.edu> jvogel@charlie.usd.edu writes:

> Although, I am 6000 miles from my Atari computer in America, I am curious to
> hear from this group of what the best games of all time for the Atari
> computer are? I would vote for the following:Blue Max, Necromancer, Zepplin,
> Shamus case 2, Pinhead, Preppie 1&2, and Wingman.

I personally found Shamus bloody annoying:death by wall touching was never my
idea of fun!The Preppie games were excellent.I loved games like Donkey Kong
and Donkey Kong Jnr.

> Synapse software, in my opinion, was the best software producer for games.

Here in the UK I would say this honour goes to US Gold who helped us get games
from the states such as all the Datasoft and Synapse titles,courtesy of the
Americana label I think.They also did their own stuff (Gauntlet,Ace of Aces
(I think!),and some others i can'think of off hand!).
Tynesoft supported the 8-bits on these shores too.I also thought Activision
were quite good (Decathlon,Ghost Busters,Rampage).
I don't think you're wrong!You'll probably think I'm wrong but that's the
whole point isn't it?It'd be pretty boring if we all agreed with each other!

Here are my faves:

Spyhunter
L.A. SWAT
International Karate
Hall of The Mountain King
Bruce Lee
Feud
Kong games
Gauntlet
Rampage
Ollies Follies
Scooter
Green Beret
Popeye
Decathlon
Bounty Bob Strikes Back

I think I'd better stop now!
--
P. Hackney

1464. Re: VGA card (was: Ever a workable 80-column mod)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-16 06:45:58 UTC
From: madaras@kosice.upjs.sk
Message-ID: <3husb6$7c8@ccnews.ke.sanet.sk>
Source record: 94403

Richard MORRIS (richard@stingray.manawatu.gen.nz) wrote:

: Not meaning to pick, but 320x200x256 is 64K.

And when compressed? It could take less, maybe down to 32 kB.

Tommy

1465. Re: Hackey's Problem

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-16 07:00:06 UTC
From: phackney@krisalis.demon.co.uk
Message-ID: <792918006snz@krisalis.demon.co.uk>
Source record: 94404

In article <64D71A064E@east-01.novell.leeds.ac.uk>
CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK "R. GORE" writes:

> P.Hackey, as far as I am aware I am neither Ignorant nor pompous.
> As far as your first posting was concerned *I* (my opinion) feel
> that it was that sad. First of all you said the 8-bits are dead but
> then you go on and say you still use them, so how can they be dead?

First of all my name is Hackney!I use my 8-bit once in a blue moon:purely for
a nostalgic trip.In the UK it is DEAD.Perhaps this isn't so in the states but
anyone who thinks it's alive in the UK is deluding themselves.THAT was what
I was trying to say.

> My comments towards Red Rat were not directly aimed at you, but as
> a message to the rest of the users as well, in a way it helped
> answer one of your questions as to why 8-bit software disappeared
> from the shelves of most UK shops!

Not really;Red Rat appeared when the 8-bits had already started to decline.
I think they were fighting an uphill battle;budget games ended up swamping
the market.

> I did say it was admirable for you to have all legal copies of games.
> My collection of games, more than 200, many more are also all legal
> and I am not some rich person, I saved and bought what I could afford,
> when I could afford them. Most of my collection was built while I was
> a student. I also sell software that I amd myself have written. There
> are a few UK dealers left so you don't have to buy everything from the
> USA, just look at the Vendors list.

Is the software you talk about better than anything I can get for my PC or
Atari 1040STE?If so EDUCATE ME!I honestly think it's excellent that you write
your own software:what sort of programs do you produce?I also have a confessi-
on to make.When this group was first downloaded I only saw 6 articles!Thus I
thought "Bloody 'ell,is this it?"
This was due to the fact that I'm new to the NET so I accept I was out of
order to say "Liven up!"etc.

> Okay does anybody else think I was out of line with what I said?
>
I think you provoked a good discussion actually,but I am not sad and you shou-
ld reserve such comments for people who warrant it.

Cheers,

--
P. Hackney

1466. Re: best atari games

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-16 07:43:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <16FEB199502432525@pavo.concordia.ca>
Source record: 94305

In article <D41D8x.D7v@sunfish.usd.edu>, jvogel@charlie.usd.edu writes...
>Although, I am 6000 miles from my Atari computer in America, I am curious to hear from this group of what the best games of all time for the Atari computer are? I would vote for the following:Blue Max, Necromancer, Zepplin, Shamus case 2, Pinhead, Prepp
>Synapse software, in my opinion, was the best software producer for games.

Ah, Blue Max and Necromancer. Two of the reasons I so loved Synapse. The other title I can't live without is MULE. I found it interesting that in a recent PC games magazine where they listed the greatest PC games of all time the best known PC programmers all talked about their love of MULE, Star Raiders and even Ali Baba. Heck, one guy refused to play MULE because he was jealous that someone else had created such a perfect game.

ANyone else even been assaulted while playing MULE? My friends tend to immobilize me for the last two or three auctions so that I won't beat them.

Dave

1467. Re: PC Xformer 2.5 under Windows?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-16 10:10:22 UTC
From: jamesw@CSOS.ORST.EDU
Message-ID: <Pine.SUN.3.91.950216020704.20487M-100000@PEAK.ORG>
Source record: 94306

On Mon, 13 Feb 1995, John P. O'Neil wrote:

> Has anyone had any luck running PC Xformer 2.5 under Windows and
> in windowed mode? I've tried both windowed and full screen operation
> and get total lockup either way. Are there some .pif settings that would
> help?
>
> Thanks!
> John P. O'Neil
> joneil@infi.net

Darek Mihocka told me that you have to have a *VERY* good video driver (for Windows) to allow PCXF to function in a window. I was unsuccessful in my attempts to do so with a cheap Trident-equipped clone (albeit a new 9400 series).

Things did work "full screen" under Windows, but it seems like Windows doesn't allocate processor time consistantly. Ever try running a benchmark in a window? You get wildly varied results. Seems like I had similar luck trying PCXF with Windows.

James

1468. *** Atari 8 bit Sale - repost ***

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-16 11:51:55 UTC
From: aj445@cleveland.Freenet.Edu
Message-ID: <3hve8r$974@usenet.INS.CWRU.Edu>
Source record: 94307

I have the following Atari 8 Bit items for sale to the highest
offer. I would naturally prefer that the interested parties be
within driving distance, so that they could actually SEE and
operate any system that they are interested in (I'm in N.E. Ohio).
However, I realize that that would be severely limiting the pool of
prospective buyers. Be assured that all items are in perfect
working order. All memory upgrades were done by myself, as well as
any mods and normal maintenance.

Atari 600xl (64k)
Atari XEGS (128k)
Atari 800 (48k)
Atari 800 (188k)
Atari 1200xl (1 meg ... this one will be hard to pry from my fingers!)
Percom SS/DD disk drive
Atari 810 disk drive (Happy enhanced)
ICD PR:Connection (new)
Avatex 1200 baud modem
Atari 130xe (320k)
ICD MIO (1meg)
30meg SCSI HD (two 13.5meg partitions)
Basic XE cart.
2400 baud modem
Commodore 1802 monitor (NOT perfect; occsionally needs to warm up)

I will personally check out any item prior to shipment. I'm a
Sr. Electronic technician, and hold an Extra Class FCC Amateur Radio
license. These items were well cared for. As mentioned, I'd prefer
a local buyer, but I will ship to continental U.S. locales. If you
are SERIOUSLY interested in any item, you may contact me at:

aj445@po.cwru.edu
cooncat@ix.netcom.com
kb8eb@wa8bxn.#neoh.oh.usa.na (packet radio)

Bill Somrak
(NOT leaving the Atari 8 bit community for good. I'll ALWAYS keep at
least one system up and running, for old times sake!)

1469. Re: Tom Hunt responds to Rick Cortese

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-16 15:20:10 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <133014@cup.portal.com>
Source record: 94312

Thanks for the getting the answer for me Russ. It's seems like Tom thought
I had some kind of axe to grind. Nothing could be farther from the truth.
As far as shareware fees go, I've never used one of Tom's programs, as good
as I've heard they are, so I'll not be sending any. Simple story really,
a number of statements were made about authors creating SD only program
to force people to use it against their will, Tom's name was mentioned along
with several others. I was a member of CI$ back when Keith Ledbetter was
still a sysop (He may still be, but only ST?), & he was also mentioned as
a SD groupie. Since I was there at the time & still had the docs from some
of the programs, I was able to dispell some of the rumors/site the author's
reasons for recomending one DOS over anouther etc. With one exception, I'm
not really familiar with Tom or his work. I was expecting a little more
technical of an explaination, something like my program needs xx bytes
for code & xxx bytes for buffer which I only get with SD, but the
explaination he gave is perfectly valid.
For the record, I only use SDX, MyDOS, & various flavors of Atari DOS.
The main reason I use SDX is so I can have two carts in the computer at
once, the main thing I use MyDOS for is SIO2PC which most people probably
realize, I have more then just a passing fancy for. I probably could be
described as a SIO2PC groupie.
It's only an opinion, but it seems like Tom's been bashed so much about
SD he's getting a little sore. Sorry for all the typos, but we're leaving
to go skiing in about 10 minutes & I'm in a little hurry.
Rick

1470. LineUp

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-16 15:50:47 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9502161551.AA11367@zippy.sonoma.EDU>
Source record: 94314

Ok.. I got LineUp last night (along with a bunch of other Newfiles stuff from UMich) and converted it from DCM to ATR. It got some header error at sector 1039 but I just ignored it and hoped it would work.

I loaded up SIO2PC and booted up my 800XL (trying to remember this new alien idea to me: holding down [Option] as I booted!).

I was sorta worried about the jumping around with the sectors... 30-240 400-620, 10-30, 620-700, 240-400.. Those of course aren't real numbers, but it did jump around more or less like that.

Then the title screen appear. VERY very crisp, clear digital music played (unfortunately just one riff sorta like how RubberBall's is, but again, very crisp and a little longer). Along with that is a big nifty looking Graphics 9 title screen saying "New Age Presents" "LINEUP". I noticed a slight slight flicker and examined the screen again "HEY! That fading is SMOOTH!"

They must've used some APAC-style Graphics 9 screen to give more than 16 shades of grey on at least that part of the screen. Very nice.. I'd like to see JView do something like that for 256-grey images! :) :)

Then after I (disappointedly, admittedly; too used to Mac Centrises and PowerMacs) figured out that that's all it did and that's all the music it played, I hit a few keys trying to find out how to continue.

After more nearly-random loading a giant letter "L" zooms out from right in front of me and settles on the left side of the screen. Then the "I", "N", "E", dash, "U" and at the right, "P". COOL! Nice effect!

A medium-sized square in the lower center of the screen sorta opens up and there's a very nicely drawn (hard to tell how many colors per scanline; probably just 4 but it was drawn with extra special care) picture of a Joystick with a flashing red arrow pointing at the fire-button. (Oh, and this is one of those ORIGINAL 2600 style joysticks). Nice profile.. ooh, a scroller.

I can't tell what the NAME of the person is who wrote this excellent looking software, but they're speaking spanish (which, even though I 'studied' it for two years, I suck at very much (typical American, eh?)) and seem to be from Chile.

The music playing at first sounds like they were cheap and just twiddling with that 9th audio byte (AUDCTL or whatever) but it ends up sounding more and more like music with just nifty and atypical effects. Cool.

I finally hit "fire" and HEY! IT'S COLUMNS! Cool! I WAS going to try to write a columns game but now it looks like I don't have to! Aww.. but

wait. Too few colors on the screen! :(Oh well! Still a neat game!

I play up to level 13 or so, noting things like the aforementioned "cool
effect" during game Pause, the timed levels, and randomly placed pieces..
as well as some cool "already-there" pieces (little rat-skull and crossbones?).

Anyway.. I must say, this is a work of art. From beginning to end it's a very
nice game. Very impressive graphics! (Again, except the sad 4-colored IRG
mode for the game itself; I guess I'm biased because I'm working on designing
better page-flipped (APAC/ColorView/FlickerTerm-style) IRG modes with more
colors..)

Soooooo... I feel this is the best 100K I've download all year! (Except that
one sultry picture of Cindy Crawford: SHE ACTUALLY DOESN'T LOOK UNATTRACTIVE!
WOW! (I find her and Kathy Ireland sorta... ugly)

Well! Bye!

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX
Coming soon: my WWW home page!

1471. Re: MERIT troubles by FTP

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-16 17:16:52 UTC
From: jday@csihq.com
Message-ID: <3i00qc$52c@picard.csihq.com>
Source record: 94322

CONRADUS@PLEARN.EDU.PL (Konrad Kokoszkiewicz) wrote:
> I couldn't connect to
>>MERIT and I was sent over to WUSTL. When I tried to fetch anything my
>>process simply hung there in space.... Does anyone know what is going on?
>
>When I want to access to MERIT by FTP, a message appears on the screen,
>that says, that ftp-access is presently disabled ("due to afs-problems").
>It have happened for a week.
>
>Konrad
>conradus@plearn.edu.pl
>
>(etykieta zastepcza)

ditto problem on FTP. I was able to get through to MERIT by GOPHER, though .
(address: gopher.archive.umich.edu).

New trouble:
According to the FAQ there is supposed to be an PC emulator for the Atari 8-bit.
I couldn't find it on MERIT. (Found the ST version OK). Does anyone have a pointer
for PC version? (and while you're at it the C-64 emulator too?)

1472. Re: best atari games

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-16 17:31:49 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3i0265$pu5@hearst.cac.psu.edu>
Source record: 94308

P. Hackney (phackney@krisalis.demon.co.uk) wrote:

: Here in the UK I would say this honour goes to US Gold who helped us get games
: from the states such as all the Datasoft and Synapse titles,courtesy of the
: Americana label I think.They also did their own stuff (Gauntlet,Ace of Aces
: (I think!),and some others i can'think of off hand!).
: Tynesoft supported the 8-bits on these shores too.I also thought Activision
: were quite good (Decathlon,Ghost Busters,Rampage).

Rampage for the 8bit?!?!? NTSC type?? how good is it?

--
Andrew K. Heller - Making the world safe once again.

Computer Engineering at The Pennsylvania State University
"The drinking University with a football problem"
heller@akh104.rh.psu.edu

1473. Re: Joust

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-16 17:36:02 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3i02e2$pu5@hearst.cac.psu.edu>
Source record: 94309

kylemol moron (bruck@brachot.jct.ac.il) wrote:

: Did I ever mention that Joust *RULES*?

: Hehe.. I set it to Expert, and just played and played.. After Wave 99 it's
: just Wave 0 from then on. And when the scoreboard passes 9,999,999 it's back
: to 0 (too bad it's just a 16K game, they could have added "you win" demos)..

: It RULES! What an amazing game! The enemies are sooooo smart.. and it's
: NEVER frustrating.. The bird jumps on you and you're speechless.. WOW..
: who the hell wrote this!?

Isn't it fun to fly off the top of the screen when the game slllooooowwwsss
down? =)

--
Andrew K. Heller - Making the world safe once again.

Computer Engineering at The Pennsylvania State University
"The drinking University with a football problem"
heller@akh104.rh.psu.edu

1474. Ivan Mackintosh

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-16 18:03:51 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <7A916E30F2@east-01.novell.leeds.ac.uk>
Source record: 94310

Ivan Mackintosh who replied to the Crumbles Crisis problem, are you the Ivan Mackintosh who wrote several commercial games back in the late 80s early 90s. Cavernia was one title that comes to mind, I also think you (he) did several games for Red Rat software which would explain your inside knowledge of Crumbles Crisis!

Anyway just a thought, the name rang a bell!

Sorry for not replying personally but I forgot to copy down your e-mail address!

RICHARD GORE
chmrig@leeds.ac.uk

1475. Re: Piracy and FTP sites.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-16 19:20:02 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <2fd_9502181537@sherwd.fidonet.org>
Source record: 94324

In a message of 08 Feb 95 08:47:36, Artem Koutchine wrote:

AK> Dear chikn', You can do whatever you want. But remember, this is
AK> you responsability. I my country we beat shit out of people who
AK> try to turn in someone else. But well, we are in the USA and I've
AK> heard that this country is COUTRY OF FREEDOM. REcently i think that
AK> someone's mistaken. This coutry of people who try to turn in eachother.
AK> DISGUSTING !

So is stealing. You don't like people complaining about you stealing, then stop stealing. It's not complicated at all.

And if you don't like this country, I'm sure there are millions who would love to trade places with you in Eastern Europe and the Orient. Go back wherever you came from and send one of them over in your place.

AK> Yes yes yes. Why should i pay for soft that is free in eastern countries ?

It is "free" in Eastern countries because it is stolen there and the governments don't care. Here, there are a very few honest cops, and a whole lot of honest sysadmins and sysops - and many of them write the software that you are so proud of stealing. If you were to grow cabbages, and someone stole some of your cabbages when you were expecting to sell them so you could pay the rent, or feed your children, you might be a little upset. In this country, we don't usually beat the shit out of people who steal. We just put them in jail. Then the ex-pro-athletes who are also in jail beat the shit out of them for us.

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.

1476. Re: WTB: M.U.L.E. + quest. about loading

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-16 19:44:36 UTC
From: tirvin@lmsc.lockheed.com
Message-ID: <3i09v4$930@butch.lmsc.lockheed.com>
Source record: 94313

In article <3hlr97$3col@blue.weeg.uiowa.edu>, mcurrent@blue.weeg.uiowa.edu (Michael Current) says:

[...]

>
>B&C ComputerVisions lists new copies of M.U.L.E. in their latest ads and
>catalog, although one person told me they ran out of stock again.

For what it's worth, I went to B&C today (2/16/95) and bought a copy of M.U.L.E. right off the shelf. And I don't even *have* an Atari 800 right now, though I'm hoping to pick up a system soon. I just knew that I had to buy the game while I had a chance to do so...who knows when I'll see it again?

Whether they had any more in stock, I don't know (there was only one copy on the shelf). But they definitely *did* have a copy. So if they ran out of stock before, they must have received more merchandise--therefore, it may be worth a call to find out if they have any more.

You can gauge this game's popularity by its price: $29.95, while all the other EA games next to it on the shelf ranged from $9.95 to $14.95. Ah, supply and demand... :)

Tim Irvin, Programmer/Analyst/Dinosaur Jockey
Lockheed Missiles and Space Company, Inc., Sunnyvale, CA
******** all standard disclaimers apply ************

1477. Re: VGA card (was: Ever a workable 80-column mod)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-16 20:15:38 UTC
From: tirvin@lmsc.lockheed.com
Message-ID: <3i0bpa$930@butch.lmsc.lockheed.com>
Source record: 94315

In article <3htcgh$ihi@news1.halcyon.com>, junkster@coho.halcyon.com (James Hague) says:
>
>Lonnie McClure <lmcclure@delphi.com> wrote:
>>
>>well, let me just remind everyone that when VGA
>>first appeared with IBM's PS/2's, an 40MB hard drive was considered
>>adequate for most folks, and 80MB was "big".
>
>Still is for a lot of people. Up until last year I had an 80MB hard
>drive and used less than 15MB of it. Then it crashed and the smallest
>drive I could find to replace it was 120MB. And I'm still only using
>15-20MB. That includes a C compiler, a Pascal compiler, two assemblers,
>two debuggers, Deluxe Paint IIe, two text editors, two word processors,
>4DOS, the usual utilities, and lots of source code and art for various
>projects.

Yep. Keep in mind that a typical application for an Atari 8-bit has
(perhaps) one or two floppies, which total under 300K (say). You could
put well over 100 such applications on a 40 MB hard drive.

The Atari 8-bit stuff used less hard drive space than the even the oldest
MS-DOS stuff. And many people did just *fine* with a 20 MB fixed disk drive.
Simple MSDOS-based word processors use less than 1 MB. I have an old
copy of Turbo C which uses under 2 MB, total.

Until VGA games with lots of bit-mapped graphics came out--and until DOS
users starting running Windows--120 MB was a *huge* hard drive.

>I do have to wonder at the folk (not you Lonnie) who have posted about
>wanting to use gigantic hard drives with their Atari 8-bit machines, i.e.
>half-gig or larger.

Yeah. It's not like we're running Windows. GUIs have an incredible
appetite for hard drive real estate.

Tim Irvin, Programmer/Analyst/Dinosaur Jockey
Lockheed Missiles and Space Company, Inc., Sunnyvale, CA
******** all standard disclaimers apply ************

1478. File Search

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-16 20:42:26 UTC
From: GIBBMD@pdms03.ksc.nasa.gov
Message-ID: <1995Feb16.154226.590@pdms03.ksc.nasa.gov>
Source record: 94316

Does anyone know where to find anad207.zip and deana.com? The FAQ says that they can be found on the UMICH archive, but I did not find them there. These are programs which supposedly allow the reading of any Atari disks on IBM compatible disk drives (if the IBM drive has single density read capability). I would like to try this so I can run some of my old 8-bit software on my MS-DOS machine with PC Xformer 2.5. Thanks!

1479. Re: SAVE TAX DOLLARS!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-16 21:31:30 UTC
From: joko@crl.com
Message-ID: <3i0g7i$b97@crl10.crl.com>
Source record: 94318
Cross-posted to: comp.sys.apple2.usergroups,comp.sys.arm,comp.sys.atari.8bit

```
Gimme an S.
Gimme a P.
Gimme an A.
Gimme an M.

What's that spell? What's that spell? What's that spell?
```

1480. Re: THE WAS IS OVER (GAME THAT IS)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-16 22:05:20 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D445Cx.GsB@itex.jct.ac.il>
Source record: 94319

James King (jeking7@delphi.com) wrote:

: All files do indeed have descriptions. Sunday will be a big day for the
: BBS, while I add another 200+ games and additional misc. files.

200 games? Public Domain?

-itay

Itay Chamiel!&$@# }%Jerusalem)%-\|=+':bruck@brachot.jct.ac.il"~/_*#$@?Phish
GREVOOLAJOXRASDEPOLISWAQUIFROLINOMINUYIGSHIVABOZUXOPITKASWERUVACSIDFERIPONEL

1481. Re: Atari files to PC data transfer problem solves.....WITHOUT an SIO2PC....

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-16 22:24:28 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D4468t.Gwv@itex.jct.ac.il>
Source record: 94320

I just discovered that SIO2PC can actually be used as a null modem!
This needs a SIO interface like 850 or P:R:.
What you do is this:
Both 850 interface, and SIO2PC must be daisy-chained to the Atari.
Boot up any terminal program you'd normally use with the Atari.
Turn the modem off, and leave the interface on.
Boot up a comm program on your PC, and tell it to look for the modem in the
COM port the sio2pc cable is plugged into.
Set both computers to use the same baud rate (any one you like, I think the
max is the same as the interface's max - 9600 for the 850 interface.)

That's it! Anything typed on your PC will appear on your Atari's screen
and anything typed on your Atari will appear on your PC's screen. File
trasfers work nicely, although Kermit simply "aborted" at a certain stage,
for no apparent reason, at 9600 baud (4800 was ok). Haven't tried any other
protocols because I don't have other software for the PC.

This is all very cool, but pretty useless, since anyone with sio2pc has
good enough file-xfer methods without messing around with terminals and
file-transfer protocols.. But it was truly amazing to see it work as if
I had a null-modem cable..

-itay

Itay Chamiel!&$@# }% Jerusalem)%-\|=+':bruck@brachot.jct.ac.il"~/_*#$@?Phish
GREVOOLAJOXRASDEPOLISWAQUIFROLINOMINUYIGSHIVABOZUXOPITKASWERUVACSIDFERIPONEL

1482. Re: Need 1050 ED disk VTOC in

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-17 00:05:44 UTC
From: richczeta@aol.com
Message-ID: <3i0p8o$nq5@newsbf02.news.aol.com>
Source record: 94321

In the virtual disk editor I'm writing, I keep getting error #164, file number mismatch, when I use byte 126 (254) of a sector, the file# in Atari DOS, as the hi-byte of a 16 bit forward pointer.

Byte 127 (255) is the lo-byte of the forward pointer as usual, and 128 (256) as the sector byte count(as usual). In order to access more than 1023 sectors, a 16 bit pointer has to be somewhere, in order for Mydos to access its maximum 65536(5?) sectors. Hmm...

Maybe it's low byte, then high byte. I just assumed Mydos used the lower 8 bits of the original documented forward pointer as it low byte for compatability. I think I'll try it out.

richczeta@aol.com

1483. Please Help Me!1

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-17 03:11:19 UTC
From: "Wendell Davis]I[" <wad3@indy.net>
Message-ID: <3i144n$s74@indy-backup.indy.net>
Source record: 94323

Where are some good FTP sites to get Atari 800/400 Programs from?
I am MAINLY looking for games--- want to test this PCXFORMER!! Thanks
Alot! And--- If anyone knows where I could BUY games, I'd appreciate!
Thanx! -=[WAD3]=-

1484. Looking for old Atari 800 computer system

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-17 04:38:52 UTC
From: ziggy29@rahul.net
Message-ID: <3i198s$aft@hustle.rahul.net>
Source record: 94325
Cross-posted to: ba.general,ca.wanted,comp.sys.atari.8bit,rec.games.video.classic

If you have one of these gathering dust in a bos in your closet or garage, I'd be interested in taking it off your hands. Please reply to this account if you're interested. Include the hardware/software you have as well as your asking price.

I'm in San Jose, and I'd prefer to deal locally so I can *see* that the system works before I pay anything.

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Programmer/Analyst/Grad Student/ * GCS: !h s:+ !g au+ w+ C++$ v++ w+ U N++
* Husband/Net Geek/ASGX '65 Cabal * W po+ t+@ Y+ j++ B-- e+++ u** r+++ y+++

1485. Re: SAVE TAX DOLLARS!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-17 08:56:06 UTC
From: c1inib@kocrsv01.delcoelect.com
Message-ID: <3i1ob6$1lk@kocrsv08.delcoelect.com>
Source record: 94326
Cross-posted to: comp.sys.apple2.usergroups,comp.sys.arm,comp.sys.atari.8bit

In article <3i0g7i$b97@crl10.crl.com>, joko@crl.com (Joe Kohn) writes:
> Gimme an S.
> Gimme a P.
> Gimme an A.
> Gimme an M.
>
> What's that spell? What's that spell? What's that spell?

Smap.

--
"Cracking toast, Grommit" Nigel Barrett
- Wallace c1inib@kocrsv01.delcoelect.com
nigel@c3po.demon.co.uk

1486. Re: Fidonet Atari-8 Nodes

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-17 09:11:02 UTC
From: cmwagner@gate.net
Message-ID: <3i1p76$1igf@tequesta.gate.net>
Source record: 94327

Russ Gilbert (Russ.Gilbert@apk.wariat.org) wrote:
: Fidonet Boards that 'SEE' the 8-bit echo. Some may not
: actually have the echo, just carry it.

And you forgot to mention that some actually carry it but are not on
the 'SEENBY' list. Like 369/120, where I read the Atari 8-bit echo.

1487. Q: Atari Connection

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-17 11:28:36 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <1995Feb17.112836.2983@ericsson.se>
Source record: 94328

I have an old magazine called Atari Connection, I probably received it twelwe years ago. There is a LOGO vs BASIC comparison in this particular issue, but also many articles with interesting information about the Atari community, circa 1983. My overall impression is that the magazine really captures the special feeling that IMO existed during those early years of the Atari 8-bit computer era.

Does anybody know during what years AC came out, and also, if anybody out there is willing to sell off old issues, I'm interested in buying at a reasonable price. I don't need original condition or anything close to it, as long as the stuff is readable. I will pay in advance.

Anders Skelander

1488. Re: Favourite games....

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-17 12:08:55 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3i23kn$2ft@dux.dundee.ac.uk>
Source record: 94333

R. GORE (CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK) wrote:
: I recently ran a survey of peoples favourite software in the UK and
: wrote an article for the DGS News-paper about the results. Response
: from the readerbase was pretty poor and any statistician would no
: doubt pick fault with my conclusions but the readers favourite arcade
: game was Zybex.

Well, Zybex is a brilliant game, and I was really addicted to it at one point, until I completed it. The great thing is, (apart from the fantastic graphics, gameplay and addictiveness!) it's the sort of game your average games player could complete if he spent enough time on it- which I did! The ending was a bit disappointing though, don't you think?

What the world needs is a new age.
What the world doesn't need is New Age.

Graeme Fenwick gfenwick@mcs.dundee.ac.uk

1489. Re: best atari games

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-17 12:12:24 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3i23r8$2ft@dux.dundee.ac.uk>
Source record: 94329

Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:

: Rampage for the 8bit?!?!? NTSC type?? how good is it?

I haven't played this myself, but I've seen screenshots and read reviews.
(The old) Atari User gave it a good review, while Page 6 essentially said it
was rubbish. I can't comment on the gameplay, but they screenshots don't look
very impressive by the standards of the time (eg single colour Players- yuk!).
BTW, I would trust Page 6 more than I would trust Atari User for reasons I've
stated before and don't want to take up space stating again.

What the world needs is a new age.
What the world doesn't need is New Age.

Graeme Fenwick gfenwick@mcs.dundee.ac.uk

1490. xf25 Trigger Key

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-17 13:34:44 UTC
From: rudi@khm.uni-koeln.de
Message-ID: <3i28lk$aib@news.rrz.uni-koeln.de>
Source record: 94330

I have a 486 desktop PC. To my surprise the xf25 Emulator works fine, but I can't find the Trigger Key.
(My Cursor Keys are a reverse T, and for this configuration, the trigger has been forgotten in the joystick-emulation description)

ciao

rudi

1491. Crumble's Crisis at Umich?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-17 15:39:35 UTC
From: ivan@rcp.co.uk
Message-ID: <7DJRvAAEBh107h@rcp.co.uk>
Source record: 94331

>Ivan Mackintosh who replied to the Crumbles Crisis problem, are you
>the Ivan Mackintosh who wrote several commercial games back in the
>late 80s early 90s. Cavernia was one title that comes to mind.
Yes

>I also
>think you (he) did several games for Red Rat software which would
>explain your inside knowledge of Crumbles Crisis!
Your right - Crumble's Crisis and the followup Space Lobsters and then
moved on to Tynesoft, Atarisoft and finally Zeppelin in 1991.

I sold Crumble's Crisis to Red Rat outright, but I think the contract
said something along the lines of the copyright returns to me after 5
years - I will dig the contract out and if this is true I could upload
the game to Umich!

But first I have to get my atari talking to my PC.
A friend and I are in the design stage for an atari joystick port to PC
serial port transfer - any help offered would be welcome - I am still
looking for information on the DCM format.

-Ivan

ivan@rcp.co.uk

--

1492. Re: Favourite games....

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-17 17:02:52 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3i2krs$cam@nic-nac.CSU.net>
Source record: 94341

I'd not have noticed this:

"
What the world needs is a new age.
What the world doesn't need is New Age.
"

except for the fact that my now-favorite-coolest-game is "Line-Up" by "New Age"

Now, are you talking about them, or just new age music? hmmm

-bill!

1493. Re: WTB: M.U.L.E. + quest. about loading

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-17 18:00:09 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <133046@cup.portal.com>
Source record: 94332

As far as popularity goes, I read in something like Computer Gaming World about a year or so ago it was on their top 10 all time list. I can't recall all the other titles, but it was up there with the original Dungeon Master on the ST, Bard's Tale, & maybe one of the Ultima(s). Pretty good company anyway. And now for an embarassing admission, I've never played M.U.L.E. B&C is local to me also so I may have to make a trip over there to try and get a copy.
Rick

1494. q

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-17 18:34:38 UTC
From: smok@ritz.mordor.com
Message-ID: <D45q9q.2HG@ritz.mordor.com>
Source record: 94344

[No readable article body recovered]

1495. FOR SALE: Atari 600xl + accessories

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-17 18:45:57 UTC
From: smok@ritz.mordor.com
Message-ID: <D45qsL.2yx@ritz.mordor.com>
Source record: 94345

Hello,

I am writing this for a friend of mine so please direct the replies to him.
He has the following items for sale:

2 Atari 600xl computers with manual and cables
2 Atari 1010 recorders
SAMS Basic tutorial books and other programming ref manuals
2 joysticks
2 wireless joysticks (GameMate II)
cartridges (in good shape):
-Attack of the Mutant Camels
-Frogger (Sega)
-GridRunner (with manual)
-Zaxxon (Sega)
-Microsoft BASIC II

if interested in any of those items please call, George Pateman at
day - 908-668-6182 or night - 908-549-7611. Best offer on individual pieces
or a whole package. If you really don't feel like calling drop me mail to
smok@ritz.mordor.com and i'll forward it to him in person.

Tom

1496. Re: WTB: M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-17 19:26:29 UTC
From: e89dh@efd.lth.se
Message-ID: <3i2t95$e1u@nic.lth.se>
Source record: 94334

Talking about M.U.L.E.

Is it (or any similar clones) avalible on other platforms?

I have it for my 800 and I vagely remember a 64-version
(did it manage 4-playesr b.t.w.)
Is there any more versions avalible (preferably ST,
Amiga or PC)?

--
David Hultgren, Space Eng.

Co: Paulsson
Lillekrok 8
S-22738 Lund
SWEDEN

1497. Re: PC Xformer 2.5 under Windows?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-17 21:08:31 UTC
From: rlcolli@ibm.net
Message-ID: <F1HHIGxOQIrB075yn@ibm.net>
Source record: 94335

In article <Pine.SUN.3.91.950216020704.20487M-100000@PEAK.ORG>,
James Wood <jamesw@CSOS.ORST.EDU> wrote:
>On Mon, 13 Feb 1995, John P. O'Neil wrote:
>> Has anyone had any luck running PC Xformer 2.5 under Windows and
>> in windowed mode? I've tried both windowed and full screen operation
>> and get total lockup either way. Are there some .pif settings that would
>> help?
>Darek Mihocka told me that you have to have a *VERY* good video driver
>(for Windows) to allow PCXF to function in a window. I was unsuccessful
>in my attempts to do so with a cheap Trident-equipped clone (albeit a new
>9400 series).

I couldn't get PCXF to run in a window under Windows, but it works fine in a Window under OS/2 Warp. It's actually kinda cool, I can bring up multiple windows, and have different things going on in each one!! I'm really tempted to upgrade to 3.0, but I haven't heard too many good things about running games under it. (I would love to be able to play Gyruss or Mr. Do at work!!!)

Is there a success list for games under PCXF?

==
R y a n 'G o z a r' C o l l i n s

"If you don't try to live in the future, then you're stuck | rlcolli@ibm.net
living in the present" -----------------

"What if your an Athiest who hates sex?" - Question asked in an Education class
on teaching Abstinence in the schools.
//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\
==

1498. Re: LineUp

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-17 21:28:48 UTC
From: rlcolli@ibm.net
Message-ID: <GKHHlGxOQwW7075yn@ibm.net>
Source record: 94336

In article <9502161551.AA11367@zippy.sonoma.EDU>,
kendrick@zippy.sonoma.EDU (William Kendrick) wrote:
>Soooooo... I feel this is the best 100K I've download all year! (Except that
>one sultry picture of Cindy Crawford: SHE ACTUALLY DOESN'T LOOK UNATTRACTIVE!
>WOW! (I find her and Kathy Ireland sorta... ugly)

BLASPHEMY!!! Now I don't particularly care for Cindy, but Kathy..... oooo-baby (as said by Beavis)

OB 8-Bit: Since we try to dream up of neat things for our 8-bits, how about using them as graphic terminals to a linux box? Use some r-verter clones, and a termcap entry for 40-columns and ATASCII emulation. (Use all the graphic characters.) Then move to networked games, with the linux box doing the work of shuttling data around.

==========
R y a n 'G o z a r' C o l l i n s

"If you don't try to live in the future, then you're stuck | rlcolli@ibm.net
living in the present" -----------------

"What if your an Athiest who hates sex?" - Question asked in an Education class on teaching Abstinence in the schools.
//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\
==========

1499. Re: Fidonet Atari-8 Nodes

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-17 21:55:15 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Feb17.165215.941@wariat.UUCP>
Source record: 94337

(I posted a 'seen by' list of fidonet boards that 'see' the Atari-8
echo. Chad Wagner points out that some BBSes 'carry' the 8-bit echo but
don't 'see' it.)
Gees, the whole purpose of my excersize with the node list and 'seen
by' fidonet list was to try to find those boards that HAVE the Atari-8
echo. I don't really understand how a board can 'carry' the 8-bit echo
and not 'see' it. So, anybody know a BBS I can call around the
Cleveland, Ohio area that I can 'see' the 8-bit echo?
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

1500. Re: MERIT troubles by FTP

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-17 22:20:33 UTC
From: jasond@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3i37fh$bn4@kendall.mdcc.edu>
Source record: 94338

Konrad Kokoszkiewicz (CONRADUS@PLEARN.EDU.PL) wrote:

: When I want to access to MERIT by FTP, a message appears on the screen,
: that says, that ftp-access is presently disabled ("due to afs-problems").
: It have happened for a week.

I am currently mirroring atari.archive.umich.edu's 8-bit section and also
ftp.clark.net's 8-bit section at ftp.kendall.mdcc.edu. If anyone is interested
in readily available access to these, they are more than welcome to use it.

Jason

1501. Re: WTB: M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-18 00:42:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <17FEB199519425867@pavo.concordia.ca>
Source record: 94339

In article <3i2t95$e1u@nic.lth.se>, e89dh@efd.lth.se (David Hultgren) writes...
>Talking about M.U.L.E.
>
>
>Is it (or any similar clones) avalible on other platforms?
>
>I have it for my 800 and I vagely remember a 64-version
>(did it manage 4-playesr b.t.w.)
>Is there any more versions avalible (preferably ST,
>Amiga or PC)?
>
I have seen a PC clone called MULE386 at wuarchive.wustl.edu. However, I've never managed to get it to work. Other have said it's pretty good.

Dan Bunten was going to do a PC clone, but refused when the publisher asked for guns and bombs. (Got that tidbit from a PC games mag which seems to feature regular letters asking where MULE-PC is!)

Dave

DA_PATE@pavo.concordia.ca

1502. Re: WTB: M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-18 00:45:06 UTC
From: ziggy29@rahul.net
Message-ID: <3i3fui$6c8@hustle.rahul.net>
Source record: 94340

David Hultgren (e89dh@efd.lth.se) wrote:
: Talking about M.U.L.E.

: Is it (or any similar clones) avalible on other platforms?

: I have it for my 800 and I vagely remember a 64-version
: (did it manage 4-playesr b.t.w.)
: Is there any more versions avalible (preferably ST,
: Amiga or PC)?

There's something called "Mule386" which I can't get to work, nor can
many people I've contacted who have tried.

BTW, has anyone tried to run M.U.L.E. on PC Xformer 3.0? I'd be curious
to know how faithful the sounds and graphics are to the real thing running
on the 800.

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Programmer/Analyst/Grad Student/ * GCS: !h s:+ !g au+ w+ C++$ v++ w+ U N++
* Husband/Net Geek/ASGX '65 Cabal * W po+ t+@ Y+ j++ B-- e+++ u** r+++ y+++

1503. Re: MERIT troubles by FTP

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-18 00:49:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <17FEB199519493968@pavo.concordia.ca>
Source record: 94342

In article <3i00qc$52c@picard.csihq.com>, jday@csihq.com (John Day) writes...
>New trouble:
>According to the FAQ there is supposed to be an PC emulator for the Atari 8-bit.
>I couldn't find it on MERIT. (Found the ST version OK). Does anyone have a pointer
>for PC version? (and while you're at it the C-64 emulator too?)
Oops. The message seems to have gotten garbled. PCXformer emulates the Atari
on the PC, not the other way around. The only way to run MS-DOS on an 8-bit
that I know of is to use the Co-Power 88 board on an ATR-8000.

Dave Paterson

1504. Re: WTB: M.U.L.E. + quest. about loading

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-18 00:51:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <17FEB199519510450@pavo.concordia.ca>
Source record: 94343

In article <3i09v4$930@butch.lmsc.lockheed.com>, tirvin@lmsc.lockheed.com (Tim Irvin) writes...
>You can gauge this game's popularity by its price: $29.95, while all the
>other EA games next to it on the shelf ranged from $9.95 to $14.95. Ah,
>supply and demand... :)
>
And that's what it's all about, isn't it ;-)

Dave Paterson
DA_PATE@pavo.concordia.ca

1505. Re: best atari games

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-18 02:25:40 UTC
From: Walter Las <wlas@delphi.com>
Message-ID: <hGyYclk.wlas@delphi.com>
Source record: 94347

I think my all-time favorites would be:

Dimension X by Synapse; especially on cassette could it had that groovy music.

Dunzhin by Screenplay; possibly the closest you could get to Rogue at the time.

Telengard by Avalon Hill; even with the same maze being generated over and over (well, NOT generated) I found this fun.

Karate Champ by Epyx; the BEST karate game for the 8-bit.

M.U.L.E. of course.

Alternate Reality 1&2 ; whatever happened to whatshisface anyway?

--

```
@-----------------------------------------------------------------------------@
|Email to: wlas@delphi.com |///This box is filled with meaningless text... /|
|_-_-_-_-_-_-_-_-_-_-_-_-_ |//I wouldn't even bother reading it if I were //|
|"Yo!" - The Dean |/you. Watch out for cliches. Beware Fnords ///|
@-----------------------------------------------------------------------------@
|Here, for you, is a rose. A token, a symbol, of our love. Soon it will |
|wither, turn brown and die. @>--,-^--,--^ |
@-----------------------------------------------------------------------------@
```

1506. Commodore 1802 color monitor

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-18 03:01:39 UTC
From: ind01497@pegasus.cc.ucf.edu
Message-ID: <3i3nuj$nvf@news.cc.ucf.edu>
Source record: 94354

For sale a Commodore 1802 color monitor at $100. Good conditon no box or manuals, however, I used it with an Atari 800 XL then later as a monitor for my SNES and Sega. Yes I'm sure you can hook it up to a Commodore computer. It's a great monitor the only reason why I am selling it is because it takes too much room.

1507. Looking for old Atari 800 computer system

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-18 04:19:32 UTC
From: Michael.Fitzpatrick@flight.org
Message-ID: <f5c_9502181226@flight.org>
Source record: 94349

I have a couple of 800 Atari Computers plus extras. Just exactly what do you want? There is also the local Atari Computer club that has items available for sale or trade.

```
* TheEdit v2.00g3
---------------------------- -//- ----------------------------
Internet: Michael.Fitzpatrick@flight.org
| FlightLine BBS 612.544.5118 <> note: the views of this |
| airline-generl.aviation-flsim <> user are strictly his own. |
---------------------------- -//- ----------------------------
```

1508. The Atari Addiction

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-18 04:20:23 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <po3bE6v.ransom22@delphi.com>
Source record: 94348

Atari 8-bit computers (henceforth referred to simply as Atari computers) can really invade one's life. A game here, a color plotter there, and pretty soon you're surrounded by Atari computers, peripherals, software, books and do-dads.

This article is meant as a warning to all those who are contemplating getting into the Atari habit. You may think you can skirt the edges, use only a few game cartridges and an Atari 400. Don't be fooled! As a hardcore addict, I can tell you honestly that just isn't possible. What follows is a brief description of my own descent into Atari madness.

As has been said before, my original Atari computer was purchased in the very early 1980's. It was wonderful, and I had a lot of fun with it. On it I had my first experiences with programming. I even wrote a (unpublished) short-story using my Atari and AtariWriter. But, eventually I felt I had to move on to a computer that was more serious and useful.

Next came an Apple //c. That was a really nice computer, too, but something was lacking. Sure, the games were plentiful (even as the Atari section at most software stores was disappearing). And the programming languages and utilities were first-rate (thanks to Beagle Brothers Software). But the graphics were primative. Sprites? ha! And the sound was unacceptable, having heard Atari's wonderful sound chip in action.

Five long years later, I moved on to the ultimate "serious" home computer: an MS-DOS box. I also got my first modem at this time. Whee! I experienced CompuServe's CB Simulator, where I met my current girl-friend. (I also met a number of HUGE CI$ bills, but that is another story.) I set up a BBS, and was gratified to have a fair number of regular callers. I also met some realy great friends through this medium. This was all great, but the ache, the feeling that something was missing, persisted.

I programmed a bit on the IBM, using Borland's C++ compiler. I even released a few programs for the first time. Most were freeware, but I felt confident enough about one to offer it as shareware. Programming that machine awakened me to the limitations it had, as compared to my old Atari. Sure,ithad a blazingly fast processor. It had an incredible display at 640x480 in 256 colors. But where were the sprites? More important, where was that magical feeling I got when using the Atari?

Through my BBS I met a friend who collected Atari computers. We got to talking about them in E-Mail, and I learned how cheaply they could be acquired. I thought, why not? What could it hurt to get an Atari computer and a few games, just for old time's sake? Oh, if only I had known!

I started with an 800XL and a 1010 Program Recorder. I bought them at a price that was next to nothing ("The first one's free, Kid."). I then acquired a few games (including Star Raiders, of course), and got to relive some old times. It felt good. Real good.

I then wanted to try my hand at programming again. I bought some books, and played around a bit. How easy it was to slip back into the comfortable folds of Atari BASIC. Pretty soon I was enjoying the phenominal graphics that only an Atari can produce. And that magical feeling was back! I was truly hooked.

In no time I was frequenting flea markets and garage sales, in hopes of finding Atari compuers and accessories. I had become an Atari Bum. Soon I had boxes and boxes filled with Atari items stacked around my house. to fill in my collection, I began ordering from the various Atari dealers still in existance.

Even so, it was just a hobby, I told myself. When I wrote reports for college, I still used the MS-DOS machine, after all. I even bought an occasional MS-DOS game. And, of course,I still called out on it. Who wants to call out in 40 columns when they have an alternative?

As my collection grew to include some of the better Atari devices and programs,I began using it more and more. Word processing was an easy change. I never was comfortagle with the weird ALT-F-Key combinations required in Word Perfect anyway. AtariWriter was simple to use. I could be more productive, I told myself. And the output from my printer is the same no matter which computer it is hooked to. No problem. I could handle it.

Within a couple of months, I discovered the SynApps series. I could track stocks, do a household budget, and make a database of my Atari collection, all on my Atari! They were so easy to use, too! I told myself, "These are all great programs, and I really shouldn't let all this Atari equipment go to waste anyway." The obsession grew.

The final blow was FlickerTerm-80. Now I had no reason not to use the Atari for telecommunications, the final task I used my Intel machine for. My obsession had taken over my entire computing life.

I met a lot of like-minded people online, and began tothink that I didn't need to hide my dirty little secret from the world. I "came out" to my friends and colleagues, admitting I used an Atari computer exclusively at home. Yes, the guy they called "computer guru" was an 8-bitter. Oh, the shame! The shattered image!

Surprisingly, they accepted it, although they never understood why I would "restrict" myself so. The expected taunts of "Atari boy" and

"8-bit brain" never came.

Now, I am lost in the world of Atari, unable to get through the day without a fix. I spend my time planning things to do with my Atari, looking forward to using it. When I am not using my Atari, I spend every free moment thinking about it. All the classic signs of addiction are present in me.

The amazing thing about the Atari addiction is that the highs never diminish. Unlike other drugs, the human body does not appear to develop a resistance to Atari. Each high is as exquisite as all the previous ones.

That does not mean an Atari addict doesn't always want moe. Quite the contrary, the next big deal is always just around the corner. Software, hardware, books and memorabilia. Oh, the need is constant!

So if your beloved has begun talking about getting back into Atari, beware! She or he is embarking on a road without end that will consume all of his or her computing cycles. There is nothing that you can do to stop it, but it ismy hope that by writing this I can help loved ones minimize the damage.

I have to go now, though, because I hear that a guy on the 'Net is selling Atari 822 printers for $10 each . . .

-Joe
--
_____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1509. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-18 05:06:39 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3i3v8v$l8o@lastactionhero.rs.itd.umich.edu>
Source record: 94346
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw------- lenn 214 Feb 12 00:15 ./8bit/Utilities/faschip.txt
-rw-r--r-- lenn 44160 Feb 12 00:11 ./8bit/Utilities/faschips.arc
-rw-r--r-- lenn 21504 Feb 12 00:11 ./8bit/Utilities/screensa.arc
-rw------- lenn 237 Feb 12 00:15 ./8bit/Utilities/screensa.txt
-rw-r--r-- lenn 33792 Feb 12 00:11 ./8bit/Utilities/screensb.arc
-rw------- lenn 227 Feb 12 00:16 ./8bit/Utilities/screensb.txt
-rw------- lenn 947 Feb 12 00:05 ./8bit/Utilities/sdx.txt
-rw-r--r-- lenn 5880 Feb 17 00:39 ./8bit/Utilities/flick80.arc
-rw------- lenn 64 Feb 17 00:40 ./8bit/Utilities/flick80.txt
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

1510. Help On Atari File System

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-18 05:25:30 UTC
From: "Wendell Davis]I[" <wad3@indy.net>
Message-ID: <3i40ca$rel@indy-backup.indy.net>
Source record: 94350

I am a NEWBIE to the Atari 8-Bit World--- And, to conserve desk
space, I am using the PC Xformer... :) --- I was curious if anyone else
has very much experince with that (?) --- I have downloaded some files
but don't know how to copy them to my virtual disks- I downloaded ARCX.COM
- and copied it to a VIRTUAL image file, but it kept locking up when
I tried to run it off there... ??? Please advise (PS- The EMULATOR would
lock-- not my computer --- I could still press F10) I am interested
in seeing some GOOD games to play on the emulator--- any sugguestions?

THANX! -=[WAD3]=-

1511. Re: 600XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-18 05:36:49 UTC
From: ral@ral.slip.iglou.com
Message-ID: <ral.6.00009D2B@ral.slip.iglou.com>
Source record: 94205

In article <9502150122592.DLITE.bjcorr@delphi.com> bjcorr@delphi.com (ben corr) writes:
>From: bjcorr@delphi.com (ben corr)
>Subject: Re: 600XL
>Date: 15 Feb 1995 06:20:45 GMT

>But the upgrade to a monitor output for the 600XL is available at the
>Cleveland Free-net, got it the othernight and am preparing to do it, as
>soon as this sio2pc cable of mine decides to work. It is easier than you
>would think, all the circut traces etc. are on the motherboard! Atari just
>decided to forgo the monitor output at the last moment as a cost cutting
>measure. Just put in all the parts, solder in a cable and away you go!
>bjcorr@delphi.com

Thanks for the information. I had been looking around for that mod for a long
time. I tried deciphering it myself but never could come up with the proper
connections. I'll try to hop into Cleveland tonight to find it.

Rich Link
ral@iglou.com

1512. Re: best atari games

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-18 05:49:45 UTC
From: ral@ral.slip.iglou.com
Message-ID: <ral.7.0000D459@ral.slip.iglou.com>
Source record: 94206

In article <D41D8x.D7v@sunfish.usd.edu> jvogel@charlie.usd.edu writes:
>Subject: best atari games
>From: jvogel@charlie.usd.edu
>Date: Wed, 15 Feb 1995 10:02:56 GMT

>Although, I am 6000 miles from my Atari computer in America, I am curious to hear from this
> group of what the best games of all time for the Atari computer are?

One of my favorites was a game put out by "Rapidfire by SSI" called FORTRESS. It is a board game ala chess. The object of the game is to build castles in stages and control adjacent areas of the board. The player with control of the most squares at the end of the game wins. The unique part of this game was that it was one of the earliest attempts that I had seen at AI. This game "learned" as you played and would increase in ability. There were several levels of players, just like the current chess programs.

The game was written by Jim Templeton and Patty Dembrook and published by SSI in 1983. It requires XLfix to run on later machines and was available as an Atari/AppleII flippy disk.

Rich Link
ral@iglou.com

1513. Re: VGA card (was: Ever a workable 80-column mod)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-18 05:51:29 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <hyyakKp.lmcclure@delphi.com>
Source record: 94353

In a message dated 2-15-95, James Hague said:

"I do have to wonder at the folk (not you Lonnie) who have
posted about wanting to use gigantic hard drives with their
Atari 8-bit machines, i.e. half-gig or larger."

I can only assume they are either following the old axiom, "One can never have too much memory or hard drive space", or they either plan on having a lot of graphics and/or sound files (which can chew thru drive space like a power saw through wood), Also, they might plan on running a 8-bit based BBS with plenty of files, perhaps even including files for other systems.

Once FTe's Sweet 16 and MIO-II hit the market, it will not take long for someone to say, "Hmmm, a few megs of linear memory and a bi-directional parallel port", and notice Amiga sound digitizers all plug into the parallel port. Output could be either the internal Pokey chip, or for better quality, an 8-bit DAC connected to the parallel port, or even a really cheap resistor ladder (like Tandy used in their Orch-90 cart for the CoCo).

Darn, I just gave away my idea for the Sweet 16 programming contest! <grin>

Oh, well, as busy as I am, I likely would not get around to it anyway.

BTW, for those who are curious, I have confirmed with Mike at FTe that the MIO II's parallel port is to be bidirectional.

Also, while I am passing out programming ideas, here is another: a parallel version of SIO2PC. However, since IDE drives could be connected to the MIO II, the main purpose of such should be on easy and fast file transfer, and using the PC (especially if VGA or SVGA equipped) as "super" XEP-80 emulator. The driver could load in place of the normal XEP-80 driver, and act exactly as it, or one could load a superset driver that would also support 16-color text and graphics functions.

1514. Re: DCM and ATR

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-18 06:37:56 UTC
From: richczeta@aol.com
Message-ID: <3i44k4$ejb@newsbf02.news.aol.com>
Source record: 94207

Here's the SIO2PC doc:

STRUCTURE OF AN SIO2PC ATARI DISK IMAGE:

It's extremely simple. There is first a 16 byte header with the following information:

WORD = special code* indicating this is an Atari disk file
WORD = size of this disk image, in paragraphs (size/16)
WORD = sector size. (128 or 256) bytes/sector
WORD = high part of size, in paragraphs (added by REV 3.00)
SPARES 8 (ten) unused (spare) header bytes (contain zeroes)

After the header comes the disk image. This is just a continuous string of

bytes, with the first 128 bytes being the contents of disk sector 1, the second being sector 2, etc.

* The "code" is the 16 bit sum of the individual ASCII values of the string
of bytes: "NICKATARI". If you try to load a file without this first WORD, you
get a "THIS FILE IS NOT AN ATARI DISK FILE" error message. Try it.

On double-density images, the first 3 sectors take 256 bytes, but only the first 128 of each are used. This is incompatible with the current release of PC-Xformer. The author is aware of it.

Hope this helps!
richczeta@aol.com

1515. Re: Help On Atari File System

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-18 07:47:52 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3i48n8$jvb@nic-nac.CSU.net>
Source record: 94218

Check out my Atari New User, Emulator Help FAQ (rev.0.7) for help. You could be trying to run something with BASIC on which doesn't like it, or it could be a "what DOS you're using" problem, or just a "don't work with PC XF 2.5/3.0" bit of software.

I suggest using SuperUnARC anyways :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX
Coming soon: my WWW home page!

1516. Re: WTB: M.U.L.E. + quest. about loading

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-18 10:50:25 UTC
From: winston@merk.com
Message-ID: <D46zG2.5wo@merk.com>
Source record: 94208

On Sunday, February 12, 1995 at 01:00:48 -0500 (6:00am GMT ?)
cecarman@miavx1.acs.muohio.edu (Chris Carman)
at Miami University, wrote:

CC> I have a question and sort of a request....
CC>
CC> First of all, I've booted up my old Atari 800 and I can't remember
CC> how to load Basic files from disk.
CC> Is it like LOAD "FILENAME.EXT",8,1 or something like that?

Close... unlike the C64, which uses a trailing disk designation,
the ATARI 6502 8-bit DOSes --PREPEND-- the disk designation onto the
front of the filename, e.g.

LOAD "D1:FILENAME.EXT"

...rather than using trailing designators. "LOAD" is used for
tokenized BASIC programs (which usually use a ".BAS" extender). "ENTER"
is used for ATARI ASCII (ATASCII) BASIC source code listings (which usually
use a ".LST" extender), e.g.

ENTER "D1:FILENAME.EXT"

You create a tokenized BASIC listing with SAVE, e.g.

SAVE "D1:FILENAME.BAS"

...this is only safe to do with ATARI BASICs, revision A and
revision C (brown cartridges and silver cartridges, respectfully), or the
800XL builtin BASIC only after it has been patched in RAM.

You create an ASCII listing of a BASIC program with LIST, e.g.

LIST "D1:FILENAME.LST"

A "D:" is a "disk device". Device "D1:" is the "root directory".
Device "D:" without a number is the "current working directory".

If you attempt to LOAD an ATARI file that is --NOT-- a
tokenized BASIC p-code listing, you will recieve the dreaded:

ERROR #21

In this case, try using ENTER instead of LOAD.
Good Luck!

1517. Re: VGA card (was: Ever a workable 80-column mod)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-18 14:35:32 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D479v9.EJ3@nntpa.cb.att.com>
Source record: 94351

In article <hyyakKp.lmcclure@delphi.com>,
Lonnie McClure <lmcclure@delphi.com> wrote:
>
>Also, while I am passing out programming ideas, here is another: a
>parallel version of SIO2PC. However, since IDE drives could be
>connected to the MIO II, the main purpose of such should be on easy
>and fast file transfer, and using the PC (especially if VGA or SVGA
>equipped) as "super" XEP-80 emulator. The driver could load in place
>of the normal XEP-80 driver, and act exactly as it, or one could
>load a superset driver that would also support 16-color text and
>graphics functions.
>
>

Gee ... GMTA.

That, and a parallel port transfer mechanism of any type, is what
got me thinking about the speed and interfacing possibilities for
TTL and Open collector type lines (my post regarding SIO speed
limits).

What I have in mind would try like heck to use exactly two
joystick ports, or one half of an added PIA chip, and an IBM
printer port. At least a basic transfer routine would be able to
use the first two ports anyways, to give a straight wire
connection with no transistors or ICs involved.

An excuse to learn more about the limitations of IBM printer
ports, some of which are true bi-directional, some of which are
not, and some (older ones) are easily modifiable. (Darn, just
thought of something else to check out on my desktop 286
motherboard ... hope it doesn't take long to check)

--
Richard Dell

1518. Re: The Atari Addiction

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-18 15:02:51 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <5S6b0mr.ransom22@delphi.com>
Source record: 94352

Just so there is no confusion, the preceeding is a tongue-in-cheek look
at collecting atari computers.

Just wanted to be sure I didn't horrify anyone with that last message. :)

-Joe
--

---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1519. Hardware Upgrade FAQ

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-18 19:47:59 UTC
From: d.paterson2@genie.geis.com
Message-ID: <199502181947.AA034866847@relay1.geis.com>
Source record: 94209

```
The Atari 8-bit Hardware Upgrade,
Modification and Add-On FAQ
==================================

| | |
| | |
/ | \

Version 0.1

Dated February 18, 1995

Maintained by: David A. Paterson
Mailto:d.paterson2@genie.geis.com

INTRODUCTION

This is a very basic version. I intend to add as people give
feedback to what they want to see, and how they want to see it.
Any info you have is more than welcome!

PURPOSE

This FAQ exists to describe the various hardware
modifications available to the Atari 8-bit user. It does not
teach you how to do them. It definitely doesn't take any
responsibility for the results if you do try them. But it will
try to give you some information about where to find more
information, which upgrades (or "hacks") are best, and who to
consult if things go wrong. For addresses and phone numbers of
any of the companies listed, consult the Vendors and Developers
List, posted at or about the 15th of each month.

It also exists to describe the many wild and wonderful
products that have been produced for the Atari 8-bit. Many are
unique, some may be apocryphal. Mainstream items like printers,
modems, disk drives and cassette decks are all excluded.
Temperature gauges, combination printer buffer/ramdisks that run
through the joystick port, and other such are fair game.

POSTING FREQUENCY

This FAQ is posted whenever I remember to post it. It is
posted to comp.sys.atari.8bit.

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RAM Upgrades
listed by computer

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Part 4
Other Neat Stuff
stereo sound, add-ons

Key to abbreviations

ANL - Analog Magazine
AC - Atari Classics Magazine
ANT - Antic Magazine
AIM - Atari Interface Magazine

PART I - RAM Upgrades

General

The 6502 microprocessor at the heart of every Atari 8-bit has a sixteen bit wide address bus. What this means is that it can access up to 2^16 memory locations. That's 65536 bytes. Some people, wanting more memory, came up with a variety of techniques to use more memory. Most were built around the idea of bank switching. Bank switching means that you swap chunks of memory around so that the CPU can see them when necessary. Most schemes use 16k banks, though 4k and 32k have also been tried.

Atari 400

The original Atari 400 had either 8k or 16k. Atari produced a board with 48k. Mosaic produced a 32k board, as well as a 64k board with 48k RAM plus 4 4k RAM banks. (ANL 13, IFC)

Atari 800

The Atari 800 came with three memory slots. Each slot could contain Atari 8k or 16k RAM boards. Mosaic produced 32k and 64k boards. Three 64k boards could be combined for 192k.

Axlon produced the 128k RAMdisk board. It banks 16k, using $CFFF as a control register. Banked memory appears from $4000 to $7FFF.

David Byrd created the "800 PLUS 288K UPGRADE" which rewired existing 16k RAM boards, but required additional work to become fully Axlon compatible. A nasty sort of flame war erupted between

David Byrd and Jay Torres of the Windhover Project over who invented the upgrade.

Magna systems produced 256k, 512k and 1M boards which followed the Axlon standard. (ANL 65, 68)

Atari 1200xl

See 800xl.

Atari 600xl

As shipped, the Atari 600xl came with 16k RAM. Atari released the 1064 memory module which expanded the 600xl to 64k. MPP, now Supra, produced the Microram 64k Memory Board (ANL 19, 28)

RC Systems produced three expansion modules for the 600xl, raising memory to 32k, 48k or 64k (ANL 26, 12)

Richard Gore produced the Yorky, a 256k board which plugs in to the PBI. It provides full compatibility with 130xe type banking. It is for use on 600xls upgraded internally to 64k, or on 800xls. (AC 3/2, 10)

Atari 800xl

The Atari 800xl came with 64k RAM internal. To access RAM hidden under the OS ROMs, the PIA chip was used (PORTB, used for STICK(2) and (3) on the original 800). Claus Bucholtz published plans for a 256k upgrade which banked 32k at a time using PORTB for control in Byte magazine. (Byte Sept 85)

ICD released the RAMBO upgrade, providing 256k in 16k banks, using PORTB. Newell came out with the 256k XL, which would work on a 1200xl or 800xl, providing 256k total memory, . The two upgrades used different sequences to access their banks. (ANL 44, 115)

Charles Bucholtz updated his upgrade to use 16k banks after the release of the 130xe. Most of the 800xl upgrades can be made compatible with Antic banking. The only possible problem would be when Antic and the CPU are supposed to be using different memory banks.

The Yorky will also provide 256 on an 800xl (see the entry under 600xl).

Newell released 1Meg and 4Meg upgrades for the 800xl. These banked 16k as well, and required disabling internal BASIC to properly access the memory.

Fine Tooned Engineering, having bought the rights to ICD and Newell's products, is bringing out a third method in the Mars 8. Though not yet released, it will use SIMMs for 256k, 1Meg or 4Meg

RAM.

Atari 130xe

The 130xe was the first "official" method of banking memory. It too used PORTB, but with an added twist: ANTIC and the CPU could access different banks. This provided headaches for some owners of "older" upgrades, but few programs took advantage of this feature (SpartaDos Wedge and VideoBlitz demo only). Upgrades for the 130xe include replacing one set of 64k chips with 256k chips, raising the RAM to 320k. Adding another 256k for 576k total has also been done. These were designed by Scott Peterson, as was a 1088k upgrade.

PART II - Video

Upgrades

The most common video upgrades are the SuperVideo series, described in AC 2/6. Plans were provided for the 600xl, 800xl, 1200xl and 130xe. The SuperVideo upgrade provides the forgotten chroma signal on the monitor port. It corrects a number of errors in the parts in the Atari video circuit, resulting in a clearer image, particularly on monitors.

Providing TTL output was also covered in AC 2/6. Bob Woolley provided plans for the circuit, as well as instructions for getting TTL output from an XEP80. Be warned that the output is not in the standard Atari colours; on a CGA type screen, the sixteen possible shades are translated into eight colours.

80 column devices

Since the 400/800 were released in 1979, people have been clamouring for better text displays than the default 40x24. Two products were released for the 800: The Austin-Franklin 80 column board and the Bit 3 80 column board were both for use in the Atari 800. They replaced the third memory module. The Austin-Franklin board came with a "Right Cartridge" which provided the drivers. Removing the cartridge disabled the board. Some software would not run with an 80-column board installed.

Ace 80/80xl was a cartridge released which provided 80 columns by using bitmapped graphics on an 80 column screen. A similar technique was used in the Newell Omniview, an add-on for their Omnimon.

Atari's entry into the 80 column field was the much maligned XEP80. For maximum compatibility, the XEP80 attaches to the computer via a joystick port. It includes three character sets, 8k internally, and a parallel printer port. The software provided by Atari supports a 320x200 graphics mode. This mode only supports direct bit images. Hacks have been released which hook

the XEP80 on via the parallel bus.

Genlock

In October and November of 1991, Michael St Pierre published articles in the SLCC Journal describing plans for a monochrome Genlock. A genlock is a system to synchronize live video with a computer image. Graphics can be overlaid, faded in or out, or used for titling.

In 1994, Michael announced Prism Studio, a full colour genlock. It is sold by Mytek.

PART III - Operating Systems

Computer OS
-------- --

400/800 Rev A. No self test; Memo Pad mode.
Rev B. Fixes several bugs in Rev A.

1200xl XL OS. Some incompatibilities with 400/800 OS

600xl/800xl Revised XL OS. Includes parallel bus handlers. Internal BASIC.

65xe/130xe Revised XL OS. (as above)

xegs Modified XL OS. Self-test mode changed.
Internal Missile Command and BASIC.

Operating System upgrades

UltraSpeed + OS : from CSS. Supports high speed disk communication. Drives 1 through 9. Any RAM upgrade. Includes three modes: standard xl/xe OS; 400/800 OS; UltraSpeed+ OS. For XL/XE systems.

Omnimon: from Newell. M/l monitor for 400/800. Installs into $C000 page of memory, otherwise unused.

RAMROD OS: from Newell. Replacement for 400/800. Includes accelerated floating point math package.

RAMROD XL: from Newell. OS speed-up routines, fast math, and Omnimon. Includes option for second OS.

XL Boss: from Allen Macroware. OS replacement for XL model computers. Includes m/l monitor. 400/800 OS compatible.

TurBoss: available from KP and Best. Fast math and fast screen routines. For XL/XE computers.

PART IV - Other Neat Stuff

Zucchini

In ANL 59,60 and 62, Dr. Lee S. Brilliant provided plans and software to turn a surplus Atari into a printer buffer for another Atari. He called it "The Atari Zucchini".

The Printer Buffer Routine (PBR) and Disk Emulator Routine (DER) came from B.L. Enterprises. They were cartridges and cables which worked in a similar fashion to the Zucchini. The PBR provided a buffer, while the DER emulated a disk drive on the remote computer. Stock XLs gave 403 free sectors; a 130xe would give 914. (ANL 65, 67)

Voice Master

Covox sold the Voice Master and Voice Master junior. These would capture and record speech. Bundled software attempted recognition of commands, with limited success. (ANL 47, 44)

Parrot

The Parrot was a sound digitizer sold by Alpha Systems. Resembling a paddle, the device had phono jack for input. Antic provided plans for a similar project, called the Antic Sampling Processor. (ANT 8/8, 11)

SoundMouse

Among the more esoteric products ever released was the SoundMouse, which interpreted sound to provide a reading on a paddle register. It did not act as a digitizer, like the Voice Master and Parrot did.Bundled software made the lava lamp look mainstream in its appeal. No commercial applications taking advantage of this unique device were released.

Gumby

Chuck Steinman of DataQue created this set of plans for building stereo sound by installing a second Pokey chip (Pokey and Gumby, get it?). Once installed, the second channel has all its addresses 16 bytes higher in memory ($D210 - $D21F). A small number of demos have been released in stereo. ftp://atari.archive.umich.edu/Atari/8bit/Sound/gumby.arc

PIA2

With the use of PORTB for RAM banking, hackers were looking for more parallel outputs. This plan, for adding one more PIA chip, includes notes for adding two more. It was intended as a means to control large RAM upgrades. (AIM 3/2, 16)

Critical Connection

A long time ago, in a galaxy far, far away, was a mystic operating system known as CPM. A company named USS Enterprises produced the Critical Connection, a device to permit a CPM computer to emulate disk drives for the Atari. It was a cable,

plus software for the CPM end of the system. The CPM system could also act as a printer buffer, and the CPM keyboard could be used in the place of the Atari keyboard. (ANL 39,103)

SIO2PC

With the demise of CPM and the rise of the IMI cartel (IBM-Microsoft-Intel) a new system similar to the Critical Connection arose. Nick Kennedy developed the SIO2PC hardware and software, which permits any PC with a serial port to act as up to four disk drives for an Atari. It can also act as a printer buffer.

Computer Eyes

Computer Eyes was a video capture system which plugged into two joystick ports. It could render images in a variety of modes. It required a composite video source. (ANL 35, 53)

Easy Scan

Take a cartridge, add a fibre-optic cable, and hook it onto a printer, and you've got Easy-Scan, an image scanner for the Atari 8-bit. Innovative Concepts produced this item. (ANT 7/6, 43)

WIMA Radio, Lima, Ohio

This radio station, when automating 6 broadcast hours daily, created a hardware and software package built around a 130xe for control. Control was via joystick ports and tone decoders. (ANT 8/7, 30)

Comp-U-Temp

This provided 8 or 16 channels and 2 or 4 sensors. It would monitor the temperature, with options to log results to disk or printer, or to sound an alarm if the temperature strayed out of set boundaries. The software was described as "cumbersome". (ANL 48, 35)

Turbo 816

Released by DataQue, this provided a replacement OS as well as a replacement for the 6502 CPU. A 65816 was substituted, providing new opcodes and a 24 bit address space (16Megs vs 64k with the 6502).

Sweet 16

Released by Fine Tooned Engineering, this provides a 65816 CPU to replace the 6502.

MIDIMATE

MIDI stands for Musical Instrument Digital Interface. It is a system for computers to record, replay and control musical instruments. MIDIMATE, when combined with MidiTrack software, permits an Atari 8-bit to take control. (ANL 33, 26)

MicroNet

Supra provided the Atari community with its first networking product. MicroNet provides nine SIO connectors. Eight are for computers. The ninth goes to whatever peripherals are to be connected. The system served to isolate the computers electrically. It did no software checking, meaning that two or more users attempting to print or save at the same time could trash each others output. (ANL 51, 76)

MultiPlexer

CSS provided a better way to network. The Multiplexer system requires one host system which has all the disk drives and printers for the network. The slaves are connected via the cartridge port to the host, and all their disk and printer i/o is rerouted to the host. All the systems involved require their OS replaced with a special multiplexer OS.

MIO

ICD manufactured this wonderboard in 1987. Connected to the PBI or ECI, it provided either 256k or 1Meg of RAM, two RS232 ports, a parallel printer port and a SCSI hard drive port.

MIO II

Currently under development by Fine Tooned Engineering, this PBI/ECI board will provide an interface and power supply for an IDE hard disk. It may also include extended memory support for CPU upgraded computers, as well as a parallel port.

Black Box

CSS manufactures the Black Box, a PBI/ECI device that offers an optional 64k printer buffer. Its main attractions are its m/l monitor, 19200 baud RS232 port, parallel port, and hard disk interface. The parallel and serial ports do not use standard DB9 or DB25 connectors; custom cables are required.

Floppy Board

This is an add-on to the Black Box, also from CSS. It permits standard floppy drives, 360k, 720k, 1.2M and 1.44M, to be attached to the Black Box. Since they are connected to the PBI, these drives operate extremely quickly.

Supra/KP Hard Disk Interface

Supra released one of the first hard drives for the 800xl. It hooked up via the PBI. KP bought the rights to the interface

from Supra.

R-Time 8

This is a clock cartridge for any Atari from Fine Tooned Engineering. It includes a pass-through connector so that any other cartridge can be plugged in as well. Though primarily intended for SpartaDos, software for other DOSes is included.

Mars-8

This is still under development from Fine Tooned Engineering. For 800xls only. Memory expansion of 256k, 1M or 4M. Install internally Action, Basic XL/XE, MAC/65, SpartaDos X, R-Time 8.

Atari 850

This device hooks into the SIO line, and provides 4 9-pin RS232 ports and a 15-pin parallel port. The RS232 ports are NOT IBM PC standard. The MIO and PR Connection use the same pinout.

P:R: Connection

This device plugs into the SIO line, and provides 2 9-pin RS232 ports and a 15-pin parallel port. It is powered by the SIO line. The Atari 1200xl requires an internal modification to work with this device, or with the Atari XM301 300 baud modem.

Voice Box II

Manufactured by the ALIEN Group, this speech synthesizer even nade it into TIME Magazine in their "Machine of the Year" issue in 1982. Plugging into the SIO line, this device would produce speech of the traditional computer variety.

R/128 RAMdisk Printer Buffer Spooler

Protronics of California announced this 128k RAMdisk/printer buffer which interfaced via the joystick ports, offering it as a replacement for the 850. A 512k upgrade was promised. (ANT 2/8, 106)

N1858-32

Newell Industries announced this 850 replacement in 1983. It offered two serial and one parallel port, along with an expandable 8k printer buffer. (ANT 2/8, 106)

Oscar Model 1

This bar-code scanner was from the Databar Corp. The intent was to permit the speedy entry of computer programs which would be encoded in magazines. (ANT 2/8, 107)

1200XL PBI

Hackers love the 1200xl for two reasons: because of all the
space available within the case, and because of the great
keyboard. Bob Woolley came up with this set of plans for adding a
parallel bus interface to the 1200xl.
ftp://atari.archive.umich.edu/Atari/8bit/Modifications/pbi1200.arc

=== End ===

1520. Re: ATARI 1040 ste

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-18 20:24:05 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <D47q05.4y5@iglou.com>
Source record: 94210

In article <3hruta$jjb@grivel.une.edu.au>,
Spock... <sblinman@neumann.une.edu.au> wrote:
>Can anyone post or send me some information on the
>Atari 1040 ste......
>
>I need general and technical info and any disk images
>
Try the comp.sys.atari.st newsgroup.

--
What is the most obscene word in the English language?

CENSORSHIP

1521. Re: The Atari Addiction

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-18 20:59:49 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3i5n45$k5e@hearst.cac.psu.edu>
Source record: 94219

Joe Walsh (ransom22@delphi.com) wrote:
: Just so there is no confusion, the preceeding is a tongue-in-cheek look
: at collecting atari computers.
:
: Just wanted to be sure I didn't horrify anyone with that last message. :)
:

You mean the 7 800xls, the 600xl, 1200xl, 130xe, 2 800's,
2 1050's, Indus, Rana, Xf511, 1020 (soon to by 4 1020's), 1027,
1010, 2 410's, MIO's, harddrives, carts, CRATES OF DISKS, crates
of books, XDM121, XEP80, etc..etc... not to mention the Atari
video game system craze I am on.. (several hundred carts, 10 systems)
....

This isn't horrifing?
--
Andrew K. Heller - Making the world safe once again.

Computer Engineering at The Pennsylvania State University
"The drinking University with a football problem"
heller@akh104.rh.psu.edu

1522. setting textpro to 40 cols?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-18 21:47:53 UTC
From: chaos@oo.com
Message-ID: <3i5pu9$25uu@tequesta.gate.net>
Source record: 94221

Greetings folks,

I was wondering if anyone can help me with a small problem. I recently got the 1020 printer/plotter for my atari. As many people know, this is a 40 col printer.

I have gotten TextPro from the umich archives, and found it to be a rather nixe editor, however i cannot seem to find a way to set the output to the printer to be 40 cols. The docs tell me that i must press SELECT and X and then type 40, however when i have done this it only places a little black X on the screen, and thats it. <yes, i have tried it both ways, hlding down select and then pressing x, and also pressing one key and then another.>

Also, if no one can figure this out for me, Does anyone suggest any other editors, word processors for the 8bit? Or if you have a rather nice one can you mail it to me?

thanks,
Ed Heffernan

1523. Re: The Atari Addiction

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-18 21:51:43 UTC
From: rlcolli@ibm.net
Message-ID: <IlcHlGxOQU$U075yn@ibm.net>
Source record: 94211

In article <po3bE6v.ransom22@delphi.com>,
Joe Walsh <ransom22@delphi.com> wrote:
>This article is meant as a warning to all those who are contemplating
>getting into the Atari habit. You may think you can skirt the edges,
>use only a few game cartridges and an Atari 400. Don't be fooled!
>As a hardcore addict, I can tell you honestly that just isn't possible.
>What follows is a brief description of my own descent into Atari
>madness.
>
>So if your beloved has begun talking about getting back into Atari,
>beware! She or he is embarking on a road without end that will consume
>all of his or her computing cycles. There is nothing that you can do
>to stop it, but it ismy hope that by writing this I can help loved ones
>minimize the damage.

Boy, Joe you really hit the nail on the head!!! I've had all my 8bit gear backed away until I move into a house, but I can always here a constant murmur from the box its stored in. "Hook me up!!" "You know you want to play Gyruss!"

I'm really excited when I can finally have enough room to hook a couple of 8bit's up, and have my Gateway as their slave through the SIO2PC. (BTW, has anyone tried have two copies of SIO2PC running at the same time, and two 8bits hooked up to it? I don't really see a problem, as long as they are using two different disk images.)

It's been said time and again that there really isn't a more loyal following than those that follow the 8bits.

Later.....

==========
R y a n 'G o z a r' C o l l i n s

"If you don't try to live in the future, then you're stuck | rlcolli@ibm.net
living in the present" -----------------

"What if your an Athiest who hates sex?" - Question asked in an Education class
on teaching Abstinence in the schools.
//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\
==========

1524. Re: The Atari Addiction

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-18 22:03:00 UTC
From: sherema@vax2.concordia.ca
Message-ID: <18FEB199517035092@vax2.concordia.ca>
Source record: 94212

>
>As has been said before, my original Atari computer was purchased in the
>very early 1980's. It was wonderful, and I had a lot of fun with it. On
>it I had my first experiences with programming. I even wrote a
>(unpublished) short-story using my Atari and AtariWriter. But, eventually
>I felt I had to move on to a computer that was more serious and
>useful.

That Atariwriter was a darn good wordprocessor, speaking as a current
WordPerfect/MS-DOS/Windows user. It was a cartridge in my old Atari 800
and as a touch typist from the days of manual typewriters, I don't
think I will ever find another keyboard as good, although this PS/2
keyboard comes close to as satisfactory.

I haven't had the heart to dispose of the old Atari 800 system. It was
the beginning of my son's successful programming career and I believe
I have every Atari book published packed away. I also have SynFile
and SynCalc - the SynCalc manual was the best explanation of spreadsheets
I have ever seen.

This Usenet conference has been something of a moral booster for having
kept a computer system that everyone was telling me was a dinasaur.
I am going to unpack it all and see what it can still do.

Thanks people,

Margaret Sheremata
Internet: sherema@vax2.concordia.ca

1525. Re: The Atari Addiction

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-18 22:04:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <18FEB199517042852@pavo.concordia.ca>
Source record: 94213

In article <po3bE6v.ransom22@delphi.com>, Joe Walsh <ransom22@delphi.com> writes...
>
>I have to go now, though, because I hear that a guy on the 'Net is
>selling Atari 822 printers for $10 each . . .
>
>-Joe
Really? Where? Who?

- Dave

DA_PATE@pavo.concordia.ca

Another addict

1526. Re: PC Xformer 2.5 under Windows?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-18 22:37:43 UTC
From: ziggy29@rahul.net
Message-ID: <3i5srn$q2j@hustle.rahul.net>
Source record: 94223

Ryan 'Gozar' Collins (rlcolli@ibm.net) wrote:

: Is there a success list for games under PCXF?

This I'd like to see...both under versions 2.5 and 3.0.

As I'm trying to rebuild an 8-bit system after a nine-year hiatus, I'd like to know how much Atari-specific hardware I'll need and how much I can do reliably and with the same "Atari feel" with PC Xformer (again, both 2.5 and 3.0). I'm playing with 2.5 now, and it looks pretty much like the real thing (with a possible bug in the system diagnostic screen).

And as I'm thinking of just getting an 800/800XL and disk drive, how is the sound, modem, printer and joystick support under 3.0, anyone? Are they reliable and authentic or should I consider investing in more Atari hardware?

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Programmer/Analyst/Grad Student/ * GCS: !h s:+ !g au+ w+ C++$ v++ w+ U N++
* Husband/Net Geek/ASGX '65 Cabal * W po+ t+@ Y+ j++ B-- e+++ u** r+++ y+++

1527. Any ftp/BBS site for .XFD format files?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-18 22:49:32 UTC
From: ziggy29@rahul.net
Message-ID: <3i5ths$re6@hustle.rahul.net>
Source record: 94214

I read the FAQ and saw lots about ftp sites and BBSes, but does anyone know if there are any places where I can find (public domain) Atari software in .XFD or other format which can be read in PCXformer 2.5/3.0?

I don't have the actual Atari hardware yet, much less SIO2PC, so I need the aforementioned formats if I want to run anything right now.

Thanks!

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Programmer/Analyst/Grad Student/ * GCS: !h s:+ !g au+ w+ C++$ v++ w+ U N++
* Husband/Net Geek/ASGX '65 Cabal * W po+ t+@ Y+ j++ B-- e+++ u** r+++ y+++

1528. Re: The Atari Addiction

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-19 00:14:06 UTC
From: chaos@oo.com
Message-ID: <3i62ge$1mct@tequesta.gate.net>
Source record: 94215

Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
: Joe Walsh (ransom22@delphi.com) wrote:
: : Just so there is no confusion, the preceeding is a tongue-in-cheek look
: : at collecting atari computers.
: :
: : Just wanted to be sure I didn't horrify anyone with that last message. :)
: :

: You mean the 7 800xls, the 600xl, 1200xl, 130xe, 2 800's,
: 2 1050's, Indus, Rana, Xf511, 1020 (soon to by 4 1020's), 1027,
: 1010, 2 410's, MIO's, harddrives, carts, CRATES OF DISKS, crates
: of books, XDM121, XEP80, etc..etc... not to mention the Atari
: video game system craze I am on.. (several hundred carts, 10 systems)
: ....

: This isn't horrifing?
: --
: Andrew K. Heller - Making the world safe once again.
: ---
: Computer Engineering at The Pennsylvania State University
: "The drinking University with a football problem"
: heller@akh104.rh.psu.edu
: ---

No doubt, im another one that became an atari junkie. I started
out on my ibm box, and i still use it, i upgrade it regularly, but man,
it was nothing like how i got into the atari..

first time i saw an atari was i was visiting a friends house, and
he had an 800 XE, and one of those 300 baud modems with the built in
software. I asked him, 'whats this' and he just looked at it and shrugged
and said 'nothing, its junk' i said oh. and next thing i knew i was going
home with it.

I was suprised at the support there is for the 8bit still out
there. Since then i have bought an XEGS <wich i personally think is the
best of the 8bit line>, 2 1050 drives, a plotter, sx212 modem ,THAT
wasent easy to get, i tell you> and other nonsense. I also made a bonzia
purchace at a garage sale..got 20 books on programming the atari for 5
bucks. <however i am one of those people who are slow at catching on to
programming...whats wrong with me?> and other junk. Now i find myself
scanning for sale ads, going to flea markets, garage sales, ect. ect all
in hope of finding hardware for my wonderful machine, i, too, am a junkie.

Anyways, it was a bit funny last week, when i saw my friend turn
on his 486 with 8 megs of ram, running windows, microsoft BOB, and

procomm plus for windows, and it must have taken him 3 times the time to go through all that to get to his damn term program in the time it takes me to boot up ICE-T <wich, BTW, i think blows away flicker term any day of the week. how can you STAND that flickering?>

Anyways, you know what i like best about my 8bit? its quiet. no godamn fans. seems all computers these days have to have fans in them, 2 in some with that stupid little 486 cooler fan. My atari sits on my desk in all its quiet splendor.

anyways, not that i would give up my 486, if i had to make the choice, my 8bit would be out the window. but still, its a damn fine little machine..

Ed heffernan, member of the growing AA.

<atari anonymous>

1529. M.U.L.E?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-19 00:16:36 UTC
From: chaos@oo.com
Message-ID: <3i62l4$1mct@tequesta.gate.net>
Source record: 94216

Ok folks, whats this MULE i hear everyone talking about? when i
was working at toys r us this christmas, i noticed they had a M.U.L.E.
for the nintendo..<marked down to 9 bucks> is this somehting i should
look into? is the atari version better in anyways? anyone wanna send me a
copy of mule? <or will i get flamed for even asking this?>

ah well,

lates.

1530. Re: The Atari Addiction

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-19 00:27:11 UTC
From: cmwagner@gate.net
Message-ID: <3i638v$1kif@tequesta.gate.net>
Source record: 94217

In article <3i62ge$1mct@tequesta.gate.net>, chaos@oo.com wrote:
: No doubt, im another one that became an atari junkie. I started
: out on my ibm box, and i still use it, i upgrade it regularly, but man,
: it was nothing like how i got into the atari..

I am not an Atari junkie, I am an 8-bit junkie. I had dozens of 8-bit machines. I started with an Atari 800, I got pissed and threw it at a wall (they say it could withstand a tank, but it couldn't withstand me), then I bought a 65XE with it's notoriously crappy membrane keyboard, guess what happened, the keyboard traces started coming off the plastic, after numerous jumpers and serious headaches I sold it for parts and bought a Commodore 64, that started a learning curve with unplugging stuff while the computer is on, fried my first one because I yanked out the modem from the user port, bought another Commodore 64 and it got hit by lightning, then I purchase a Commodore 128 which still works to this day, after that I bought another Atari 800XL, then two Atari 800's, sold one, then I bought another 800XL, and just recently bought another 800XL (from Thomas Drake) with pre-SuperVideo modification. And of course my numerous PC machines also fit in the timeline there, somewhere. I originally had a Packard Bell 500 with an 8088, then a KLH 195 with a 80286, and just recently bought my 486DX40 which I assembled (wanted to know what I was getting after encountering the KLH with it's all on one board design).

: first time i saw an atari was i was visiting a friends house, and
: he had an 800 XE, and one of those 300 baud modems with the built in

Same here, he had an 800 with 300bps modem, I had his dad get me one, chop chop (right away). What's the difference between an 800XE and a 800 or 800XL? I have heard of these machines before and was interested in them.

Eventually someday I will have those vaporware products like a Commodore 65 an Atari 1450XL, and other vaporware. Would be neat to hack those. I am just starting (since I have so many 800XL's) to decide to start hacking, but need to get some schematics for the 800XL (can someone help?).

: godamn fans. seems all computers these days have to have fans in them, 2
: in some with that stupid little 486 cooler fan. My atari sits on my desk
: in all its quiet splendor.

Mine has three, full tower with dual fans, and a 486 on-chip fan, heh.

: anyways, not that i would give up my 486, if i had to make the
: choice, my 8bit would be out the window. but still, its a damn fine

I agree. I couldn't let go of my 486, but I wouldn't want to get rid of my 8-bit gear either. I am thinking of buying a PowerMac next, the Intel platform is a little ridiculous, the code is bloated, I am in need of a

good RISC based machine, and the PowerMac might be it.

1531. Re: the Great PRO! board search

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-19 02:33:20 UTC
From: aa338@cleveland.Freenet.Edu
Message-ID: <3i6alg$vm@usenet.INS.CWRU.Edu>
Source record: 94220

Could someone fill me in on this thread, seeing how I obviously missed it...
I still run a Pro! BBS, although it is the last version that Ledbetter
released...(I never upgraded my node after that)...

--

1532. Re: MERIT troubles by FTP

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-19 04:23:56 UTC
From: cmwagner@gate.net
Message-ID: <3i6h4s$1kii@tequesta.gate.net>
Source record: 94222

In article <3i00qc$52c@picard.csihq.com>, jday@csihq.com wrote:
: According to the FAQ there is supposed to be an PC emulator for the Atari 8-bit.
: I couldn't find it on MERIT. (Found the ST version OK). Does anyone have a pointer
: for PC version? (and while you're at it the C-64 emulator too?)

Try /atari/8bit/Xf2 on atari.archive.umich.edu or under the Merit Software Archives/Atari/8bit/Xf2 via gopher.

1533. Re: DCM and ATR

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-19 06:16:49 UTC
From: jasond@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3i6noh$i1g@kendall.mdcc.edu>
Source record: 94230

ben corr (bjcorr@delphi.com) wrote:

: >I am looking for information on the 16 byte header of the ATR file
: >format and / or the format of a DCM file.

: From the sio2pc docs;
: " the code is the 16 bit sum of the individual ASCII values of the bytes:
: "NICKATARI". If you try to load a file without this first WORD, you get a
: "this file is not an atari disk file" error message. Try it."
: bjcorr@delphi.com

I believe the sum is only the first two bytes of the file. The other bytes include the disk size (bytes/16 I believe) and some other information. This is readily available in the SIO2PC docs if you care to read them.

Jason
jasond@uranus.kendall.mdcc.edu

(Yes, I know my posting is broken. I'm working on fixing it. :/)

1534. Re: Any ftp/BBS site for .XFD format files?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-19 08:04:58 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3i6u3a$g2s@nic-nac.CSU.net>
Source record: 94232

You don't need XFDs to run PC Xformer, and it's just a waste of space for a FTP site to hold both XFDs and raw files.

Besides, you want to use ATRs, since those work with (and was designed for) SIO2PC and it also works for PC Xformer. XFDs only work on PC Xformer (and also, SIO2PC has other programs like S2PC, AtarImg, DCM2Dsk, etc. (all made by different programmers though) which do NOT work with XFD. The only other programs (that I know of) that work with XFD are ST Xformer (of course) and Disk2XFD (or whatever it is)).

All you need to do to get files into ATRs or XFDs is to install the files in with PC Xformer (on the command line) and then use whatever DOS you're using under Xformer (MyDOS, Atari DOS, SpartaDOS (ahem :))) to copy from one virtual drive (the one where the file is installed) onto another (where an ATR or XFD is installed). Same goes for using SIO2PC and running on a real Atari. Also, of course, there's S2PC and AtarImg to do this under DOS w/o PC Xformer or an Atari.

Good luck!

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX
Coming soon: my WWW home page!

1535. Re: xf25 Trigger Key

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-19 08:09:19 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3i6ubf$g3h@nic-nac.CSU.net>
Source record: 94233

Oh c'mon. Try "5" or "0". I honestly forget, but it must be one of those two!

1536. Re: WTB: M.U.L.E. + quest. about loading

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-19 08:13:32 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3i6ujc$g9q@nic-nac.CSU.net>
Source record: 94234

WHAT!?!?!?!?!?!?!?!?

"SAVE" is unsafe to do in BASIC rev. B !?!?!?! What's THIS all about!?

-bill

1537. Re: Hardware Upgrade FAQ

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-19 08:27:59 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3i6vef$gju@nic-nac.CSU.net>
Source record: 94239

Nice looking FAQ David, but.. for some reason is seems a bit breif and summarized. Also, I feel a "AV" section should be created for things like Parrot, ComputerEyes, Prism Studio, etc. Also, maybe an "IO" section for BBox, MIO/II, etc.! I mean, the last (misc.-ish) section is full of both of those as well as the other oddities (bar code reader, etc.)

Also, are seriously the only two ANTIC-banked programs out there VideoBlitz and Wedge!?

FInally, GameLink wasn't mentioned, nor Transkey or the "8-bit in a PC case" upgrade; and the fact that ICD originally release R-Time-8 and that BEST had a RT8 clone planned was never mentioned.

Just thought I'd stick my nose in it :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX
Coming soon: my WWW home page!

1538. Re: PC Xformer 2.5 under Windows?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-19 09:53:18 UTC
From: cp576@cleveland.Freenet.Edu
Message-ID: <3i74ee$s2f@usenet.INS.CWRU.Edu>
Source record: 94240

If you have an old game called Neptune's Daughters, load it into
PC XFormer 2.5. Under windows it will bomb and tell you the
programs violated system integrity or says illegal instruction
and recommends shutting down and rebooting.
Without windows it just hangs the system.
It doesn't do it until you move the guy across the screen and
it doesn't bomb on PC Xformer 2.0.
The program doesn't work because of collision detection but
I wonder what it does on 3.0

Ken Siders

1539. Parallel transfers

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-19 09:54:18 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FBTWEGUSUp@stingray.manawatu.gen.nz>
Source record: 94242

>What I have in mind would try like heck to use exactly two
>joystick ports, or one half of an added PIA chip, and an IBM
>printer port. At least a basic transfer routine would be able to
>use the first two ports anyways, to give a straight wire
>connection with no transistors or ICs involved.
>
>An excuse to learn more about the limitations of IBM printer
>ports, some of which are true bi-directional, some of which are
>not, and some (older ones) are easily modifiable. (Darn, just
>thought of something else to check out on my desktop 286
>motherboard ... hope it doesn't take long to check)

I do this to transfer files to/from my ST & 8bit ataris. The joysticks
aren't so fast though, so an additional PIA would be _much_ faster.
The transfer is reliable though with my simple checksums and protocol.

When I have finished the software, so that it's user-usable (as opposed
to, just usable by myself), then I'll post it...

Because the joystick ports are so slow though (thanks to Rick Cortese for
the schematic btw for showing me just _why_ they are), the effective
transfer rate is around 300-400cps - a bit better than a 2400bps modem,
but it's better than nothing, and it costs very little (2 joystick connectors,
a DB25, a switch, and some wire).

Richard.

--

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

1540. Re: xf25 Trigger Key

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-19 09:55:58 UTC
From: cp576@cleveland.Freenet.Edu
Message-ID: <3i74je$sgm@usenet.INS.CWRU.Edu>
Source record: 94241

The 0 key on the numeric keypad. On a thinkpad without a
seperate keypad I had to shift into numeric mode and hold shift
and then press 0 to fire. Not very easy.

1541. Atari & Commodore stuff FOR SALE (2/19)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-19 14:32:27 UTC
From: Lawrence Estep <71450.1050@CompuServe.COM>
Message-ID: <3i7kpr$e5h$2@mhade.production.compuserve.com>
Source record: 94224
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.atari.2600

FOR SALE - ATARI/COMMODORE ACCESSORIES

Commodore VIC-1541 Disk Drive (USED) $25.00
Atari 2600 power supply $3.00
Atari CO17945 9v AC power supplies (NEW) $7.50 ea. (1010/1020/1050,etc.) (2)
Computer to TV switch box for Atari game and computer systems $1.50
Atari Basic cartridge CXL4002 (USED) $2.00
Computer to switch box cable for Atari systems $1.00
Atari CO61982 XE/XL Power supply (NEW) $15.00

FOR SALE - NINTENDO ACCESSORIES

Nintendo Zapper light gun (NEW) $10.00

FOR SALE - ATARI 8-BIT SOFTWARE

Get Rich! Insurance Planning (Arrays Software), Megafont II/II+/Font Simulator
Package (XLent Software), Winter Challenge, Indus DOS XL Master Disk/GT Estate
Word Processor Package $4 each or all 4 for $12.50

F-15 Strike Eagle (Microprose) $5.00

USED: Math Encounter (cartridge), Spy Strikes Back & Spy's Demise (Penguin)
$3.00 each
Pooyan (cassette-Datasoft) $1.00

Pensate (Penguin) $4.00
Computer Baseball (SSI) $4.00
Encounter at Questar IV (Artworx) $3.00

FOR SALE - ATARI 7800 CARTS

Ballblazer, Pole Position II $2.75 each

FOR SALE - COMMODORE 64/128 SOFTWARE

Magic Johnson MVP (Virgin Mastertronic) $7.50
Dave Winfield's Batter Up! (Avant-Garde) $5.00
F-15 Strike Eagle (Microprose) $5.00
The Filer (Spinnaker) $3.00
Bop 'N Rumble (Mindscape) $5.00
Pensate (Penguin), Computer Baseball (SSI) $4.00 each

USED: Professional Gambler (Load & Go) $2.00
USED: Spy Strikes Back (Penguin), Spy's Demise (Penguin) $3.00 each

SPECIAL OFFER: All Commodore titles for $35 including shipping!

All items are brand new in original boxes unless noted.

Shipping charges based on size of order.
If interested, please contact Lawrence Estep at 71450,1050 on
CompuServe or 71450.1050@COMPUSERVE.COM on Internet.

NOTE: Orders placed during the last 2 weeks will be shipped early this week.
I have been down with the flu and am planning on making a Post Office run on
Tuesday to get caught up. If you get your order E-Mailed by then I'll ship
your order out with this batch.
--

Lawrence Estep / 71450.1050@COMPUSERVE.COM
Remember...Friends Don't Let Friends Drive Drunk!!!

1542. Re: The Atari Addiction

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-19 15:51:28 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <hox4kY4.ransom22@delphi.com>
Source record: 94225

Andrew K. Heller <heller@akh104.rh.psu.edu> writes:

> You mean the 7 800xls, the 600xl, 1200xl, 130xe, 2 800's,
>2 1050's, Indus, Rana, Xf511, 1020 (soon to by 4 1020's), 1027,
>1010, 2 410's, MIO's, harddrives, carts, CRATES OF DISKS, crates
>of books, XDM121, XEP80, etc..etc... not to mention the Atari
>video game system craze I am on.. (several hundred carts, 10 systems)
>.....
>
> This isn't horrifing?

Hmmm. Shocking, stunning, stupifying, and incredible, yes.
Unbelievable, rediculous, frivolous, and nutty, maybe.
But horrifying? Naah. :)

BTW, I notice you have a predominance of 800XL's. I have a similar
predominance of 800's. I wonder if we should conduct a study of this sort
of thing, and see if it correlates with some personality trait. :)
Maybe those who tend to collect more 800's also have a tendency
to like 1970's music,or perhaps those who collect more 800XL's enjoy
bungee jumping. I'm sure we could find lots of interesting correlations.
:)

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1543. Re: The Atari Addiction

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-19 15:53:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <hKxZEG0.ransom22@delphi.com>
Source record: 94226

PATERSON, DAVID ANDREW <da_pate@pavo.concordia.ca> writes:

>>I have to go now, though, because I hear that a guy on the 'Net is
>>selling Atari 822 printers for $10 each . . .
>>
>>-Joe
>Really? Where? Who?
>
>- Dave

BIFF@BIFF.NET.COM is selling them. :) :)

-Joe

PS: Uh,not really. :)
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1544. Re: The Atari Addiction

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-19 15:55:28 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <hKxZsQ4.ransom22@delphi.com>
Source record: 94227

SHEREMATA, MARGARET <sherema@vax2.concordia.ca> writes:

>This Usenet conference has been something of a moral booster for having
>kept a computer system that everyone was telling me was a dinasaur.
>I am going to unpack it all and see what it can still do.
>
>Thanks people,
>
>Margaret Sheremata
>Internet: sherema@vax2.concordia.ca

And so the disease spreads. :)

I hope that "thanks people" was NOT directed at me. I disclaim
all responsibility for getting anyone addicted to Atari.
Gads, I can imagine the legal and punitive costs of being
responsible for such a plague....

:)

-Joe

PS: Welcome back to the fold. :)

--

_____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1545. Re: The Atari Addiction

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-19 16:05:07 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <hI6Z0Q7.ransom22@delphi.com>
Source record: 94228

chaos <chaos@oo.com> writes:

>in hope of finding hardware for my wonderful machine, i, too, am a junkie.

Oh, man, this is depressing. :)

> Anyways, it was a bit funny last week, when i saw my friend turn
>on his 486 with 8 megs of ram, running windows, microsoft BOB, and
>procomm plus for windows, and it must have taken him 3 times the time to
>go through all that to get to his damn term program in the time it takes

I noticed this, too. Pc's take quite a bit of time to count
up all their memory when you turn them on, then the drives click and
whir, then a beep!, followed by the autoexec.bat and config.sys loading.
The prompt comes up, then you type WIN, and wait...and wait....finally
the program manager appears. Click twice, wait for your program to load
into RAM.
Or, slip the disk into your 1050, flick the master power switch
on your power strip, and within a few seconds your program is booted
and ready to roll.
Not a difficult choice. :)

>me to boot up ICE-T <wich, BTW, i think blows away flicker term any day
>of the week. how can you STAND that flickering?>

I've never used ICE-T, so I can't comment on that. But, I do
use FlickerTerm and thought perhaps I could offer some advice to users
of that program: go into the OPTION-T window, and set the screen color
to black, the screen luma to darkest dark, and the text luma to the lowest
setting of white you can actually see. The flicker disappears, so long
as you do not have a light shining on your screen.
It works for me, anyway.

> Anyways, you know what i like best about my 8bit? its quiet. no
>godamn fans. seems all computers these days have to have fans in them, 2
>in some with that stupid little 486 cooler fan. My atari sits on my desk
>in all its quiet splendor.

Or even three fans. My girlfriend's MS-DOS box has one fan in
the power supply, one in the front of the machine blowing back onto the
cards, and a third on the power supply. Sounds like a wind tunnel.

>Ed heffernan, member of the growing AA.
>
><atari anonymous>

Well, at least you are in good company. :)

-Joe
--

_____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1546. Re: WTB: M.U.L.E. + quest. about loading

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-19 16:12:06 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <hI75kC2.ransom22@delphi.com>
Source record: 94229

William Kendrick <kendrick@zippy.sonoma.edu> writes:

>WHAT!?!?!?!?!?!?!?!?
>
>
>"SAVE" is unsafe to do in BASIC rev. B !?!?!?! What's THIS all about!?
>
>-bill

Under BASIC revision B, each time the code is saved, 15 bytes are
appended to the file. Keep saving and loading and saving,and you will
eventually have a file that is so big it crashes your computer.

This bug was fixed in Rev. C.

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1547. For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-19 18:39:02 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3i8386$se5@dux.dundee.ac.uk>
Source record: 94231

List of items for sale. Please email me if interested.

Books:

800XL Field Service Manual
De Re Atari
Various pages magazines.

Disks:

Mini Office II
Spy Hunter
Spy Vs Spy (Trilogy)
Questron
Hacker
Smash Hits 1- Jet Boot Jack, Firefleet, Dan Strikes Back,
Captain Sticky's Gold, Hyperblast

Smash Hits 7 - Alley Cat, Electra-Glide, Colosus Chess 3
Blue Max

Turbo Basic XL & Ace C
Blue Max
Druid
Pole Position
Decision in the Desert

Tapes:

F15 Strike Eagle
Green Beret
Henry's House
Boulderdash IV & Construction Kit
Spy Vs Spy
Gauntlet
World Soccer
Encounter
Yogi's Great Escape
Gauntlet Deeper Dungeons
Mirax Force
Speed Run
Sidewinder II
Mercenary
Chuckie Egg
Ghostbusters
Hardball
Kenny Dalgleish Soccer Manager

Spell Bound

ROM:
Rescue On Fractalus.

Any offer?

--
--
Rod McCall, President, Lip Theatre Company
==========
// email: rmccall@mcs.dundee.ac.uk //
@@ No part of any mail I send is the reponsibility of the university @@
@@ hence don't complain to them, complain to me!! @@
==========
for infomation on the following
CD-ROM,Books & Compaq Presario email : cdsales@cix.compulink.co.uk
****

1548. Re: WTB: M.U.L.E. + quest. about loading

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-19 19:16:48 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3i85f0$12dm@hearst.cac.psu.edu>
Source record: 94268

```
Joe Walsh (ransom22@delphi.com) wrote:
: William Kendrick <kendrick@zippy.sonoma.edu> writes:
:
: >WHAT!?!?!?!?!?!?!?
: >
: >
: >"SAVE" is unsafe to do in BASIC rev. B !?!?!?! What's THIS all about!?
: >
: >-bill
:
: Under BASIC revision B, each time the code is saved, 15 bytes are
: appended to the file. Keep saving and loading and saving,and you will
: eventually have a file that is so big it crashes your computer.
:
: This bug was fixed in Rev. C.
:

Also, the delete bug in REV B. Let's not forget that B locks up
SEVERAL more times than REV A. In fact I have never had REV A lock on
me.
--
Andrew K. Heller - Making the world safe once again.
---------------------------------------------------------------------
Computer Engineering at The Pennsylvania State University
"The drinking University with a football problem"
heller@akh104.rh.psu.edu
---------------------------------------------------------------------
```

1549. Free Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-19 19:20:07 UTC
From: oscar@CS.Arizona.EDU
Message-ID: <3i85l7$r2r@lectura.CS.Arizona.EDU>
Source record: 94235
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.games.lynx

Hi folks - I was cleaning out some things yesterday and found some extra copies of Atari items I thought some of you might want. All I ask is that you pay for shipping. It'd be a shame to throw this stuff away...

* License plate frame, which reads: "I'd rather be playing ATARI GAMES" (For the junkie who's not ashamed to admit it, and does so proudly.)

* California Games for the Lynx. Includes manual. Need an extra??

* Adaptec ACB-4000 series user's manual. Excellent technical guide for the SCSI controller many people use when hooking up a hard drive to their 8bit.

* Current Notes magazines: Vol. 11, No. 5 -> Vol. 12, No. 5, Vol. 12, No. 8

Let me now soon...

Oscar

1550. Re: WTB: M.U.L.E. + quest. about loading

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-19 20:02:41 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <h0+5kIx.ransom22@delphi.com>
Source record: 94236

Andrew K. Heller <heller@akh104.rh.psu.edu> writes:

>SEVERAL more times than REV A. In fact I have never had REV A lock on
>me.

If you haven't had Rev A lock up on you, you're either lucky or
haven't used it much. :) Back in the early days, I recall it locking
up on me many times, always when it was MOST inconvenient for it to do
so.
Happily, this gave me the good habit of backing everything up
frequently, which has served me well for a long, long time on many
platforms. :)
But you are right, Rev. B. had worse bugs than Rev. A.

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1551. 800XL flavors

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-19 20:14:36 UTC
From: cmwagner@gate.net
Message-ID: <3i88rc$ren@tequesta.gate.net>
Source record: 94237

I have three 800XL, they are as follows:

1 brown FCC label with FCC ID of BPA7YJ800 above that it says ATARI 800XL,
has a square PBI cover, no notches (the other two do), the RF shielding
is not screwed, it is twisted metal tabs, Made in Hong Kong, ATARI 800XL
nameplate has ATARI in bold, keyboard shows arrows as inverted, not boxed
2 white FCC label with FCC ID of BPA72R800XL above that it says ATARI 800XL,
has a PBI cover with a notch on each end (guess making it easier to remove
with a flatheads screwdriver), the RF shielding is screwed with awfully
large screws causing the monitor DIN to almost not align with the case,
Made in Taiwan, ATARI 800XL nameplate has ATARI in bold, keyboard shows
arrows as inverted, not boxed.

Does anyone know what the main difference between these two machines are
(two of them have the white FCC labels), other than they were manufactured
in different countries and have a few cosmetic differences? And why does
the white label specifically have 800XL at the end of the FCC ID while
the brown label only has 800 at the end of the FCC ID?

--
cmwagner@gate.net http://www.gate.net/~cmwagner

1552. Re: 600XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-19 21:52:03 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D49oqs.CxC@itex.jct.ac.il>
Source record: 94244

James King (jeking@xmission.com) wrote:
: In article <3hp41i$8p5@connexus.apana.org.au>, wizzo@connexus.apana.org.au (Jared Jeavons Quinert) says:

: >Having just picked up a second hand 600XL (with expansion to 64K) and a
: >1050 disk drive, I was wondering if I'm likely to encounter any problems
: >with this setup?

: You'll find that the 600xl doesnt have enough RAM to load most XL based
: programs..

James, did you do this awake?
;)
Read what you follow up to before following up!

(the dude has 64K, what won't load on that? Oh yeah.. Ice-T 2.0)

(First person to find hidden ad wins a free lollipop*)

-itay

Itay Chamiel (bruck@brachot.jct.ac.il)
...and if your lemur or lemur ever dies I'll buy you a lemur -Phish (almost)

* - I'll give it to you personally, you pay airfare!

1553. Re: The Atari Addiction

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-19 23:51:54 UTC
From: cmwagner@gate.net
Message-ID: <3i8liq$15vh@tequesta.gate.net>
Source record: 94238

In article <hox4kY4.ransom22@delphi.com>, ransom22@delphi.com wrote:
: Maybe those who tend to collect more 800's also have a tendency
: to like 1970's music,or perhaps those who collect more 800XL's enjoy
: bungee jumping. I'm sure we could find lots of interesting correlations.

So far the only thing that I can personally relate to A. Heller is the
fact that I am also on a Video Game craze, buying cartridges left and
right. Going to have 95 cartridges for the 2600/7800 by the end of next
week, already have 50. And I also have more 800XL's then any other Atari,
even though it is only three 800XL's compared to 1 800. :)

--
cmwagner@gate.net http://www.gate.net/~cmwagner

1554. Re: Free Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-20 02:22:07 UTC
From: bmcdona@bgnet.bgsu.edu
Message-ID: <3i8nbu$slo@infoserver.bgsu.edu>
Source record: 94243
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit,alt.games.lynx

> Hi folks - I was cleaning out some things yesterday and found some extra
> copies of Atari items I thought some of you might want. All I ask is that
> you pay for shipping. It'd be a shame to throw this stuff away...

> * California Games for the Lynx. Includes manual. Need an extra??
Could I have this please, Oscar? Thanks in advance...

Brody
>
> Oscar

1555. BASIC B and MIO Ramdisk

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-20 02:52:18 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Feb19.214459.16881@wariat.UUCP>
Source record: 94257

(Talk of BASIC B being bad and how fast it is to boot up DOS and
BobTerm.)
It takes a looooooong time to boot DOS and run BobTerm, although not as
long as the Intel boot sequence described. But, feeling superior, I
must mention my MIO ramdisk. I can boot DOS and run BobTerm in less
than 10 seconds.
As for the best BASIC for our 8-bits. I would submit that I have
probably spent more time working in BASIC than anyone I am aware of,
including Tom Hunt (who graduated to M65 early). I remember comparing
A, B and C once and determined that B is a few bytes changed here and
there from A and C is a recompile. Anyway I use B, that's right B, it
hangs at the 'most inoportune' times less than A or C. It does add the
16 bytes every save, so I do a LIST, NEW, ENTER every now and then.
There's also a bug where a LISTED file won't ENTER. I found that by
entering 0 REM, ie. having a BASIC program in memory, before ENTERING,
you can often retrieve an unENTERable file. I even wrote a program to
retrieve an unLOADable BASIC file. But SERIOUSLY, if you want to do
some extensive programming, I recommend B, C hangs on me 'at the most
inoportune' times, so does A. I believe B to be the best.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

1556. User Group Meeting Notice

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-20 03:06:00 UTC
From: Michael.Fitzpatrick@flight.org
Message-ID: <e01_9502200407@flight.org>
Source record: 94250

There are a couple of us who travel to the Chicago area and could arrange our time to attend one of your sessions. Do you have a set day of the month for your meeting or is it random from month to month. We can't make your 2/21/95 meeting but would like to attend sometime.

* TheEdit v2.00g3
---------- -//- ----------
Internet: Michael.Fitzpatrick@flight.org
| FlightLine BBS 612.544.5118 <> note: the views of this |
| airline-generl.aviation-flsim <> user are strictly his own. |
---------- -//- ----------

1557. Free Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-20 03:08:26 UTC
From: Michael.Fitzpatrick@flight.org
Message-ID: <e02_9502200407@flight.org>
Source record: 94251

I'd like to get the license plate holder and the adaptec 4000 manual. Where do
I send the cash for shipping or could you go c.o.d.?

* TheEdit v2.00g3
---------- -//- ----------
Internet: Michael.Fitzpatrick@flight.org
| FlightLine BBS 612.544.5118 <> note: the views of this |
| airline-generl.aviation-flsim <> user are strictly his own. |
---------- -//- ----------

1558. Re: WTB: M.U.L.E. + quest. about loading

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-20 03:59:33 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D4A5r9.M1t@nntpa.cb.att.com>
Source record: 94259

In article <3i6ujc$g9q@nic-nac.CSU.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>WHAT!?!?!?!?!?!?!?
>
>
>"SAVE" is unsafe to do in BASIC rev. B !?!?!?! What's THIS all about!?
>

My very foggy mind remembers that the bug had something to do with
your program being an exact mulitple of 256 bytes (or was it
128?). I don't recall the exact problem, whether it forgot to
save the last bit of the program or what, but one would not see it
terribly often.

--
Richard Dell

1559. Re: The Atari Addiction

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-20 04:07:02 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D4A63r.ME9@nntpa.cb.att.com>
Source record: 94261

In article <hI6Z0Q7.ransom22@delphi.com>,
Joe Walsh <ransom22@delphi.com> wrote:
>
> I noticed this, too. Pc's take quite a bit of time to count
>up all their memory when you turn them on, then the drives click and
>whir, then a beep!, followed by the autoexec.bat and config.sys loading.
>The prompt comes up, then you type WIN, and wait...and wait....finally
>the program manager appears. Click twice, wait for your program to load
>into RAM.
> Or, slip the disk into your 1050, flick the master power switch
>on your power strip, and within a few seconds your program is booted
>and ready to roll.
> Not a difficult choice. :)

Wait ... you mean some people turn off their computers???

Must be from working in a 24 hour a day environment, but I _never_
turn off any of my personal computers with hard drives ... though
I do suggest that other people do so if they only use their computer
occasionally. Half of our hardware problems at work come right
after a shutdown over vacation or some such time (or it seems like
half anyways).

--
Richard Dell

1560. Re: WTB: M.U.L.E. + quest. about loading

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-20 04:08:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <19FEB199523082034@pavo.concordia.ca>
Source record: 94260

In article <3i6ujc$g9q@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu (William Kendrick) writes...
>WHAT!?!?!?!?!?!?!?!?
>
>
>"SAVE" is unsafe to do in BASIC rev. B !?!?!?! What's THIS all about!?
>
Bill: in Rev B, BASIC apends 16 garbage bytes every time you save. It's possible to run out of memory, if a program is under development and saved many times. I always LIST, NEW, ENTER and finally SAVE the final version of any program I write on the 800xl. Once my Eprom burner decides to burn the first 512 bytes of Eproms again I'm going to duplicate - FOR MY OWN ARCHIVAL USE - my 130xe's BASIC C and use it instead. Since I only use one machine at a time, no problem.

Dave

1561. Commodore 1902A Monitor for Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-20 04:21:27 UTC
From: joneil@infi.net
Message-ID: <3i95c7$1bk@lucy.infi.net>
Source record: 94264

I've located a Commodore 1902A monitor I'd like to use with
my Atari computers (400/800). I'd like to know if anyone else
is using this monitor with good results. I checked out the
inputs on this unit and I found a video in(RCA), an audio
in(RCA) and a 5 pin connector for the Commodore 128D it
is connected to. Is the 5 pin input compatible with the
800 monitor out or will I have to make up a cable for this?
And if I'm using my 400 how do I get audio with the separate
video and audio inputs?

Thanks!
John P. O'Neil
joneil@infi.net

1562. Re: BASIC B and MIO Ramdisk

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-20 04:21:44 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3i95co$m8k@hearst.cac.psu.edu>
Source record: 94263

Russ Gilbert (Russ.Gilbert@apk.wariat.org) wrote:
: retrieve an unLOADable BASIC file. But SERIOUSLY, if you want to do
: some extensive programming, I recommend B, C hangs on me 'at the most
: inoportune' times, so does A. I believe B to be the best.

Not to be rude, but, what the hell are you smoking and why aren' you
sharing?!?! God, I have to have REV C boot up on my 800XL or I
just won't use it!
--
Andrew K. Heller - Making the world safe once again.

Computer Engineering at The Pennsylvania State University
"The drinking University with a football problem"
heller@akh104.rh.psu.edu

1563. My Atari 800XL is BLEEDING!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-20 04:22:21 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3i95dt$4pr@nic-nac.CSU.net>
Source record: 94262

AHH! YES! IT'S TRUE! I looked over at my 800XL just a moment ago and saw a oozing trail of thick red liquid on the right side! AHHH!! SOMEBODY SHOT IT!

Actually.. I inadvertantly must've dripped some raspberry jam on the thing earlier today (like, 8hrs ago!) while eating lunch..

But that SCARED me!

I think I'd better be nice to it! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX
Coming soon: my WWW home page!

DOES ANYONE KNOW OF GOOD PD/SHARE/FREEWARE SOFTWARE FOR LITTLE KIDS!?
I'm kinda sick of watching the same two stories (Caveman Joe and the Noisy Giant) OVER and OVER again every time the little girl next door decides to come over and bother me (altho she does have a pretty cool Seasame Street "laptop" computer, complete with 3.5"-disk-style cards. Has about the same screen as a Portfolio though :) hehe..

Currently, for a breather, I'm playing in TurboBASIC XL with some games for her. I just wish I had a joystick-based keyboard (like they had for the 2600) cuz she is NOT careful with my babies! :(

1564. FlickerTerm Addition I'd like to see...

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-20 04:37:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <19FEB199523372692@pavo.concordia.ca>
Source record: 94269

Now that I'm using FT more and more, there is one function I'd really like to see. Whenever I Gopher or Lynx, I have to use the arrows; that is, press SELECT. But I'm very lazy, and I'd like to use a joystick. Would there be any way to implement this, Clay? BTW, It's a _great_ program!

Dave Paterson

DA_PATE@pavo.concordia.ca

(Anyone else notice? The *.concordia.ca mafioso ar taking over!)

1565. Re: 600XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-20 07:32:49 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3i9gj1$doj@nic-nac.CSU.net>
Source record: 94245

1) Itay, your hidden ad was:

COMING SOON!: Ice-T 2.0, supporting expanded (>64K) RAM modules,
with better download (and extra stuff there, too!)

2) How much is air-faire from Israel to California? I'd be willing to fly
you over here so I can get a lolipop and kick your .. hehe.. oh yeah.. hmheh

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX
Coming soon: my WWW home page!
Cool! He said "wins"

1566. Re: Any ftp/BBS site for .XFD format fil

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-20 08:25:49 UTC
From: bjcorr@delphi.com
Message-ID: <9502200330591.DLITE.bjcorr@delphi.com>
Source record: 94246

Mr Kendrick caught my eye with;

>(and also, SIO2PC has other programs like S2PC, AtarImg, DCM2Dsk, etc. (all
>made by different programmers though) which do NOT work with XFD. The

YES! Okay Bill, where do I get DCM2Dsk? I can tell from the name it is
exactly what I have been searching for.
bjcorr@delphi.com

1567. Re: Hardware Upgrade FAQ

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-20 08:26:07 UTC
From: bjcorr@delphi.com
Message-ID: <9502200330592.DLITE.bjcorr@delphi.com>
Source record: 94247

>Nice looking FAQ David, but.. for some reason is seems a bit breif and
summar-
>ized. Also, I feel a "AV" section should be created for things like
Parrot,
>ComputerEyes, Prism Studio, etc. Also, maybe an "IO" section for BBox,
MIO/II
>,
>etc.! I mean, the last (misc.-ish) section is full of both of those as
well
>as the other oddities (bar code reader, etc.)
>
>Also, are seriously the only two ANTIC-banked programs out there VideoBlitz
>and Wedge!?
>
>FInally, GameLink wasn't mentioned, nor Transkey or the "8-bit in a PC
case"
>upgrade; and the fact that ICD originally release R-Time-8 and that BEST
had
>a RT8 clone planned was never mentioned.
>
>Just thought I'd stick my nose in it :)
>
>-bill!
>kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
>William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX
>Coming soon: my WWW home page!
>
>
Okay, if we're gonna throw on the poor guy;

What about the mod to let your 8-bit control apliances via some Radio Shack
remote control modules?

Does the armitron (Radio Shack robot arm toy interfaced o the joystick
port) hack from Analog qualify?

How about the reset button hack for the CPU from Newell for Omnimon?

Was the Corvus mentioned? I don't remember it in there. HD via the joystick
ports, neat hack.

This FAQ could get rather large. It is a GREAT idea.
bjcorr@delphi.com

1568. Re: Parallel transfers

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-20 08:26:21 UTC
From: bjcorr@delphi.com
Message-ID: <9502200330593.DLITE.bjcorr@delphi.com>
Source record: 94248

Mr. Morris writes;

Because the joystick ports are so slow though (thanks to Rick Cortese for
>the schematic btw for showing me just _why_ they are), the effective
>transfer rate is around 300-400cps - a bit better than a 2400bps modem,
>but it's better than nothing, and it costs very little (2 joystick
connectors,
>a DB25, a switch, and some wire).
>
>Richard.
Slow? Hmmm.. My Corvus seems to zip along. Wonder why that is?
bjcorr@delphi.com

1569. Re: The Atari Addiction

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-20 08:26:34 UTC
From: bjcorr@delphi.com
Message-ID: <9502200330594.DLITE.bjcorr@delphi.com>
Source record: 94249

BTW, I notice you have a predominance of 800XL's. I have a similar
>predominance of 800's. I wonder if we should conduct a study of this sort
>of thing, and see if it correlates with some personality trait. :)
> Maybe those who tend to collect more 800's also have a tendency
>to like 1970's music,or perhaps those who collect more 800XL's enjoy
>bungee jumping. I'm sure we could find lots of interesting correlations.
>:)
>
>-Joe
I have 3 800's, no 800XL. 70's music, yes. Bungee jumping? No Way.
Hmmmm....
bjcorr@delphi.com

1570. full functional Flickerterm???

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-20 11:36:00 UTC
From: aj445@cleveland.Freenet.Edu
Message-ID: <3i9ur0$2nk@usenet.INS.CWRU.Edu>
Source record: 94252

Did I somehow miss the release of a fully functional Flickerterm?
I have a beta verstion ... does a newer version exist? Where?

Bill

1571. WWW PAGE - Stuff wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-20 12:14:02 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3ia12a$k73@dux.dundee.ac.uk>
Source record: 94253

I am in the process of setting up a Home Page, and a few other pages. One of these will hopefully be an Atari 8 bit page, but as well as some of my own stuff, I'd like some other things to put in it. What sort of stuff would you be interested in?

I also hope to include some links to other Atari 8 bit pages. If anyone would like their page to be included on this list of links, please email me. If you have any (short) items of interest, please also email those to me. Thanks!

Incedentally, if you want the preview, my Home Page is at:-

http://www.mcs.dundee.ac.uk:8080/~gfenwick/index.html

There isn't much there yet!

What the world needs is a new age.
What the world doesn't need is New Age.

Graeme Fenwick gfenwick@mcs.dundee.ac.uk

1572. Re: Favourite games....

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-20 12:59:02 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3ia3mm$1oc@dux.dundee.ac.uk>
Source record: 94277

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: I'd not have noticed this:

Sob!

: What the world needs is a new age.
: What the world doesn't need is New Age.
: except for the fact that my now-favorite-coolest-game is "Line-Up" by "New Age"
: Now, are you talking about them, or just new age music? hmmm

I'm talking about the whole New Age paraphenalia- it's just such a load of old bullshit, there's nothing new about it for a start, it's a load of twaddle wrapped up in mystical nothingness. Typical New Ager- someone who hugs trees. Lets face it, only a sad, stupid person with nothing better to do than this when they escape from their boring job would do this. Respect for nature does not entail indecently assaulting trees.

The world does need a "new age", but not in the above twee sense. It's just a feeling that whatever path we're moving down isn't the right one. This isn't anti-technology, it's more anti everything that's wrong with human attitudes. Technology is a servant, not a master, it all depends on who you let control it however. New Age mysticism seems to be anti-technology full stop, because it's too stupid to see the bigger problem.
It's nothing to do with Computer games companies- honestly.....!

Oh, BTW, please look at my other post in this group
regarding my new WWW pages. Thanks!

What the world needs is a new age.
What the world doesn't need is New Age.

Graeme Fenwick gfenwick@mcs.dundee.ac.uk

1573. Re: Best games ever for 8 bit atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-20 13:03:28 UTC
From: lais@cs.man.ac.uk
Message-ID: <3ia3v0$grv@m1.cs.man.ac.uk>
Source record: 94280

In article <D3wv17.HBC@news.magi.com>, Vladimir Jancarek <vjancare@magi.com>
writes:
|> I think the best RPG game of all times was Draconus (1988). I don't
|> know if some of you have even seen or played this game but one thing
|> is for sure. You want something wild, well, you better get this game
|> as soon as possible. In fact when I was switching from my 65XE to ST
|> I thought this game would kick ass of some ST games at the time.
|> That's how good it was.
|> Any other opinions on this or other games are welcome.
|>
|> Vladimir

Yeah, I bought this game just because I heard and liked the music
on a friend's copy ! Then it arrived and I got totally hooked. I
also have two ST machines now, and no game I have played on these
has matched the atmosphere I experienced with Draconus. By the way,
I played that so much that I could remember the entire game map,
and complete it in 20 minutes !!

S.Lai (800XL, 1050, MegaSTE, 520STFM)

1574. RE: 600 XL monitor connector

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-20 15:00:10 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.173.000F0127@genesis.informatik.rwth-aachen.de>
Source record: 94254

Hello !!!

Some days ago here were posting refering to the 600 XL. I was wondering about the upgrade to have a monitor jack . Do the USA-modells not have such a connector ? I've had three 600 xl's now, but all with monitor jack and there's this jack also printed in the original Atari-hardware-manuals 'I have.
Of course, the single color-pin is not connected, but you have a composite signal and that will do !!!

Matt

1575. SAVEed file salvager and Kids

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-20 15:14:22 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Feb20.101345.26848@wariat.UUCP>
Source record: 94256

(Bill K. is looking for children's software and Andrew H.
wants to know what I've been smoking and why don't I share
my unLOADable salvager program.)
Bill, psssst.... I got grandchildren. They were on a kick
with Pacman and Elevator Repairman for a while. Sometimes
they play 'Cat in the Hat, Mix up puzzles' and 'Grandma's
House' and 'Tink's Adventure' and 'Tinka's (something'.
Well, here I go again, American Technavision has these and
lots of others pretty darned cheap.
Mr. Heller, I dug out my 'SALVAGE1.BAS' and it is definitely
not in the 'release' stage. I wrote it to retrieve a SAVEed
BASIC file I could retrieve no other way. I'm not going to
work on it and make it 'releaseable', but if you want it 'as
is' leave me e-mail. It DOES work, it makes a LISTed file
out of the bad LOAD file. The LISTed file may need editing
afterwards with a text editor. It is extreeeeemly slow. But
you are welcome to it, not for distribution. Definitely a
'in the works' program I never finalized.
And, you are correct, I smoke way to much, but not that
modern stuff, just the old timey tobacco.
BASIC C is for people who don't work long in a BASIC
environment. I used all three and went back to B because I
really feel B will screw up 'at the most inoportune time'
the least.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

1576. 800 XE RAM-upgrade help needed !!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-20 15:17:46 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.174.000F4C4A@genesis.informatik.rwth-aachen.de>
Source record: 94255

Hello !!!

I want to upgrade my 800 XE to 320 kB
Of course, the board is the same as an 130 has, but I have to add U34 (U35)

Now my questions : anybody here who could give me the terms of this gate
array to put it in a GAL ?
Wehre could I get exact information about upgrading an 130 to 320KB ? On
umich ?

Matt

1577. Re: ***** Always Pray *****

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-20 15:53:54 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3iadui$4kl@dux.dundee.ac.uk>
Source record: 94258

Joe Walsh (ransom22@delphi.com) wrote:
: STANDURD <standurd@aol.com> writes:
: >ALAMO LITERATURE CIRCULATION IS MORE THAN USA TODAY, THE NEW
: >YORK TIMES, L.A. TIMES AND MANY OTHER NATIONAL PUBLICATIONS
: >COMBINED
:
: Yes, and Alamo is a moron. Even more of a moron than those who
: run USA Today.
: :)
: (Yeah, I know he won't get this,but I couldn't resist. [Grin])
:

Hmmmm... does this explain why I got all my mail back when I posted 20
copies of it to him?

I hate arrogant f*****rs like this. I'd like him tied to a chair Clockwork
Orange style and made to listen to my (non) religious views.
I'm talking about STANDURD, not Joe Walsh BTW!

What the world needs is a new age.
What the world doesn't need is New Age.

Graeme Fenwick gfenwick@mcs.dundee.ac.uk

1578. Re: Parallel transfers

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-20 17:00:13 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <133249@cup.portal.com>
Source record: 94265

Ben, your Corvus is attached to JS 3-4 right? The reason is they are not electrically identical to 1-2. 3-4 actually have transistors in the oupput Whoops! Output, stage so they can work a little faster/harder. 1-2 are passive pull up devices. They have the equivalent of a 10k resistor attached to the 5V supply with a single transistor that either shorts the thing to ground or allows it to put 5V on the output pin. They did this because a logic 1 for CMOS is at least 1/2 the supply voltage while ttl will accept something like 1.2V. This made JS 1&2 (actually the PIA chip itself) CMOS compatable with almost no drive capability, JS 3-4 ttl compatible. Probably one of the reasons JS 3-4 were used for bank switching.
Rick

1579. Re: WTB: M.U.L.E. + quest. about loading

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-20 17:02:33 UTC
From: eyvind@pvv.unit.no
Message-ID: <EYVIND.95Feb20180233@jones.pvv.unit.no>
Source record: 94266

In article <D46zG2.5wo@merk.com> winston@merk.com (Winston Smith) writes:

[...]

> You create a tokenized BASIC listing with SAVE, e.g.
>
> SAVE "D1:FILENAME.BAS"
>
> ...this is only safe to do with ATARI BASICs, revision A and
> revision C (brown cartridges and silver cartridges, respectfully), or the
> 800XL builtin BASIC only after it has been patched in RAM.

Some of the later 800XLs have rev. C BASIC built in (mine, for example
;) Can anyone remember the PEEK that checks for this? I *think*
it's PEEK (53234), which returns 234 if you're using rev. C. No
guarantees, though :)
--
Eyvind Bernhardsen

1580. Atari 800 & other stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-20 17:28:17 UTC
From: longjon@clark.net
Message-ID: <3iajfh$3uc@clarknet.clark.net>
Source record: 94267

```
_
,-----------------------------------------------------------.-, <">
| The Digital Archaeologist's Auction | ((
| Number XI | _))
| _____________________________________________________|_ {__} #
\_)_____________________________________________________) {____}/
```

This auction contains: Atari 2600 systems and carts, 5200 carts
Intellivision systems, carts, misc
Commodore 64/128 Hardware
ColecoVision system
Atari 800 system
TI994/A Systems
TRS-80 CoCo2 system

This is not a "NewsGroup Auction." E-mail ME bids, not the list.
I have the following items available for sale to the highest bidder.
As always, please read the information at the bottom of the item
listing for information on bidding. Min/
Min Current
Description Incr Bidder Bid
01 Intellivision II w/ Intellivoice! (see below) $2 $2o.oo
02 Intellivision II case/button/screws- great shape! $.5o $ 3.oo
03 Intellivision II system board - AS IS - parts $.5o $ 2.oo
04 INTV Advanced Dungeons and Dragons cart $.5o $ 2.oo
05 INTV Bump 'n' Jump w/box/overlay/instructions $.5o $ 3.oo
06 INTV Bump 'n' Jump cartridge $.5o $ 2.oo

07 TI/994A system w/voice! (see below for specs) $2 $2o.oo
08 TI/994A system (see below for specs) $1 $12.oo

09 Commodore 1541 disk drive w/PS & i/o cable $1 $1o.oo
10 Commodore 1541-II disk drive w/PS (see below) $1 $1o.oo
11 Commodore 128 system unit w/floppy (see below) $1 $1o.oo
12 Commodore 64 system unit - AS IS (parts) $.5o $ 5.oo
13 Commodore 64-like unit - AS IS (see below) $.5o $ 5.oo

14 Radio Shack TRS-80 Color Computer 2 (Works great) $1 $1o.oo

15 ColecoVision console - AS IS (see below) $.5o $ 5.oo

16 Atari 2600 System (see below for specs) $2 $2o.oo
17 Atari 2600 System #2 (see below for specs) $1 $15.oo
18 Atari 2600 System 4-switch console (see below) $1 $1o.oo
19 Atari 800 system w/PS & Pac-Man (see below) $1 $ 8.oo
20 5200 Super Breakout NEW/opened (great shape) $.5o $ 3.oo

21 2600 Coleco Zaxxon UNCOMMON $.5o $ 2.oo
22 2600 RealSports Baseball UNCOMMON $.5o $ 2.oo
23 2600 Tele-Games Capture UNCOMMON $.5o $ 2.oo
24 2600 Tele-Games Race (Indy 500) UNCOMMON $.5o $ 2.oo
25 2600 Activision Barnstorming UNCOMMON $.5o $ 2.oo
26 2600 Activision Ice Hockey UNCOMMON $.5o $ 2.oo
27 2600 Activision Grand Prix UNCOMMON $.5o $ 2.oo
28 2600 Outlaw UNCOMMON $.5o $ 2.oo
29 2600 Swordquest Fireworld $.5o $ 1.oo
30 2600 E.T. $.5o $ 1.oo
31 2600 MNetwork Armor Ambush $.5o $ 1.oo
32 2600 Pac Man $.5o $ 1.oo
33 2600 Centipede $.5o $ 1.oo
34 2600 Ms. Pac Man $.5o $ 1.oo
35 2600 Yar's Revenge $.5o $ 1.oo
36 2600 Berzerk $.5o $ 1.oo
37 2600 Raiders of the Lost Ark $.5o $ 1.oo
38 2600 Night Driver $.5o $ 1.oo
39 2600 Golf $.5o $ 1.oo
40 2600 Asteroids $.5o $ 1.oo
---
01 Intellivision II system
Intellivoice Module
2 _completely_working_ controllers!!!
Power Supply
R/F cable
PBA Bowling cart w/box & instructions
PGA Golf cart
All working, very good condition.
INTV II RF box problem (as always!)
07 TI 99/4a system (black/silver)
Voice Module
Power Supply/RF
1 set of 2 joysticks
1 game cartridge
2 keyboard overlays
All working, very good condition
08 TI 99/4a system (black/silver)
Power supply
R/F switch
Keyboard overlay - all working, good condition

10 Commodore 1541-II drive - front drive latch is missing,
looks like it was just pulled off, should be able to find
replacement, but I just use needlenose. Works great, great shape!
11 Commodore 128 system unit w/build-in floppy.
I don't own a PS, so I can't test. Sold AS IS.
Unit is very clean, and in good shape.
NOTE: I haven't "fried" unit by testing other power sources.
13 Commodore 64-like unit

Has a keyboard like a C=64, but it's got a white case. It's a bit
deeper than the 64. There are no Commodore stickers on this anywhere!
I know it's a Commodore because of the Commodore key in lower left.
This is the keyboard unit only. All other jacks are the same as a 64.
I have no power supply with this, and I don't want to try any power
supplies on this, as I may fry it. This unit is untested, and sold
AS IS. The only label on this indicates it was made in Australia.

15 ColecoVision console - Has intermittant problems, but I can play it
if I clean carts real well... may need to be cleaned, AS IS.
Console only.

16 Atari 2600 system (4 switch console)
2 joysticks, 1 set of paddles
Power Supply
R/F switch
Pac-Man, Combat, Defender, Missile Command
All my 2600's are PRISTINE! Ask around!
Tested and working- 30 Day Guarantee
17 Atari 2600 system #2 (4 switch console)
1 Atari Joystick
Power Supply
Pac-Man, Berzerk, Combat game cartridges.
All my 2600's are PRISTINE! Ask around!
Tested and working- 30 Day Guarantee
18 Atari 2600 Console only (4 switch model)
All my 2600's are PRISTINE! Ask around!
Tested and working- 30 Day Guarantee
19 Atari 800 system
Keyboard is missing space bar.
Unit works great, plays carts wonderfully!
Includes Pac-Man cartridge.

O BIDDING NOTES
o All items are marked with a starting bid.
o Any item with a blank "bidder" column has not been bid on.
o Minimum bid increment on cartridges is $.50 if the cartridge
is marked $.50 in the "minimum increment" column.
o Minimum bid increment on cartridges is $1 if the cartridge
is marked $1 in the "minimum increment" column.
o As a general rule, the minimum increment on any systems is $3, but
again- please check the "minimum increment" column for the item.
o If it makes life easier, use the item number listed in the left
hand column when bidding. That way, I can distinguish between
duplicate items that are being auctioned.

O SHIPPING NOTES
o Bidders will pay shipping.
o Bid DOES NOT INCLUDE SHIPPING!
o Cartridges are generally inexpensive to ship, and systems are

usually inexpensive as well.
o I will not quote shipping charges here, since shipping charges
will vary based on your location. However, I will let you
chose which shipping method you prefer.

o The only thing that will not vary in shipping is this- I will not ship
items until I have a money order or personal check in hand for the cost
of the item PLUS SHIPPING. If you feel uncomfortable with this, please
do not bid. I feel uncomfortable about sending items out, and
potentially losing the item, and eating shipping. ;P
The exception, of course, is individuals I have frequently dealt with
in the past.

Please E-mail me all bids (longjon@clark.net)

Thanks!

_
,----------------------.-. .------------------------------. <">
| Jonathan Long | | "You call THIS archaeology?" | ((
| Digital Archaeologist | | -Sean Connery | _))
_|_____________________ | | _____________________________|_ {__} #
(_____________________(_/ __)_____________________________) {____}/

Finding the keys to the future is in first studying the
locks of the past.

1581. Re: setting textpro to 40 cols?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-20 17:51:34 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <D4B89z.B0L@iglou.com>
Source record: 94270

I don't have the Textpro docs handy (just moved into a new apartment and my Atari isn't unpacked yet), but pressing SELECT and a letter is the way to insert formatting commands into the text. I would think it might be SELECT r for right margin, but I could be wrong. Put it at the beginning of the file.

--
What is the most obscene word in the English language?

CENSORSHIP

1582. Re: BASIC B and MIO Ramdisk

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-20 17:56:24 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <D4B8I0.B6D@iglou.com>
Source record: 94271

Do you have any examples of what will cause versions A and C to hang, but
not B?

--
What is the most obscene word in the English language?

CENSORSHIP

1583. Re: Commodore 1902A Monitor for Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-20 17:59:01 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <D4B8MD.B84@iglou.com>
Source record: 94272

You would need to do a little rewiring to get video OR audio from a 400.
It might work if you just wired a connector to the RF modulator inputs.

--
What is the most obscene word in the English language?

CENSORSHIP

1584. Re: Crumble's Crisis at Umich?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-20 18:07:07 UTC
From: cmwagner@gate.net
Message-ID: <3ialob$1kfc@tequesta.gate.net>
Source record: 94273

In article <7DJRvAAEBh107h@rcp.co.uk>, ivan@rcp.co.uk wrote:
: But first I have to get my atari talking to my PC.
: A friend and I are in the design stage for an atari joystick port to PC
: serial port transfer - any help offered would be welcome - I am still
: looking for information on the DCM format.

If I were you then I would use the existing SIO2PC interface, add a command line to the sucker and then write software so you could directly access disk drives, but the only question is (I haven't looked at the schematics) will this (it probably will) thing have problems hooking into a computer.

It will because the computer also has the command line. That is one idea.

What exactly do you want to do with this software? I think you could use the SIO2PC design and adapt it to your needs. Like the SIO2PC could be a network server (the PC), then write software that from the server by sending certain commands over the bus will allow the server to do certain things. Remote software (Atari) would be necessary, but that is not unusual for the Atari. But what I can tell, all you really want is something like SIO2PC, and with a MAX232, and a few resistors, capacitors, and other basic components you can build it.

--
cmwagner@gate.net http://www.gate.net/~cmwagner

1585. Re: The Atari Addiction

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-20 18:07:57 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3ialpt$1dc4@hearst.cac.psu.edu>
Source record: 94274

```
ben corr (bjcorr@delphi.com) wrote:
: BTW, I notice you have a predominance of 800XL's. I have a similar
: >predominance of 800's. I wonder if we should conduct a study of this sort
: >of thing, and see if it correlates with some personality trait. :)
: > Maybe those who tend to collect more 800's also have a tendency
: >to like 1970's music,or perhaps those who collect more 800XL's enjoy
: >bungee jumping. I'm sure we could find lots of interesting correlations.
: >:)
: >
: >-Joe
: I have 3 800's, no 800XL. 70's music, yes. Bungee jumping? No Way.
: Hmmmm....
: bjcorr@delphi.com

oh yes, 70's music. Big ELO fan... Bungee jumping? not that I remember...

--
Andrew K. Heller - Making the world safe once again.
---------------------------------------------------------------------
Computer Engineering at The Pennsylvania State University
"The drinking University with a football problem"
heller@akh104.rh.psu.edu
---------------------------------------------------------------------
```

1586. Re: Best games ever for 8 bit atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-20 18:47:14 UTC
From: kspear@ss0.eng.wayne.edu
Message-ID: <3iao3i$fvt@oak.oakland.edu>
Source record: 94275

Ok, sounds good, where do I get it?

1587. Re: SAVE TAX DOLLARS!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-20 18:58:53 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3iaopd$foo@dux.dundee.ac.uk>
Source record: 94276
Cross-posted to: comp.sys.apple2.usergroups,comp.sys.arm,comp.sys.atari.8bit

Joe Kohn (joko@crl.com) wrote:
: Gimme an S.
: Gimme a P.
: Gimme an A.
: Gimme an M.
:
: What's that spell? What's that spell? What's that spell?

Give or take a few letters it spells
"YOU ARE A TWAT FOR POSTING THIS IRRELEVANT RUBBISH". ;)
Thankyou.

What the world needs is a new age.
What the world doesn't need is New Age.

Graeme Fenwick gfenwick@mcs.dundee.ac.uk

1588. Re: My Atari 800XL is BLEEDING!!!!

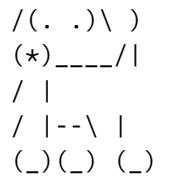
Newsgroup: comp.sys.atari.8bit
Date: 1995-02-20 19:52:34 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FBVIBBVKUp@stingray.manawatu.gen.nz>
Source record: 94278

>DOES ANYONE KNOW OF GOOD PD/SHARE/FREEWARE SOFTWARE FOR LITTLE KIDS!?
>I'm kinda sick of watching the same two stories (Caveman Joe and the Noisy
>Giant) OVER and OVER again every time the little girl next door decides to
>come over and bother me (altho she does have a pretty cool Seasame Street
>"laptop" computer, complete with 3.5"-disk-style cards. Has about the same
>screen as a Portfolio though :) hehe..
>
>Currently, for a breather, I'm playing in TurboBASIC XL with some games for
>her. I just wish I had a joystick-based keyboard (like they had for the
>2600) cuz she is NOT careful with my babies! :(

You realise that next you'll be having children of your own, Bill.

Richard =8-]

--



Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

1589. Re: Any ftp/BBS site for .XFD format files?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-20 20:20:10 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <133270@cup.portal.com>
Source record: 94279

Quick note, you don't need the sio2pc cable to use the software for creating .ATR images. It also has at least two ways of getting MS DOS files into an .ATR image. Once you have the files in this format, just write them out to disk & they should be usable.

1590. CMC_Demo's music

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-20 20:38:52 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3iauks$d72@nic-nac.CSU.net>
Source record: 94160

I got ahold of the CMC_Demo (the "Volume Demo") from the archives and am interested in where the music was obtained.

It looks like (just like HTT's "Big Demo" is) it's a collection of music stolen from games. Is this true? Where can one get these games?

The titles listed are:

Adax
Bank
Captain Gather (cool music)
Cedyn
Dagobar
Darkness Hour (very cool music; Id like to get this if it's a game)
Digi Duck
Drutt (Robocop the Series music!? :))
Duch
Gallahad
Guard
Helix (just SOUNDS like a puzzle game's name!)
Inspektor
Jet Action (just HAS to be a game!!)
Loriens Tomb (I think I've seen it mentioned elsewhere; as a game!)
Major Bronx (related to Captain Gather? Just kidding)
Missile Action (related to Jet Action?! :))
Monty Demo
Muff
Najemnik
Problem Jasia (tons of musics; many sound like "level complete"'s)
Reverse
That Demo
Thinker
U[235
Vickey
Zepi
Zdzisio

Can anyone help me get ahold of the games / demos (since "Demo" is mentioned twice in the titles; you know, one assumes things :)) !?

I'm quite interested in Darkness Hour for some reason; what is it about? Anything like Castlevania for the Nintendo (and arcade (I think))??

Thanx!

-bill Oh, and BeweSoft make this? A lot of his/their demos were put up at Umich at the same time

kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX
Coming soon: my WWW home page!

1591. 130XE for sale: mint condition

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-20 23:09:50 UTC
From: ivanl@jax.gttw.com
Message-ID: <3ib7fu$1i0@news.gttw.com>
Source record: 94281

I have an Atari 130XE computer, an Atari 1027 letter quality printer (that works!!!), a floppy drive
and a BASIC and word processor cartridge.

Anyone interested in paying ony US$100.00? I have no idea how much this stuff is worth, but I have all
cables and it is all in PERFECT WORKING CONDITION.

If anyone needs this thing, it' the kind folks in comp.sys.atari.8bit.

Thanks for any and all responses.

ivanl@jax.gttw.com
Ivan Lindenfeld
Jacksonville, Florida

1592. Re: WTB: M.U.L.E. + quest. about loading

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-20 23:44:00 UTC
From: james.ancsanyi@asb.com
Message-ID: <19950221.n196@asb.com>
Source record: 94282

```
Ke> LOAD "D:filename.ext"
Ke> \
Ke> D: is disk, C: is cassette, K: is keyboard, S: is screen, E:
Ke> is editor etc.

Once you load a BASIC program in, how do you list it to the printer? It's
been 10 years since I used a 8-bit Atari and I can't remember for the
life of me.

... Meet my friends, Ida Noe and H.E. Dunnit.
___ TagDude 0.86 [Unregistered]
___ Blue Wave/QWK v2.12
```

1593. Re: best atari games

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-21 00:11:20 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D4Bpuw.35A@itex.jct.ac.il>
Source record: 94290

Walter Las (wlas@delphi.com) wrote:
: I think my all-time favorites would be:

: Dimension X by Synapse; especially on cassette could it had that groovy
: music.

Hmmm.. Analog magazine ripped that one apart, saying that it doesn't even fulfil even *one* promise on the game package - even the two game screens pictured never made it into the game! The review said it was a horrible game (I'm tired, I don't feel like writing any more). To put it short - is it really that good!

Oh yeah, I tried hacking Joust! I managed to change the screen colors so the nests don't appear green on my computer. I also managed to, accidently, wipe out the lower platform, so the game has no floor! Much more fun to play, really! If anyone's interested I don't CARE! (but you can reply if you really want to know how)

-itay

Itay Chamiel (bruck@brachot.jct.ac.il)
...and if your lemur or lemur ever dies I'll buy you a lemur -Phish (almost)

1594. Anythin to do with this HD?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-21 00:27:42 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <9502210028.AA12543@brachot.jct.ac.il>
Source record: 94294

I just got a 40-meg hard disk, and I wanted to use it with my Atari..
The connections on the back look like this: Edge connector, 10 each side.
Another edge connector, this one 17 pins per side. and a female connector,
with four pins, for 5v and 12v.
Is this SCSI, IDE, or what? What hardware can connect this to my XE?

-itay

Itay Chamiel (bruck@brachot.jct.ac.il)
...and if your lemur or lemur ever dies I'll buy you a lemur -Phish (almost)

1595. Re: ***** Always Pray *****

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-21 02:06:52 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <pCyaUXM.ransom22@delphi.com>
Source record: 94283

Graeme Fenwick <gfenwick@mcs.dundee.ac.uk> writes:

>I hate arrogant f*****rs like this. I'd like him tied to a chair Clockwork
>Orange style and made to listen to my (non) religious views.
>I'm talking about STANDURD, not Joe Walsh BTW!

(whew)

:)

-Joe
--
____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1596. Re: Any ftp/BBS site for .XFD format files?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-21 02:12:03 UTC
From: ziggy29@rahul.net
Message-ID: <3ibi5j$p57@hustle.rahul.net>
Source record: 94284

Rick_Michael_Cortese@cup.portal.com wrote:
: Quick note, you don't need the sio2pc cable to use the software for
: creating .ATR images. It also has at least two ways of getting MS DOS
: files into an .ATR image. Once you have the files in this format, just
: write them out to disk & they should be usable.

Yes. I've discovered that I can treat the file as a logical disk until
I can copy it on to something I've created as an .XFD or .ATR.

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Programmer/Analyst/Grad Student/ * GCS: !h s:+ !g au+ w+ C++$ v++ w+ U N++
* Husband/Net Geek/ASGX '65 Cabal * W po+ t+@ Y+ j++ B-- e+++ u** r+++ y+++

1597. Constraints improve art

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-21 02:19:27 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <hg7bUvP.ransom22@delphi.com>
Source record: 94285

I was listening to National Public Radio's (NPR) "All things considered"
news program this evening, and heard an interesting little segment.
The subject was the man who had translated a French novel into
English. The novel was writtenin 1969. I believe the english title
was "A Void" or "Avoid", I'm not sure which since this was on the
radio. :)
(I know, but this really does relate to Atari...just wait!)
So far it sounds pretty boring, yes? Well, the catch is that
the original was written in French (as stated before), but using only
words that do not have an "e" in them! As in English, the E is the
most frequently used letter. The translator used this same method in
the English version.
the question that comes to mind is, "Why in the world would
anyone restrict themselves like that?" (See where I am going now? :))
The original author decided to use only words that do not have
E's in them because he felt that he needed some restriction in order
to boost his imagination. He noted that formats such as sonnets and
others that have definite guidelines yield the most beautiful,
imaginative work. He felt that the novel, having access to the entire
modern French language (or any other language), was completely
unrestricted. So, he laid down a pretty tough restriction on himself,
and produced a work that is of high quality and wonderful imagination.

Why do I mention this here? Well, I (being of the 8-bit
community) often get the same sort of response as the author did:
"Why are you restricting yourself like that?" Now I can give them
a good, accurate answer. In restricting ourselves (I'm talking about
programmers here) to the 8-bit Atari, we are helping ourselves to
produce works of higher artistic value, and we are pushing ourselves
harder than those who indulge in the full, unfettered worlds of the
current crop of microcomputers (with megabytes of RAM, hundreds of
megabytes of disk space, horrendous speed, etc.). Those that program
on the IBM, Mac, etc. platforms do not need to push themselves. THey
can solve all problems with brute force and the user will be none
the wiser. On the other hand, we must constantly push ourselves,
compacting our code and making it as terse as possible.
In short, we 8-bitters must go about our work much more
imaginatively. Just like the author of the book cited above.

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1598. Re: Commodore 1902A Monitor for Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-21 02:33:15 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <pC9YsND.lmcclure@delphi.com>
Source record: 94286

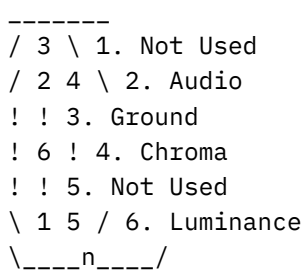
In a message dated 2-20-95, John O'Neil said:

"I've located a Commodore 1902A monitor I'd like to use with
my Atari computers (400/800). I'd like to know if anyone else
is using this monitor with good results."

Not a 1902A, but I have used an Amiga 1080 with terrific results.
I expect you should have no problems at all. Not only that, but if
you have or decide to get a XEP-80, you can modify it for TTL level
output and use the RGBI mode for 80 columns, so that you would not
need a second monitor.

"I checked out the inputs on this unit and I found a video
in(RCA), an audio in(RCA) and a 5 pin connector for the
Commodore 128D it is connected to. Is the 5 pin input
compatible with the 800 monitor out or will I have to make
up a cable for this?"

Actually, if you check closely, you should find that a 6-pin DIN,
not a 5-pin (on the 1902A). Over in comp.sys.cbm, someone recently
posted the pinout after successfully making a replacement for their
missing cable. The pinout is as follows:



1902A

1599. Re: Anythin to do with this HD?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-21 03:48:10 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Feb20.224529.11566@wariat.UUCP>
Source record: 94287

```
(Itay has a 40 meg hard drive.)
Sounds like a RLL hard drive. You need an MIO or Black Box, with the
MIO you would need an Adaptec 4000(?) (A I think) SCSI to RLL
controller, probably need the same thing with the BB. Now FTe or CSS
could probably sell you something, but you're talking probably $300 or
more. Maybe somebody wants to sell a MIO (never heard of anyone except
that guy from Alaska selling a BB).
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
*********************************************************************
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
*********************************************************************
```

1600. Re: Anythin to do with this HD?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-21 03:49:53 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Feb20.224816.11566@wariat.UUCP>
Source record: 94288

Ah gee I forgot Supra and maybe another couple of hard drive
interfaces. For any of above check the vendor list and/or FAQ.
(Now I hope sysop don't know, but the STTEEEEEEENKING signature is
gonna be longer than the msg.)
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

1601. Re: FlickerTerm Addition I'd like to see...

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-21 03:53:59 UTC
From: bosco@host.yab.com
Message-ID: <199502210353.UAA12372@host.yab.com>
Source record: 94289

In article <19FEB199523372692@pavo.concordia.ca> you wrote:
: Now that I'm using FT more and more, there is one function I'd really like to
: see. Whenever I Gopher or Lynx, I have to use the arrows; that is, press
: SELECT. But I'm very lazy, and I'd like to use a joystick. Would there be
: any way to implement this, blah, blah, blah...

Jeez! Just ask Clay and he'll do it! He's the master of bells &
whistles. Anywho, you could use the h,j,k,l keys to move the cursor also.
This was provided for those who don't have real cursor keys at all. (PET?
8088? I dunno).

I finally got a proper handler for use with Ice-T! It works, but it
isn't really true ansi like FT80. And the download feature is shaky, but
seems to work. Other than that, it's ok. But the author is DEMANDING a
shareware fee payment while Clay requests a postcard from the users to
just say "Hey!" I say keep FT80 and send him some "Hay" along with the
"Hey!" He'll appreciate it. It might entice him to finish this project.
(Hint, hint).

1602. [?] Atari 8bit Logo cartridge docs, or maybe a list of keywords

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-21 04:53:37 UTC
From: galt@asylum.cs.utah.edu
Message-ID: <3ibrkh$ccj@magus.cs.utah.edu>
Source record: 94161
Cross-posted to: comp.sys.atari.8bit,comp.lang.logo

I picked up a logo cartridge recently for 50 cents, but I have no docs. I have guessed a bunch of commands from last time I used logo (15 years ago or so), but there are still things I'm confused about... Can someone point me to a FAQ somewhere or maybe email me a list of the keywords (I can probably figure out how to make things work). I'd really appreciate any help... If someone has the actual manual, I'd love to get a xeroxed copy...

Some of the things I've been wondering about: changing the color, using the full screen instead of the top 4/5, changing resolution, joystick or keyboard sampling, how to use the editor

I'd also appreciate a pointer to a faq that lists generic logo commands for any system.

Thanks.

Greg

1603. Re: Frank Cohen - Where is he?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-21 05:03:14 UTC
From: nathanc@cerc.wvu.edu
Message-ID: <D4C3DF.EIu@cerc.wvu.edu>
Source record: 94155

If I remember right he was the owner/prez of Regent Software that did a lot of stuff for the ST.

A Centofanti

1604. Re: Hardware Upgrade FAQ

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-21 05:31:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <21FEB199500315981@pavo.concordia.ca>
Source record: 94291

In article <9502200330592.DLITE.bjcorr@delphi.com>, bjcorr@delphi.com (ben corr) writes...
>Okay, if we're gonna throw on the poor guy;
>
>What about the mod to let your 8-bit control apliances via some Radio Shack
>remote control modules?
>
>Does the armitron (Radio Shack robot arm toy interfaced o the joystick
>port) hack from Analog qualify?
>
>How about the reset button hack for the CPU from Newell for Omnimon?
>
>Was the Corvus mentioned? I don't remember it in there. HD via the joystick
>ports, neat hack.
>
>This FAQ could get rather large. It is a GREAT idea.
>bjcorr@delphi.com
>

That's right, give me lots more info now that I'm in study week and have the time to do it, rather than work on school related projects (not that there was any danger of that to begin with, though). I'm grabbing all these comments, and will revis.

(Er, make that revise.)

Dave

DA_PATE@pavo.concordia.ca (aka D.Paterson2@genie.geis.com)

1605. FS: two 1050s in great shape

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-21 05:44:46 UTC
From: Ted Drude <teddrude@delphi.com>
Message-ID: <huzZc-G.teddrude@delphi.com>
Source record: 94292

Got two 1050s in very good shape here, including all the
original boxes.

Somewhere, I've got the manuals and disks, too. Don't know if
I can find them on short notice, but I'll see what I can do.

Wanting to get $35 each for them, plus shipping.

Reply to teddrude@delphi.com

1606. Atari ST MIDI software

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-21 05:45:42 UTC
From: mercury30@aol.com
Message-ID: <3ibum6$1v7@newsbf02.news.aol.com>
Source record: 94293

For Sale: For the Atari ST, Band In A Box with styles & song disks. Also
a top of the line MIDI sequencing program is also included in this bundle.
$45 shipped to you. A great MIDI package! Email Mercury30@aol.com

1607. Re: Parallel transfers

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-21 09:44:10 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FBVUEIVUUp@stingray.manawatu.gen.nz>
Source record: 94295

In <9502200330593.DLITE.bjcorr@delphi.com> ben corr wrote :
>Mr. Morris writes;
>
>Because the joystick ports are so slow though (thanks to Rick Cortese for
>>the schematic btw for showing me just _why_ they are), the effective
>>transfer rate is around 300-400cps - a bit better than a 2400bps modem,
>>but it's better than nothing, and it costs very little (2 joystick
>connectors,
>>a DB25, a switch, and some wire).
>>
>>Richard.
>Slow? Hmmm.. My Corvus seems to zip along. Wonder why that is?
>bjcorr@delphi.com

What's a "Corvus"? And would you be able to provide some info on it, please?

Richard =8-]

--

```
_ _
/(. .)\ )
(*)____/|
/ |
/ |--\ |
(_)(_) (_)
```

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

1608. Re: Parallel transfers

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-21 12:53:44 UTC
From: CONRADUS@PLEARN.EDU.PL
Message-ID: <199502211253.GAA20952@mail.cs.utexas.edu>
Source record: 94296

I don't understand, why does the parallel transfer through the joystick ports reach 2400 bps. I've connected two Ataris "joy-to-joy" and SERIAL transfer reached 11000 bps (up to 14000 if both ANTICs are switched off).

Konrad
conradus@plearn.edu.pl

1609. best atari games

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-21 12:55:44 UTC
From: CONRADUS@PLEARN.EDU.PL
Message-ID: <199502211255.GAA20985@mail.cs.utexas.edu>
Source record: 94297

My most preferred game: "Mercenary - Escape from Targ" by Novagen.

Konrad
conradus@plearn.edu.pl

1610. Re: Best games ever for 8 bit atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-21 12:57:00 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3icnus$d44@dux.dundee.ac.uk>
Source record: 94298

S94 (lais@cs.man.ac.uk) wrote:

: In article <D3wv17.HBC@news.magi.com>, Vladimir Jancarek <vjancare@magi.com>
: writes:
: |> I think the best RPG game of all times was Draconus (1988). I don't

RPG? Eh? It was an arcade adventure type game, not an RPG..

: Yeah, I bought this game just because I heard and liked the music
: on a friend's copy !

This is one of a few games I'll actually load just to listen to the music.
Warhawk is pretty good too in that respect.

What the world needs is a new age.
What the world doesn't need is New Age.

Graeme Fenwick:-

email gfenwick@mcs.dundee.ac.uk
homepage http://www.mcs.dundee.ac.uk:8080/~gfenwick/index.html
---

1611. Giga hard drives?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-21 13:09:02 UTC
From: CONRADUS@PLEARN.EDU.PL
Message-ID: <199502211308.HAA21151@mail.cs.utexas.edu>
Source record: 94299

Question: which way have you broken through the 16MB barrier for the one
partition? There is up to 9 drives allowed, isn't there? There may be
up to 65535 sectors on each; the maximum sector length is 256 bytes.
If we use all allowed drives as hard drive partitions (what about floppies?),
we cannot use a disk bigger than 144 MB (9 drives * 16 MB on each). Which
way you can use a 300 MB drive without writing a completely new DOS?

Konrad
conradus@plearn.edu.pl

1612. IDE question

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-21 13:11:41 UTC
From: CONRADUS@PLEARN.EDU.PL
Message-ID: <199502211311.HAA21187@mail.cs.utexas.edu>
Source record: 94300

Is there any way to reformat a IDE hard drive to 256 bytes per sector?
For example Western Digital 130AB (30MB).

Konrad
conradus@plearn.edu.pl

1613. ATARI TRAK-BALL for ST and AMIGA???

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-21 13:22:00 UTC
From: Ulf_Petersen@antic.sub.org
Message-ID: <5gGC9Ynl2hB@antic.sub.org>
Source record: 94301

Hi!

I was told that it is possible to connect an ATARI 8bit TRAK-BALL to an ATARI ST/STE or a COMMODORE AMIGA when you change and cut some internal wires. Does anybody know more about that? If so, could you please send me a layout (maybe a GIF-file) or a text-description telling me what I have to do? That would be great!

Thank you in advance!

Ulf

CrossPoint v3.02

1614. Need HELP !!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-21 13:35:20 UTC
From: schmid@gfai.fta-berlin.de
Message-ID: <3icq6o$msg@cs1.FTA-Berlin.de>
Source record: 94156

Hello from germany,

I am searching for some PD disks for the Atari Portfolio, cause a friend tells me that in the Atari PD sector such disks came out for a time. I dont know which is the proper newsgroup to mail this so I hope I get at least a message where to mail it. Does a special Atari Portfolio newsgroup exists ? I would appreciate extremely every hint to get to the PDs.

thanx in advance,

-micha

1615. Re: Parallel transfers

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-21 15:46:57 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D4Cx69.8oz@nntpa.cb.att.com>
Source record: 94173

In article <133249@cup.portal.com>,
<Rick_Michael_Cortese@cup.portal.com> wrote:
>Ben, your Corvus is attached to JS 3-4 right? The reason is they are not
>electrically identical to 1-2. 3-4 actually have transistors in the oupput
>Whoops! Output, stage so they can work a little faster/harder. 1-2 are
>passive pull up devices. They have the equivalent of a 10k resistor attached
>to the 5V supply with a single transistor that either shorts the thing to
>ground or allows it to put 5V on the output pin. They did this because a
>logic 1 for CMOS is at least 1/2 the supply voltage while ttl will accept
>something like 1.2V. This made JS 1&2 (actually the PIA chip itself) CMOS
>compatable with almost no drive capability, JS 3-4 ttl compatible. Probably
>one of the reasons JS 3-4 were used for bank switching.

I think it is worth mentioning more clearly, for the less hardware-wise readers, that these transistors are the driver transistors internal to the 6520 chip. The 6520 has two halves, more or less, the A half with the pseudo-resistive pullups, and the B half with active transistor pullups.

One thing I think is worth pointing out is that the 6520 and the 6820 are (more or less) identical parts, and the 6820 was later upgraded by Motorola to the 6821, which has identical A and B halves, both with the active pull-ups. If one were using the 1 and 2 joysticks for output usage, one might want to consider swapping the 6520 with a 6821B (though a 6821 might be fast enough), particularly if you have one of the Ataris with socketed chips.

Another possible speedup would be to consider that the 6520 was designed to drive one standard TTL load, while most loads these days are LSTTL. The differnece is in the current sinking required to drive an input low, being 1.6 mA for TTL, and about .4 mA for LSTTL. The 6520 will sink 1.6 mA. IF the load you are driving is one LSTTL gate equivalent, then you could add a (4.6v/1.2m) 3.9 K pullup resistor to the lines. This should cut the rise time to about a third of what it was, assuming the 10K figure in the quoted post is the only pullup. One can get a rough idea of the input current requirements of an input by connecting the input to ground thru an milli-ammmeter.

All that being true, let's look at a typical possibility. Suppose one wanted to drive an IBM printer port. Looking at the print for the original, we see that the 4 lines _known_ to be available for bidirectional output/input are the status line, with open collector outputs, a 4.7 K pullup resistor, and an LS240 input. Thus, no extra

resistor should be added in this case, or the drive capability of the specification could be exceeded. In fact, if we take into account the 100 ohm resistor in series with the line in the Atari for RF suppression, we are slightly exceeding the specified .4 V drive at the input, if the 6520 just barely met it's spec. But then, the LS240 input current is only .2 mA for at a low input voltage.

But now, if the printer port is modified for true bi-directionality (which is easy on the oldest IBM style hardware, but has to be designed into todays hardware), The data i/o lines are driven from an LS374 output, and read back by an LS244 input, as well as having a .0022 uF capacitors (the Atari has capacitors on the joystick lines as well, though I don't have the print handy)

The 5 input only lines have no pullup resistor, and hence may benefit from a pullup resistor in the 3.9-4.7 K range.

A rise time analysis with say .004 uF of capacitance, and 4 K equivalent pullups would give a 35 uS rise time, and probably an equivalent fall time, given the drive capabilities of the 6520. Thus, 70 uS per cycle, or maybe 14,000 cycles per second, may be possible. If one is transfering 4 bits at a time, this could give a thruput rate of the order of 5000 bytes per second maximum, allowing for processing time.

I am wondering about the post with the thruput of the order of 300 bytes per second, whether that was a bit banging serial output. That would be a clocking rate of 3000 cycles or so, reasonable for a 6520 with no external pullups on such a capacitave load.

--
Richard Dell

1616. Re: Hardware Upgrade FAQ

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-21 16:18:04 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D4CyM4.9x1@nntpa.cb.att.com>
Source record: 94302

In article <21FEB199500315981@pavo.concordia.ca>,
PATERSON, DAVID ANDREW <da_pate@pavo.concordia.ca> wrote:
>In article <9502200330592.DLITE.bjcorr@delphi.com>, bjcorr@delphi.com (ben corr)
writes...
>>Okay, if we're gonna throw on the poor guy;
>>
<more ideas for the upgrade FAQ>
>>
>>This FAQ could get rather large. It is a GREAT idea.
>>bjcorr@delphi.com
>>
>
>That's right, give me lots more info now that I'm in study week and have the
>time to do it, rather than work on school related projects (not that there was
>any danger of that to begin with, though). I'm grabbing all these comments,
>and will revise.
>

<grin> Gee, you mean you haven't figured out how to make 36 hour
days yet??

And we all should take a reminder of all the volunteer effort
people like David put out. Thanks for all the FAQs, guys! And
thanks to the maintainers of the BBSes and FTP sites!!

--
Richard Dell

1617. Re: Parallel transfers

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-21 16:24:31 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D4Cywv.A21@nntpa.cb.att.com>
Source record: 94303

In article <199502211253.GAA20952@mail.cs.utexas.edu>,
Konrad Kokoszkiewicz <CONRADUS@PLEARN.EDU.PL> wrote:
>I don't understand, why does the parallel transfer through the joystick ports
>reach 2400 bps. I've connected two Ataris "joy-to-joy" and SERIAL transfer
>reached 11000 bps (up to 14000 if both ANTICs are switched off).
>

As my other post on this thread mentioned with all kinds of bloody
details, a lot depends on what one is driving, and the capacitance
of the cable hooking the two devices together.

MOS style inputs, such as on the Atari joystick port if used as
input, do not take a great deal of the drive current for the input
to the device, leaving more available for the capacitance. Also
possible is the difference between the A and B ports on the PIA,
if you were driving thru joysticks 3 and 4 you had a lot more
drive current available.

--
Richard Dell

1618. VGA card (was: Ever a workable 80 column mod)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-21 16:34:56 UTC
From: CONRADUS@PLEARN.EDU.PL
Message-ID: <199502211634.KAA29652@mail.cs.utexas.edu>
Source record: 94178

Richard Dell writes:

> to build a PC ISA board with
>a 6502, dram, ROM, Antic, Pokey, GTIA, etc, with a mini DIN video/audio
>output, and the joysticks and SIO port in an expansion box. An
>ISA bus I/O register could simulate the Atari keyboard, and a
>control register, and use dual port RAM for the communications
>between Atari and PC ... heck there would be no need for the ROM
>at all, just part of the dual port RAM which could only be written
>from the PC side.

You simply want to build a hardware XL emulator for PC. But I've got such a emulator yet; it is 100 % XL compatible and needn't any PC to run. It is my 65XE. So I would like rather to expand my Atari, than to buy a PC to expand such as emulator, because this looks much more expensive. What do you think, how many Ataris can you buy in Poland for a good PC? 30. So, I've got two computers yet, and I needn't any third.

>The second alternative is a dual port RAM setup which would allow
>the Atari and the PC to have a relatively high speed
>communications channel, sort of a super speed SIO2PC with it's own
>protocol.

<many lines removed>

Something like "PIO2PC", you mean? It have been done yet and I'll try to upload all necessary files to MERIT. It uses the PC as a hard drive, but there is no point to no expand the handlers then use the PC as a screen or, for example, a printer, real time clock etc.

Atari is connected to PC slot through relatively simply interace inserted into ECI. It uses 10 lines (except ground etc.):

1) 8 data bits
2) 2 unidirectional acknowledgements (signal: byte received)

It has its own new-device handler residing in D800-DFFF area. All (ie three) registers are on page D1. To communicate with the PC my handler uses a SIO-type protocol:

1) XL command ---> PC
2) XL <--- PC "command successful"
3) XL data transfer <---> PC
4) XL <--- PC "data transfer successful"

Acknowledgement lines are automatically set and cleared, when a byte is received. In fact, Atari inserts a byte to the I/O port then waits until

PC will receive it, then inserts next byte, then waits etc.

PC handler has been written in Turbo Pascal. The Atari partitions are in fact the MS-DOS files. Originally, during reading/writing a file from Atari to the virtual partition, the data transfer reached about 20 kilobytes per second (with the 386DX/40MHz) and was limited by... PC. Now my friend has corrected the PC handler, so the data transfer reaches about 30 kilobytes per second (with the same PC). Speed is limited by Atari and there is no way to make it faster, because XL has really fast and versatile handler. So I doubt, that 50 kilobytes per second will be really possible, unless we will accelerate the XL or make DMA for hard drive.

Konrad
conradus@plearn.edu.pl

1619. sale 600xl

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-21 16:41:27 UTC
From: dbehm@edcen.ehhs.cmich.edu
Message-ID: <3id53n$4hr@edcen.ehhs.cmich.edu>
Source record: 94304

comes with two games.
offers?

i also have a ti99 if someone would be interested.
--

1620. Re: 800XL flavors

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-21 18:00:09 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <133345@cup.portal.com>
Source record: 94163

I haven't checked out every 800xl I've seen, but in general it seems like serial number is more important. For instance, if it's below 50,000 then it has everything but the OS & Basic ROM socketed so it's easier to upgrade. Downside=> it probably has a Stackpole Keyboard which are kind of mushy & revision B basic which a lot of people have problems with. Serial numbers from 100k-200k seem to have Alps Keyboards which I prefer, but the memory chips are soldered in making memory upgrades a pain. I've heard some of the later 800XLs had revision C basic, but I've not verified that myself. It's been my experience that the labels are the last thing to go on a product so apart from serial numbers, labels won't necessarily tell you that much. What happens is the manufacturer <Atari for instance> may go to several different suppliers for sub assemblies<Alps & Stackpole for keyboards for instance>. Maybe someone else for cases, dram, custom silicon, PC boards, connectors. They then use the stuff as it comes in & keep some kind of record on what went into which computer, stuff like; Stackpole keyboards were used in serial numbers 0-56,222 computers. Revision B Basic went into 0-222,222 computers. New order of Stackpole keyboards comes in and are used in serial numbers 211,000-244,000. As the computers are finished, the labels get their serial number stamped. Unfortunately, as far as I can tell, an accounting for what serial numbers have what equipment has never been done. I've heard of at least one other keyboard in an 800xl <Mitsumi?>, but I've never owned one myself.
Rick

1621. Re: BASIC B and MIO Ramdisk

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-21 18:42:34 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Feb21.133649.597@wariat.UUCP>
Source record: 94165

(Bill Marcum asks for examples of what would cause A and C versions of
Atari BASIC to hang, but not B.0
)
No, I can't put my finger on it. I started out with version B in my
first 800xl. It would hand, I would loose the program by a bunch of
numeric gibberish taking the place of code if I LISTed, my first large
(fairly) project, I lost a big revision because the LISTed file would
not ENTER. Sometimes variables don't 'Take' and you have to change the
variable name. It is just that when I work in version A or C, I get
'stuck' (the system hangs) more often and at worse times, (meaning the
longer you work with SAVEing or LISTing, the more likely a hang will
occur.) I know this is totally unscientific and many will consider it
a matter of misguided opinion. But I have spent 100s of hours doing
things in Atari BASIC and am really convinced of the correctness of
what I am saying (B hangs less and less anoyingly than A or C.)
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

1622. Re: WTB: M.U.L.E. + quest. about loading

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-21 19:29:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <21FEB199514294128@pavo.concordia.ca>
Source record: 94157

In article <19950221.n196@asb.com>, james.ancsanyi@asb.com writes...
>Ke> LOAD "D:filename.ext"
> Ke> \
> Ke> D: is disk, C: is cassette, K: is keyboard, S: is screen, E:
> Ke> is editor etc.
>
>Once you load a BASIC program in, how do you list it to the printer? It's
>been 10 years since I used a 8-bit Atari and I can't remember for the
>life of me.
>
>
For any command, you merely have to append the desired output device.
So, LIST [RET] sends the listing to the default device (the screen E:ditor).
LIST "C:" lists to the cassette, LIST "D:FILENAME.EXT" lists to the disk file
and LIST "P:" lists to the printer.

The Atari OS is arguably the best designed OS on an 8-bit platform, with
factors like central i/o so that calls to any device are treated identically,
making for much easier re-routing of i/o.

Dave

DA_PATE@pavo.concordia.ca

1623. Re: Giga hard drives?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-21 19:35:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <21FEB199514350627@pavo.concordia.ca>
Source record: 94164

In article <199502211308.HAA21151@mail.cs.utexas.edu>, CONRADUS@PLEARN.EDU.PL (Konrad Kokoszkiewicz) writes...
>Question: which way have you broken through the 16MB barrier for the one
>partition? There is up to 9 drives allowed, isn't there? There may be
>up to 65535 sectors on each; the maximum sector length is 256 bytes.
>If we use all allowed drives as hard drive partitions (what about floppies?),
>we cannot use a disk bigger than 144 MB (9 drives * 16 MB on each). Which
>way you can use a 300 MB drive without writing a completely new DOS?
>
By swapping 16meg aprtitions in and out you can use a hard disk of over 144Meg.
This is cheating, I'll admit, but it's good enough.

Dave

DA_PATE@pavo.concordia.ca

1624. Re: The Atari Addiction

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-21 20:06:47 UTC
From: mill0440@gold.tc.umn.edu
Message-ID: <D4D94F.LoG@news.cis.umn.edu>
Source record: 94158

In <hI6Z0Q7.ransom22@delphi.com>, Joe Walsh <ransom22@delphi.com> writes:
>chaos <chaos@oo.com> writes:
>
>>in hope of finding hardware for my wonderful machine, i, too, am a junkie.
>
>Oh, man, this is depressing. :)
>
WARNING!!! THERE IS NO CURE!!! I haven't touched an Atari in over 2 years, and
I still think that My atari could do this better, I saw that in my atari. The last time
I though it was while studying threads in OS/2 I realized that Eastern front 1941
had a primitive version of them! I still miss MULE. I will probolly take them off
the shelf sometime when I have time for it.

>
>> Anyways, it was a bit funny last week, when i saw my friend turn
>>on his 486 with 8 megs of ram, running windows, microsoft BOB, and
>>procomm plus for windows, and it must have taken him 3 times the time to
>>go through all that to get to his damn term program in the time it takes
>
Well, I just leave my 386 on all week. I can load my terms faster then I could
load Bobterm, but only cause I don't have to load dos.

>>Ed heffernan, member of the growing AA.
>>
>><atari anonymous>
>
> Well, at least you are in good company. :)
>
Very good company.

1625. BASIC rev C

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-21 20:20:22 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <F2B8615EFB@east-01.novell.leeds.ac.uk>
Source record: 94159

The PEEK for rev C BASIC is

? PEEK(43234)

If a value fo 234 is returned you have version C, 96 is B and any
other number is version A, but that was never installed on an XL.

Does anybody know of a simple peek to tell whether you have
a 130XE or an 800XL on line, without having to actually do some
bank switching?

RICHARD GORE
chmrig@leeds.ac.uk

1626. Early 8-bit history

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-21 21:19:24 UTC
From: jlodoen@shell.portal.com
Message-ID: <3idlcs$gn@jobe.shell.portal.com>
Source record: 94162

I'm trying to find out when the 8-bits were shown to the general public. I've heard 1978, and then shipping the end of 1979.

Were the 400 and 800 released at the same time? The 410, 810, and printers?

Thanks for your input.

jlodoen@shell.portal.com

1627. Re: Piracy and FTP sites.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-21 22:32:27 UTC
From: tom@ready.rsip.lsu.edu
Message-ID: <3idplr$cec@monk.rsip.lsu.edu>
Source record: 94166

In article <3hdagv$4v6@er6.rutgers.edu>, rcwal@eden.rutgers.edu (Richard Walter) writes:
|> mcurrent@blue.weeg.uiowa.edu (Michael Current) writes:
|>
|> >h0142kdd@joker.rz.hu-berlin.de (Paul David Doherty) writes:
|>
|> >>Shouldn't we perhaps distinguish between two issues here? I have every
|> >>respect for someone like Richard Gore still struggling to sell software
|> >>for a virtually dead computer, but I think "classic" Atari games are an
|> >>entirely different thing. The classics are abandoned software, noone
|> >>sells them, no author gets any profit for them, the authors and publishers
|> >>don't care for them, so why the heck should it be immoral to make these
|> >>games available for FTP?
|>
|> >You give me a list of "classic" Atari games, and I bet I can name a
|> >vendor that still sells it, new, in box, for 90% of them. To me, it
|> >would be immoral to take away legitimate business from these vendors who
|> >try so hard to support us.
|> >--
|> >Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
|> > Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu
|>
|> Hello,
|>
|> might you give me some vendor names for old software?
|>
|> - Rich

If you can tell me who sells Bounty Bob Strikes Back, I'll gladly buy
if off of them.

Tom
--

Thomas Smailus Email: tom@rsip.lsu.edu Phone: (504) 388-5248

Any information in this message is my opinion and not assocaited in
any way with Louisiana State University or the Remote Sensign Lab.

1628. I am back (Artem)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-22 01:31:13 UTC
From: koutchin@mail2.sas.upenn.edu
Message-ID: <3ie451$pp1@netnews.upenn.edu>
Source record: 94167

HI

I haven't been here for a while and now i am BACK ! but i returned not
to continue copyright talk (I found my own sources of getting software
and if i cannot find something i buy it for a buck or so :-)
My drive is comlettely broken. So, i need another one. SS/DD will
do. If you have where i can find it it very very very very cheap or
you can sell it please reply.

Artem

1629. Re: IDE question

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-22 01:33:23 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ie493$ssv@nic-nac.CSU.net>
Source record: 94168

(this is actually re: your previous post about GIG hd's)

Well, I believe (I dont have a HD) that you swap in 130MB at a time in up to
9 16MB chunks.

I dunno how tho; via software? via hardware (switches)? via OS? (prob.not)

-bill!

1630. Re: Parallel transfers

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-22 01:35:14 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FBWNCIUYUp@stingray.manawatu.gen.nz>
Source record: 94169

In <D4Cx69.8oz@nntpa.cb.att.com> richard.b.dell wrote :

>...
>
>I am wondering about the post with the thruput of the order of 300
>bytes per second, whether that was a bit banging serial output.
>That would be a clocking rate of 3000 cycles or so, reasonable for
>a 6520 with no external pullups on such a capacitave load.

I'm connecting my ST to my 130XE and transferring data via the parallel
port & the joystick ports 1&2 (i.e. port A of the PIA).

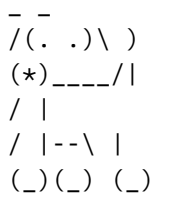
I timed via a stop watch, so it might not be the fastest transfer - I can't
say which end is the slower, but the ST port is supposed to be at least 3K/s
isn't it? So I figured that it was the 8bit letting it down.

I also send each byte 3 times, with only 7bits for the data, and the 8th bit
is for a strobe. I found that this was the most reliable transfer rate.
So therefore, you could say it was around 900cps - but an unreliable 900cps.

I am perfectly willing to share what I've done, just as soon as I have
finished making it a bit more presentable. It probably isn't the best way
of transferring data, but it's the only way _I_ can transfer files at the
moment. Oh, and it works...

Richard =8-]

--



Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

1631. Re: WTB: M.U.L.E. + quest. about loading

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-22 01:36:14 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ie4ef$stq@nic-nac.CSU.net>
Source record: 94170

```
Oh c'mon! It'
s not that hard to figure out! :)

It's: LIST "P:"

!

-bill
```

1632. Atari hardware blowout (sale or trade)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-22 02:10:05 UTC
From: jeking7@delphi.com
Message-ID: <BW7YsVd.jeking7@delphi.com>
Source record: 94172

I have the following extra 8bit hardware for sale or trade:

4 x stock Atari 800xl CPU's w/power and IO cable
4 x stock Atari 1050 disk drives w/power and IO cable
2 x stock Atari 1200xl CPU's w/power and IO cable
2 x stock Atari 800 CPU's w/power and IO cable
2 x Indus GT disk drives w/power and IO cable
1 x RARE TRAK AT-D4 360k disk drive w/slave and printer port (in box)
2 x stock Atari 65xe CPU's w/power and IO cable
2 x Atari 1025 nlq printers w/power and IO cable
2 x ICD (FTE) PR:C devices w/extra IO cable
3 slave CSS Multiplexor w/60 foot cable and all docs, disks, etc..
2 x Atari SX212 direct connect 1200baud modems
2 x Atari XEP80 80 column devices
5 x MIO preformatted Seagate ST225 20meg half height HD's
2 x MIO preformatted Seagate ST251 40meg half height HD's

Trades Wanted:

* Adaptec 4000a controller cards
* 20+meg SCSI hard disks
* tape backup system (Colorodo?) for PC w/software
* CD Rom (2x spin) for PC w/software
* 2 line phone (NO CORDLESS!)
Star NX-1000 NLQ printer
* Canon Bubble jet printer
* AD&D books/modules/accessories
* Upgraded 800xl (256k +)

Make reasonable cash or trade offers on anything listed above..

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

1633. Re: the Great PRO! board search

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-22 02:44:45 UTC
From: bernard@beco.link.xs4all.nl
Message-ID: <bernard.0474@beco.link.xs4all.nl>
Source record: 94171

Mark Leair (aa338@cleveland.Freenet.Edu) wrote:

> Could someone fill me in on this thread, seeing how I obviously missed it...
> I still run a Pro! BBS, although it is the last version that Ledbetter
> released...(I never upgraded my node after that)...

What is the version you are running ??
They are now at version 4.0b and version 5.0 is soon ready.....
If you like more info where to get the NEW PRO let me know and I will give
you the INFO...

Greetinx from Bernard Kok (Sysop Bernard of BECO TEL in the Netherlands)
I also run a PRO BBS version 3.1d

--
Bernard Kok BECO TEL (XL/XE support)
bernard@link.xs4all.nl Online : every day from 18-07 CET
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859

1634. Re: [?] Atari 8bit Logo cartridge docs, or maybe a list of keywords

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-22 03:31:18 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ieb66$4r7@nic-nac.CSU.net>
Source record: 94174
Cross-posted to: comp.sys.atari.8bit,comp.lang.logo

I wasn't aware until a few years back (when I saw (and tried to convert into Atari BASIC) a version of "Eliza" for it) that logo was more than a drawing language.

Does Atari logo support all of the "other" commands?!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX
Coming soon: my WWW home page!

1635. Re: 800XL flavors

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-22 03:43:34 UTC
From: ziggy29@rahul.net
Message-ID: <3iebt6$c19@hustle.rahul.net>
Source record: 94175

Rick_Michael_Cortese@cup.portal.com wrote:
: I haven't checked out every 800xl I've seen, but in general it seems like
: serial number is more important. For instance, if it's below 50,000 then
: it has everything but the OS & Basic ROM socketed so it's easier to upgrade.
: Downside=> it probably has a Stackpole Keyboard which are kind of mushy &
: revision B basic which a lot of people have problems with. Serial numbers
: from 100k-200k seem to have Alps Keyboards which I prefer, but the memory
: chips are soldered in making memory upgrades a pain. I've heard some of the
: later 800XLs had revision C basic, but I've not verified that myself. It's

Hmmm...the 800XL I just picked up at Goodwill is #358142. I don't know
what the significance is, but I'll know as soon as I can procure an
800XL power supply.

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Programmer/Analyst/Grad Student/ * GCS: !h s:+ !g au+ w+ C++$ v++ w+ U N++
* Husband/Net Geek/ASGX '65 Cabal * W po+ t+@ Y+ j++ B-- e+++ u** r+++ y+++

1636. Re: Piracy and FTP sites.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-22 03:43:47 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3iebtj$1aop@hearst.cac.psu.edu>
Source record: 94176

Tom Smailus (tom@ready.rsip.lsu.edu) wrote:

: If you can tell me who sells Bounty Bob Strikes Back, I'll gladly buy
: if off of them.

Best has this listed in their catalog.

By the way, have they gotten around to printing the new catalog yet?

--
Andrew K. Heller - Making the world safe once again.

Computer Engineering at The Pennsylvania State University
"The drinking University with a football problem"
heller@akh104.rh.psu.edu

1637. Re: BASIC rev C

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-22 03:47:31 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3iec4j$1aop@hearst.cac.psu.edu>
Source record: 94177

R. GORE (CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK) wrote:
: The PEEK for rev C BASIC is

: ? PEEK(43234)

: If a value fo 234 is returned you have version C, 96 is B and any
: other number is version A, but that was never installed on an XL.

: Does anybody know of a simple peek to tell whether you have
: a 130XE or an 800XL on line, without having to actually do some
: bank switching?

Does anybody know of any changes made in the 800XL os when it was
remastered for the later 130XE machines? As I recall, some 130XE's
don't have the complete keyboard test (taken from the 1200 days)
and they now have a complete 128k mem test. I would like to get a hold
of this rom and stick it in my 130XE.
--
Andrew K. Heller - Making the world safe once again.

Computer Engineering at The Pennsylvania State University
"The drinking University with a football problem"
heller@akh104.rh.psu.edu

1638. Re: [?] Atari 8bit Logo cartridge docs, or maybe a list of keywords

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-22 05:40:59 UTC
From: bh@anarres.CS.Berkeley.EDU
Message-ID: <3ieipb$e8f@agate.berkeley.edu>
Source record: 94179
Cross-posted to: comp.sys.atari.8bit,comp.lang.logo

kendrick@zippy.sonoma.edu (William Kendrick) writes:
>Does Atari logo support all of the "other" commands?!

8-bit Atari Logo was a brilliant piece of programming, fitting
just about everything into 16K of ROM cartridge.

There were a few compromises. Some primitives that ordinarily have long
names and abbreviations had only the abbreviation, so you had to type
CS, not CLEARSCREEN, for example. Some of the more advanced programming
aids are missing (CATCH, THROW, PAUSE, DEFINE, TEXT, TRACE, etc).

On the other hand, it has all the list processing stuff (FIRST and BUTFIRST
and all those), and it was the first Logo with the ability to set up a
"demon" that would carry out a given set of instructions when a certain
condition was met. (The Atari Logo demons were mainly about turtle
collisions and joystick buttons.) In a sense it was the first glimmer of
the ideas in Microworlds.

1639. Re: Early 8-bit history

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-22 06:27:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <22FEB199501272909@pavo.concordia.ca>
Source record: 94181

In article <3idlcs$gn@jobe.shell.portal.com>, jlodoen@shell.portal.com (Jeff M Lodoen) writes...
>I'm trying to find out when the 8-bits were shown to the
>general public. I've heard 1978, and then shipping the
>end of 1979.
>
>Were the 400 and 800 released at the same time? The 410, 810,
>and printers?
>
Check out Byte Magazine for 1978-79 - at that time Byte was more than just another PC rag. Lots of the earlier bytes are really good information on the low level stuff.

Dave

1640. How does AtariWriter.....

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-22 07:19:15 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950221231744.26067L-100000@PEAK.ORG>
Source record: 94180

How does AtariWriter put those little black characters on the screen?

They are little black boxes about the same size as the cursor?

Do they use DLIs?? Player-missile graphics???

Just curious....

James

1641. Re: Early 8-bit history

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-22 08:06:35 UTC
From: cmwagner@gate.net
Message-ID: <3ierab$1t85@tequesta.gate.net>
Source record: 94185

In article <3idlcs$gn@jobe.shell.portal.com>, jlodoen@shell.portal.com wrote:
: I'm trying to find out when the 8-bits were shown to the
: general public. I've heard 1978, and then shipping the
: end of 1979.

I thought Atari, Apple, and one of those other people release their first computers in '76? Am I mistaken? (Now I am curious).

--
cmwagner@gate.net http://www.gate.net/~cmwagner

1642. Re: Anythin to do with this HD?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-22 08:14:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Ro9Z0dY.lmcclure@delphi.com>
Source record: 94190

In a message dated 2-20-95, Itay Chamiel said:

"I just got a 40-meg hard disk, and I wanted to use it with
my Atari..The connections on the back look like this:
Edge connector, 10 each side. Another edge connector, this
one 17 pins per side. and a female connector,..."

You've just described an old ST-506 interface hard disk. It is neither
SCSI nor IDE.

"What hardware can connect this to my XE?"

You would need an Adaptec card (which allows ST-506 interface drives
to be connected to SCSI), and a SCSI controller, such as the MIO
or Black Box. Unless you get a very good deal on the Adaptec, and
already have an MIO, or get a very good deal on it as well, you
could just about buy a MIO-II and a newer, more reliable, IDE drive.

1643. 256K MIO & 320K 130XE for 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-22 08:20:33 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Ro2ZkBZ.lmcclure@delphi.com>
Source record: 94193

Since I would like to have an 800XL for greatest compatbility with most upgrades (including possibly the MARS 8), I have in the past offered to trade my 320K 130XE for an 800XL, with a suprising lack of success. (I thought I had a deal, but after many months, that person never contacted me again).

I am thinking of sweetening the deal by throwing in my 256K MIO (since I will likely be getting an MIO-II). However, for this, I think I would have to get one heck of an 800XL.

A unit with any extras, such as the Supervideo 2.1XL upgrade and audio upgrades already installed would be a plus, as would a RAMBO or Newell 256K upgrade to tide me over until I got a MARS 8.

The only caveat is that the 130XE needs work on the function keys, and because of that problem, I have not been able to fully test the MIO. However, as much of it as I have been able to test without access to the config menu does appear to work).

If you are interested in this trade, e-mail me with what you have to offer, and I'll mull over my options.

1644. Re: Parallel transfers

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-22 10:06:21 UTC
From: bjcorr@delphi.com
Message-ID: <9502220502591.DLITE.bjcorr@delphi.com>
Source record: 94182

>Ben, your Corvus is attached to JS 3-4 right? The reason is they are not
>electrically identical to 1-2. 3-4 actually have transistors in the oupput
>Whoops! Output, stage so they can work a little faster/harder. 1-2 are
>passive pull up devices. They have the equivalent of a 10k resistor
attached
>to the 5V supply with a single transistor that either shorts the thing to
>ground or allows it to put 5V on the output pin. They did this because a
>logic 1 for CMOS is at least 1/2 the supply voltage while ttl will accept
>something like 1.2V. This made JS 1&2 (actually the PIA chip itself) CMOS
>compatable with almost no drive capability, JS 3-4 ttl compatible. Probably
>one of the reasons JS 3-4 were used for bank switching.
>Rick
>
Well, that answers that question! I had no idea. Now I wonder, why did
Atari make JS 1&2 differently than 3&4? Why CMOS compatability for JS 1&2?
bjcorr@delphi.com

1645. Re: Damn, I forgot.. but while I'm at it... FlickerShade

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-22 10:44:51 UTC
From: benjya@jumper.mcc.ac.uk
Message-ID: <3if4j3$dp4@yama.mcc.ac.uk>
Source record: 94195

: Just put in some well-placed diodes.

I tried to do a SIO connect once and managed to blow a brand new 130xe
(that's how long ago it was <g>!

I didn't think of diodes, but it should work.

1646. Re: BIG VIRTUAL ATARI DISK FILES

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-22 10:46:12 UTC
From: benjya@jumper.mcc.ac.uk
Message-ID: <3if4lk$dp4@yama.mcc.ac.uk>
Source record: 94196

: >disk file to a new filename, then run the emulator and format the "new

Atari 8-bit emulator? Where can I get it?

Please mail directly back to me to ensure I read it (benjya@jumper.mcc.ac.uk)

1647. Re: CMC Demo

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-22 10:55:00 UTC
From: CONRADUS@PLEARN.EDU.PL
Message-ID: <199502221054.EAA17692@mail.cs.utexas.edu>
Source record: 94199

>I got ahold of the CMC_Demo (the "Volume Demo") from the archives and am
>interested in where the music was obtained.
>
>It looks like (just like HTT's "Big Demo" is) it's a collection of music
>stolen from games. Is this true? Where can one get these games?

The musics you specified have been composed with the "Chaos Music Composer"
(CMC). This program is very popular in Poland, so people often use it to
compose a soundtracks for their games. Most of music you specified have
been really extracted from games, but nobody seems to mind it. In fact,
the musics have been often "published" by their authors after a game is
released. It is considered like a kind of advertisement.

>Can anyone help me get ahold of the games / demos (since "Demo" is mentioned
>twice in the titles; you know, one assumes things :)) !?

>I'm quite interested in Darkness Hour for some reason; what is it about?
>Anything like Castlevania for the Nintendo (and arcade (I think))??

I suppose, that many of titles you specified are still available as commercial
products. Try to write to:

Mirage Software
ul. Jozwiaka 4
WARSZAWA
POLAND

Konrad
conradus@plearn.edu.pl

PS. The CMC musics are nice, but the beginning music from the demo called
"Bitter Reality" is simply genial.

1648. Re: My trip to the local "junk" electronics store

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-22 12:07:48 UTC
From: jeking@xmission.com
Message-ID: <3if9ek$sbt@news.xmission.com>
Source record: 94191

In article <3iehfj$hc6@hustle.rahul.net>, ziggy29@rahul.net (Tim Irvin) says:
>

>Living in Silicon Valley, we're lucky to have several. These places
>typically carry old electronic equipment of many types. There are,
>in fact, two such places within walking distance of each other in the
>Sunnyvale/Santa Clara area: Weird Stuff and HSC.

Man, are you ever lucky to be living in the Santa Clara, San Jose, Sunnyvale area.
I was in San Jose for a week during the last Internet World conference and hit those stores (with Mike of FTE) and was it ever cool. Weird Stuff not only carries hundreds of different computer items (Atari PC's, Atari ST, Atari 8bit, PC, DEC, Mainframes, etc.) but also carries
brand new boxed (discontinued) software for $.50 to $15.00/peice!

You must be practically neighbors with Mike Hohman of FTE...

>Now you may ask, "what the hell are you going to do with four working
>Atari 1010s?" I don't know, but at two bucks I can't pass up a bargain.
>:)

You sound like me.. I hit the local thrift stores here and buy up virtually all the Atari hardware
I can get my hands on (note my last Hardware blowout sale ad <grin>) -- but am now at the point where
I've exceeeded the space to hold it all..

1649. Re: setting textpro to 40 cols?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-22 12:37:33 UTC
From: winston@merk.com
Message-ID: <D4EJ2o.B64@merk.com>
Source record: 94183

On 18 February 18, 1995 at 21:47:53 GMT (4:47pm EST)
chaos@oo.com (Ed Heffernan) wrote:

EH> Greetings folks,
EH>
EH> I was wondering if anyone can help me with a small problem. I
EH> recently got the 1020 printer/plotter for my atari. As many people know,
EH> this is a 40 col printer.
EH>
EH> I have gotten TextPro from the UMICH archives, and found it to be
EH> a rather nice editor, however I cannot seem to find a way to set the
EH> output to the printer to be 40 cols. The doc.s tell me that i must press
EH> SELECT and X and then type 40, however when I have done this it only
EH> places a little black X on the screen, and that's it. <yes, i have tried
EH> it both ways, holding down select and then pressing x, and also pressing
EH> one key and then another.>
EH>
EH> Also, if no one can figure this out for me, does anyone suggest
EH> any other editors, word processors for the 8bit? Or if you have a
EH> rather nice one can you mail it to me?
EH>
EH> thanks,
EH> Ed Heffernan

All that SELECT does in TextPro is to put a character into its ASCII
high, reverse video state. TextPro reads inverse/reverse characters as
assignable "wildcard" bytes. The wildcard character usually has to be
defined first, before it can be used. For example, a common wildcard
assignment is to use [-SELECT-] [-E-] as a "transmit ESCAPE" character.
Thi is done by putting the [-SELECT-] character in column one, and then
giving it an assignment value. E.G.

[-SELECT-] [-E-] = 27 [-RETURN-]

[-SELECT-] [-E-] F [-SELECT-] [-E-] G <-- This turns on DOUBLE
STRIKE, EMPHASIZED, on an
EPSON MX/FX 80/100 for Near Letter Quality.

NOTE: The above is shown in "expanded" format. No spaces should
appear between keystrokes. The figure '[-' '-]' is used to
represent a keycap.

...when TextPro comes across the inverse/reverse "E", it now
substitutes an ESCAPE (decimal 27) character for it into the output stream.

What you are asking is --NOT-- a TextPro question. What you are asking is a --PRINTER-- question! What you need to know is what the table of Control Codes to drive an ATARI 1020 plotter are and, specifically, what the printer Control Code to place the plotter into text output mode is. Once you know that, outputting codes to drive the printer becomes a snap! Unfortunately, I have an EPSON MX, so I am unable to help....

Anybody out there have an ATARI 1020 plotter and a table of control codes?

1650. Re: VGA card (was: Ever a workable 80 column mod)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-22 13:47:24 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D4EMB1.3LM@nntpa.cb.att.com>
Source record: 94203

In article <199502211634.KAA29652@mail.cs.utexas.edu>,
Konrad Kokoszkiewicz <CONRADUS@PLEARN.EDU.PL> wrote:
>Richard Dell writes:
>
<deleted my references to various parallel options>
>
>You simply want to build a hardware XL emulator for PC. But I've got
>such a emulator yet; it is 100 % XL compatible and needn't any PC to
>run. It is my 65XE. So I would like rather to expand my Atari, than
>to buy a PC to expand such as emulator, because this looks much more
>expensive. What do you think, how many Ataris can you buy in Poland for
>a good PC? 30. So, I've got two computers yet, and I needn't any third.

Depends on what one calls good, but one can pick up old PCs
(limited junkers, more or less) for less than $100 versus a going
price for Atari's of the order of $25 to $35 (aside from flea
market and thrift shop specials at much much less).

The point, however, was not to suggest a cheaper solution, as an
PC board would end up running more, but something cheaper than the
Black Box type product, an alternative with hard drive
performance. Also, I like the idea of getting rid of extra boxes,
get everything in one case (as do those who mount Atari circuit
board in PC cases, along fith the floppies and such.

>
>>The second alternative is a dual port RAM setup which would allow
>>the Atari and the PC to have a relatively high speed
>>communications channel, sort of a super speed SIO2PC with it's own
>>protocol.
>
><many lines removed>
>
>Something like "PIO2PC", you mean? It have been done yet and I'll try to
>upload all necessary files to MERIT. It uses the PC as a hard drive,
>but there is no point to no expand the handlers then use the PC as a
>screen or, for example, a printer, real time clock etc.

Perhaps I misunderstand that last, but with screen and keyboard
handlers, one instantly has an 80 column high quality screen, and
whatever keyboard one uses with the IBM PC ... replacements for
screen hardware on the Atari, or the Flicker Term type product,
and the Transkey type product.

>
>Atari is connected to PC slot through relatively simply interace inserted

>into ECI. It uses 10 lines (except ground etc.):
>
>1) 8 data bits
>2) 2 unidirectional acknowledgements (signal: byte received)
>
>It has its own new-device handler residing in $D800-$DFFF area. All
>(ie three) registers are on page $D1. To communicate with the PC
>my handler uses a SIO-type protocol:
>
>1) XL command ---> PC
>2) XL <--- PC "command successful"
>3) XL data transfer <---> PC
>4) XL <--- PC "data transfer successful"
>
>Acknowledgement lines are automatically set and cleared, when a byte is
>received. In fact, Atari inserts a byte to the I/O port then waits until
>PC will receive it, then inserts next byte, then waits etc.
>
>PC handler has been written in Turbo Pascal. The Atari partitions are in fact
>the MS-DOS files. Originally, during reading/writing a file from Atari
>to the virtual partition, the data transfer reached about 20 kilobytes
>per second (with the 386DX/40MHz) and was limited by... PC. Now my
>friend has corrected the PC handler, so the data transfer reaches about
>30 kilobytes per second (with the same PC). Speed is limited by Atari and
>there is no way to make it faster, because XL has really fast and versatile
>handler. So I doubt, that 50 kilobytes per second will be really possible,
>unless we will accelerate the XL or make DMA for hard drive.
>

Wonderful!!! Please do get your documentation and software up
somewhere for public access!!!

The 50 Kbytes per second is the channel rate ... you probably are
getting that on your setup. As you mention, the limitation is
basically the Atari handling speed per byte, it having to move
each byte twice, once from the port to buffer, and then from
buffer to final destination. Thus, you probably are achieving a
transfer rate of the order of 50K bytes or better, if one hung a
'scope on the data channel.

The advantage of the dual port ram setup would be in this speed
area. It would then be possible to (depending on OS software and
such) only need to transfer the data once in the Atari, ifone
assigned the buffer to be the Atari side of the dual port RAM. It
could potentially (only potentially) lead to close to doubling the
effective transfer rate (the 30 K or so you are seeing).

The ideal setup, which might be do-able with fast enough memory
cycling, would be to have the entire base 64K of the Atari dual
ported into the PC. Like the idea that has been posted here of
having two 6502 processors sharing the same memory, only the PC

would access the non-active half of the memory cycle rather than another 6502.

Geez ... I better shut up or I'll talk myself into wire wrapping something up.

--
Richard Dell

1651. Re: Parallel transfers

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-22 14:13:35 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D4EnIo.4KG@nntpa.cb.att.com>
Source record: 94184

In article <FBWNCIUYUp@stingray.manawatu.gen.nz>,
Richard MORRIS <richard@stingray.manawatu.gen.nz> wrote:
>
<deletions about my asking for a bit more information>

>I'm connecting my ST to my 130XE and transferring data via the parallel
>port & the joystick ports 1&2 (i.e. port A of the PIA).
>
>I timed via a stop watch, so it might not be the fastest transfer - I can't
>say which end is the slower, but the ST port is supposed to be at least 3K/s
>isn't it? So I figured that it was the 8bit letting it down.
>
>I also send each byte 3 times, with only 7bits for the data, and the 8th bit
>is for a strobe. I found that this was the most reliable transfer rate.
>So therefore, you could say it was around 900cps - but an unreliable 900cps.
>

Is this bi-directional? or only from the ST to the Atari? If
bi-directional, I would point out that one of the trigger lines
can be turned the other direction, like the data lines. Designed
to be used for a strobe, can even toggle automatically when data
is written to the port.

>I am perfectly willing to share what I've done, just as soon as I have
>finished making it a bit more presentable. It probably isn't the best way
>of transferring data, but it's the only way _I_ can transfer files at the
>moment. Oh, and it works...
>
^^^^^^^^
The only real requirement that counts! <grin>. That, and it's
the one I can lay my hands on.

--
Richard Dell

1652. games & P.HACKNEY!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-22 15:14:33 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <10A394819D9@east-01.novell.leeds.ac.uk>
Source record: 94186

Yeah, sorry about the name mistake Mr HACKNEY but I still feel your comments about the 8-bit being dead are wrong!

Sure none of the big software houses create new 8-bit software, and very few shops still sell 8-bit software over the counter but that doesn't mean the format is dead!

Twice a year there is a computer show held in Stafford England, its called AMS (All Micro Show), if you paid a visit to that you would find five or six vendors still selling Atari 8-bit software and hardware, quite a lot of it is NEW stuff, some from continental Europe, some from within the UK and some from elsewhere. About 10,000 people visit the show each time and about 2,000 of these are Atari 8-bit users, by far the largest proportion for any single user base. The Atari stands are always crowded, right throughout the day, much more than the other stands. Somehow I don't think the Atari 8-bit is dead just yet! There is still a hardcore group of users, just as there is in the USA and I'm pretty sure they will agree with me that the 8-bit is not dead (without life - not living) yet!

The statement I gave about Red Rat not being able to find a distributor was published in a Page 6 or Atari User issue around the time Speed Run was released. Yes budget games did swamp the market but there was no real reason why Red Rat couldn't have jumped on the band wagon, Zeppelin launched later than Red Rat and produced some fantastic games. As I said you can still buy software and hardware, check out the Vendors/developers list for details. I recently posted my product range list to the Digest.

Finally, what do you mean why you ask me to point out a game on the 8-bit that is as good as a ST game. In terms of graphical appearance that is quite hard, in terms of playability (which is surely the most important factor) I suggest Star Raiders, M.U.L.E., Zybex, Draconus, need I go on?

RICHARD GORE

1653. 1010 and Keyboards

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-22 15:14:48 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <10A7FBB6E52@east-01.novell.leeds.ac.uk>
Source record: 94187

Here in the UK it is common knowledge that the first thing that goes wrong with a 1010 is the play button breaks. Many people suggested simply taking the 1010 apart and swapping the pause button (no use whatsoever) with the broken play button. I have seen a 1010 that has particularly sturdy buttons, perhaps there were several suppliers for these buttons?!

One of my 800XL keyboards has a PCB for the traces, not the usual plastic things. Is this usual?
I would just confirm that yes later 800XLs do indeed have BASIC rev C installed, well one of my PAL ones does! Don't know about the NTSC ones though.

RICHARD GORE

1654. Re: CMC Demo

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-22 15:48:06 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ifmbm$1ln@nic-nac.CSU.net>
Source record: 94188

Thanks Konrad! (PS- I feel really really stupid, but what do you mean by "simply genial" about the Bitter Reality demo?)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX
Coming soon: my WWW home page!

1655. Re: How does AtariWriter.....

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-22 15:51:22 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ifmhq$1qj@nic-nac.CSU.net>
Source record: 94189

One would guess PMGraphics.

If the Atari isn't able to have black PMGs show up on a Gr.0/8 screen, then they probably had a black screen covered in huge blue(?) PMGs.

I've never seen AW but in a magazine advertisement. I've got AW+ but never use it (waste of $50 ; got my modem at the same time and found TextPro!).

Oh well, if it were more DOS compatible and I could run it off of SIO2PC I might use it more. I miss the cool scrolling and print preview in TP.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX
Coming soon: my WWW home page!
Heehe.. "TP" ehhhe

1656. Re: My trip to the local "junk" electronics store

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-22 17:40:17 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <133398@cup.portal.com>
Source record: 94192

Tim, I can beat that story. At A to Z Wharehouse in S.J. they had palletes of 1010's, new in the box with power supplies, cables, everything for $5. I offered pick one up & ship at cost to anybody & only got a couple of takers. The owner finally got tired of seeing the Atari stuff just sitting there so she said I could have the entire collection of Track Balls, 820 printers, 1010's, etecetera for $150. I told her I couldn't get rid of that much stuff & gave her the B&C number. I think Bruce picked up a lot of it, but not all. I also bought & fixed a bunch of returned 1050's but sold off the better ones for $30 including shipping. Still have about 4 stocker's laying around that work, but not good enough to sell even at what it cost me to buy/fix/ship them. A to Z is no more, ACE on Bascom, another one of my favorite haunts is gone. I happy the new stuff is cheap, things like IDE/Floppy/I/O for $12, but it sure damaged the existing surplus vendors.
Rick

1657. Re: How does AtariWriter.....

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-22 17:59:28 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Feb22.125748.22543@wariat.UUCP>
Source record: 94194

(J. Wood asks about little black boxes in AtariWriter.)
I just got out my AtariWriter cart and tried to find what you are
talking about. There are a bunch of inverse characters. The screen
uses a custom display list and maybe a DLI to change the colors at the
bottom of the screen. Maybe you need to clean the flies off your
monitor.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

1658. Re: Parallel transfers

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-22 18:05:56 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D4Ey9z.Cnv@nntpa.cb.att.com>
Source record: 94114

In article <FBWNCIUYUp@stingray.manawatu.gen.nz>,
Richard MORRIS <richard@stingray.manawatu.gen.nz> wrote:
>In <D4Cx69.8oz@nntpa.cb.att.com> richard.b.dell wrote :
>
>>...
>>
>>I am wondering about the post with the thruput of the order of 300
>>bytes per second, whether that was a bit banging serial output.
>>That would be a clocking rate of 3000 cycles or so, reasonable for
>>a 6520 with no external pullups on such a capacitave load.
>
>I'm connecting my ST to my 130XE and transferring data via the parallel
>port & the joystick ports 1&2 (i.e. port A of the PIA).
>
<deletions>
>
>I also send each byte 3 times, with only 7bits for the data, and the 8th bit
>is for a strobe. I found that this was the most reliable transfer rate.
>So therefore, you could say it was around 900cps - but an unreliable 900cps.
>
aHmmm ... I wonder why it was unreliable. I would suspect rinigng
ong the lines, or the strobe pulse is getting to the other end of
the cable before the data pulses. I would suggest slowing things
down, probably by putting a series R, C to ground on the strobe
lines, to slow down the handshaking. This may be a case where
sloer is faster <grin>. But there should be no reason for data
errors, unless noise is being induced from someplace, other than
trying to read the data too quickly. Cabling could be a culprit,
if the strobe pulse is coupling to the other lines and changing
the instantaneous voltage of them. Slowing the strobe would help
this. Making sure the strobe is shielded from the other lines as
much as possible could also help ... if using ribbon cable, use a
few extra lines, and ground the ones adjacent to the strobe.

A possible combination might be a series 220 ohm resistor, and a
.01 uF capacitor, for an added 4.5 uS or so to the rise and fall
times, thus adding about 2 uS delay to the pulse. If using
program to generate the strobes, I would try delaying about 10 uS
or so. The added RC would cut down any ringing somewhat too.
Of course, this can be carried too far, depending on the receiving
logic ... logic frequently needs a rapid enough transition to
avoid the equivalent of contact bounce. The solution is using
schmidt trigger inputs, which are often part of line receiver
chips. But part of the attraction of joystick to printer port

connections is the no circuitry required aspect.

--
Richard Dell

1659. Re: Early 8-bit history

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-22 19:25:56 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3ig344$q0d@ccshst05.cs.uoguelph.ca>
Source record: 94197

: I thought Atari, Apple, and one of those other people release their first
: computers in '76? Am I mistaken? (Now I am curious).

Apple may have shown a few Apple I kits in 1976, but neither
Atari nor Apple showed their real computers until 1978.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Very funny Scotty! Now ... beam down my clothes!!!"

*** OLD BUT FUN COLLECTION ***
(Atari 7800, Atari Lynx, Sega Master System, Tandy Colour Computer 3)
==

1660. 256K MIO & 320K 130XE for 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-22 20:14:48 UTC
From: Michael.Fitzpatrick@flight.org
Message-ID: <486_9502230159@flight.org>
Source record: 94202

Yep! I'm interested but I have a question or two. What function keys are bad in the 130XE, did the 256 MIO work the last time it was hooked up, and lastly what are looking for with one heck-of-a 800XL?

* TheEdit v2.00g3
---------- -//- ----------
Internet: Michael.Fitzpatrick@flight.org
| FlightLine BBS 612.544.5118 <> note: the views of this |
| airline-generl.aviation-flsim <> user are strictly his own. |
---------- -//- ----------

1661. Re: 600 XL monitor connector

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-22 20:21:06 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3ig6bi$mf7@hearst.cac.psu.edu>
Source record: 94198

Matthias Belitz (belitz@genesis.informatik.rwth-aachen.de) wrote:
: Hello !!!

: Some days ago here were posting refering to the 600 XL. I was wondering
: about the upgrade to have a monitor jack . Do the USA-modells not have such
: a connector ? I've had three 600 xl's now, but all with monitor jack and
: there's this jack also printed in the original Atari-hardware-manuals 'I
: have.
: Of course, the single color-pin is not connected, but you have a composite
: signal and that will do !!!

Nope, no US versions I have seen have the jack.

How hard is it to convert PAL XL's to NTSC? Just flip GTIA?
I would like to get a hold of a 600xl with a jack already in it. =)

--
Andrew K. Heller - Making the world safe once again.

Computer Engineering at The Pennsylvania State University
"The drinking University with a football problem"
heller@akh104.rh.psu.edu

1662. RE: My Atari 800XL is BLEEDING!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-22 23:52:57 UTC
From: bob_s2@sfov1.verifone.com
Message-ID: <1995Feb23.065259.2913@sfov1.verifone.com>
Source record: 94200

In Article <3i95dt$4pr@nic-nac.CSU.net>
kendrick@zippy.sonoma.edu (William Kendrick) writes:
>AHH! YES! IT'S TRUE! I looked over at my 800XL just a moment ago and saw
>a oozing trail of thick red liquid on the right side! AHHH!! SOMEBODY SHOT
>IT!

NO! It's a miracle! Once the National Enquirer gets hold of this, you'll
have a line of worshipers strecthing from your door to Lourdes.

Bob

PS Do you think you could ask it to heal my ColecoVision?

1663. Building SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-23 02:45:57 UTC
From: rlcolli@ibm.net
Message-ID: <bR$IlGxOQgNE075yn@ibm.net>
Source record: 94201

My electronics building skill isn't the greatest, but I do know which end of the soldering iron to hold!!

Anyway, I have a simple question, which way do the capacitors go? I have the axial type, and they have a arrow, but I don't know which way it is to go.

TIA!

```
==============================================================================
R y a n 'G o z a r' C o l l i n s
------------------------------------------------------------------------------
"If you don't try to live in the future, then you're stuck | rlcolli@ibm.net
living in the present" -----------------

"What if your an Athiest who hates sex?" - Question asked in an Education class
on teaching Abstinence in the schools.
//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\
==============================================================================
```

1664. Re: Parallel transfers

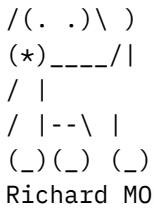
Newsgroup: comp.sys.atari.8bit
Date: 1995-02-23 06:20:00 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FBXTAIUWUp@stingray.manawatu.gen.nz>
Source record: 94204

In <D4EnIo.4KG@nntpa.cb.att.com> wrote :
>Richard MORRIS <richard@stingray.manawatu.gen.nz> wrote:
>>
><deletions about my asking for a bit more information>
>
>>I'm connecting my ST to my 130XE and transferring data via the parallel
>>port & the joystick ports 1&2 (i.e. port A of the PIA).
>>
>
>Is this bi-directional? or only from the ST to the Atari? If
>bi-directional, I would point out that one of the trigger lines
>can be turned the other direction, like the data lines. Designed
>to be used for a strobe, can even toggle automatically when data
>is written to the port.

It's bi-directional, although you have to flick a switch that goes from the
!BUSY line to ground, else the ST won't do anything (but the program checks
for this first).

Wish you would have told me this a while ago when I asked for help in this
area. Could you please mail/post how to use this trigger line? It would
be _very_ helpful!!! I know the trigger lines go to the GTIA (as I have an
800XL schematic - thanks yet again, Rick Cortese!)

Thanks,
Richard =8-]

--

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

1665. Re: How does AtariWriter.....

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-23 07:45:55 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950222234307.1725B-100000@PEAK.ORG>
Source record: 94105

On 22 Feb 1995, Russ Gilbert wrote:

> (J. Wood asks about little black boxes in AtariWriter.)
> I just got out my AtariWriter cart and tried to find what you are
> talking about. There are a bunch of inverse characters. The screen
> uses a custom display list and maybe a DLI to change the colors at the
> bottom of the screen. Maybe you need to clean the flies off your
> monitor.
> --
> Russ Gilbert, user of the UniBoard System @ wariat.org
> E-Mail: Russ.Gilbert@apk.wariat.org

Heh heh. Yeah...I do need to clean the monitor! I'm not at the Atari
at the moment, but it seems like when doing a SELECT-E (for example), the
"control character" printed is in a little black box for visual
emphasis. Perhaps someone more experienced with AW can answer....I can't
find my AW cart right now.

The question came up when I was reading (pitifully attempting to learn)
about color registers, possible on-screen colors, etc. I distinctly DO
remember seeing these little black inverse-boxed characters on the
screen, though. Then I wondered how they did it in a GR.0 text window.

James

1666. Re: games & P.HACKNEY!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-23 10:33:29 UTC
From: phackney@krisalis.demon.co.uk
Message-ID: <793535609snz@krisalis.demon.co.uk>
Source record: 94106

In article <10A394819D9@east-01.novell.leeds.ac.uk>
CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK "R. GORE" writes:

> Yeah, sorry about the name mistake Mr HACKNEY but I still feel your
> comments about the 8-bit being dead are wrong!

No need to shout Mr GORE.I feel they are dead in the UK.Maybe 'on life suppor-
t' would be a better description!Let's agree to disagree!

> Sure none of the big software houses create new 8-bit software, and
> very few shops still sell 8-bit software over the counter but that
> doesn't mean the format is dead!

As I said;it's on life support.

> Twice a year there is a computer show held in Stafford England, its
> called AMS (All Micro Show), if you paid a visit to that you would
> find five or six vendors still selling Atari 8-bit software and
> hardware, quite a lot of it is NEW stuff, some from continental
> Europe, some from within the UK and some from elsewhere. About
> 10,000 people visit the show each time and about 2,000 of these are
> Atari 8-bit users, by far the largest proportion for any single user
> base. The Atari stands are always crowded, right throughout the day,
> much more than the other stands. Somehow I don't think the Atari 8-bit
> is dead just yet! There is still a hardcore group of users, just as
> there is in the USA and I'm pretty sure they will agree with me that
> the 8-bit is not dead (without life - not living) yet!

I'm glad to hear that there are still some shows about - I used to attend the
Atari shows in the 80's.But 2000 people isn't brilliant;twice as many watch
Lincoln City play football,know what I'm saying?

> The statement I gave about Red Rat not being able to find a
> distributor was published in a Page 6 or Atari User issue around the
> time Speed Run was released. Yes budget games did swamp the market but
> there was no real reason why Red Rat couldn't have jumped on the band
> wagon, Zeppelin launched later than Red Rat and produced some
> fantastic games.

Zeppelin also produced some terrible stuff,remember Fantastic Soccer?I know
about Red Rat's distribution problems;i read the same mags.I also remember all
the fuss about Little Devil which was totally unjustified.Incidently,Hades in
that game was blue on my 130xe for some reason-any ideas?Regarding your
comments about "jumping on a band wagon",there are a lot of financial
considerations which do not allow one to jump upon a band wagon as easily as
you suggest.

> As I said you can still buy software and hardware,
> check out the Vendors/developers list for details. I recently posted
> my product range list to the Digest.

Yeah,did you have a game called Jawbreaker for sale?I seem to remember it being a pac-man clone which came in a bundle with other games like Cannibals. Was it Microdeal who did them?I can't remember off hand.

> Finally, what do you mean why you ask me to point out a game on the
> 8-bit that is as good as a ST game. In terms of graphical appearance
> that is quite hard, in terms of playability (which is surely the most
> important factor) I suggest Star Raiders, M.U.L.E., Zybex, Draconus,
> need I go on?

I said SOFTWARE not games specifically.But I can suggest Doom,Populous,Lemmings,Sensible Soccer,need I go on?I think Zybex had average gameplay,great music ,great graphics.Draconus was superb though I never really enjoyed Star Raiders. My favourites were:

International Karate
Basil The Great Mouse Detective
Decathlon
Goonies
Zorro
Bruce Lee
Donkey Kong series
Spy vs Spy series
Polar Pierre
Ollies Follies
Scooter
Draconus
Popeye
The list is endless(and changes every time i remember another game such as Rebound(great in 2-player).

Cheers,
--
P. Hackney

1667. Re: SAVE TAX DOLLARS!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-23 11:27:26 UTC
From: wturner@acorn.co.uk
Message-ID: <3ihreu$709@acorn.acorn.co.uk>
Source record: 94107
Cross-posted to: comp.sys.apple2.usergroups,comp.sys.arm,comp.sys.atari.8bit

In article <3i1ob6$1lk@kocrsv08.delcoelect.com> c1inib@kocrsv01.delcoelect.com (Nigel Barrett) writes:

>
>In article <3i0g7i$b97@crl10.crl.com>, joko@crl.com (Joe Kohn) writes:
>> Gimme an S.
>> Gimme a P.
>> Gimme an A.
>> Gimme an M.
>>
>> What's that spell? What's that spell? What's that spell?
>
>Smap.

Maps.

William

|\ _,,,---,,_ Software Engineer,
ZZZzz /,`.-'`' -. ;-;;,_ Acorn Computers Ltd,
|,4-))-,_. ,\ (`'-' Cambridge, England.
'---''(_/--' `-'_) Email: wturner@acorn.co.uk

1668. SIO2PC with SpartaDos

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-23 12:15:34 UTC
From: jeking7@delphi.com
Message-ID: <BO7aMJm.jeking7@delphi.com>
Source record: 94108

Help! Last night, I finally acquired an SIO2PC cable for use between
my MUX based Atari system(s) and my 486DX2/66. Since I already
have 800meg on my Atari(s), I'm curious as to how I can create
a 16meg image on the PC, and FORMAT it in SpartaDos format - then
dump an entire 16meg atari partition over to the PC?

So far, I've only been able to create and format floppy (up to 720k)
sized partitions - as there doesnt appear to be a Spartados based
utility that will format a 16meg partion (except for my MIO stuff, but
it wont work on one of these mirrors).

Any help appreciated.

--James King
jeking7@delphi.com
--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

1669. Re: How does AtariWriter.....

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-23 12:37:51 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <3ihviv$otk@usenet.INS.CWRU.Edu>
Source record: 94109

(J. Wood asks about ATW black boxed Graphics 0 letters.)
Ok, now I see what you're talking about SELECT E and SELECT H
do put a black boxed letter on the screen. ATW was my first
word processor, paid $80 for it. I soon switched to Paper
Clip, so you're right, I haven't used it for years. Very
user friendly. I'm 90% positive the black box letters are
done with a DLI. If you want to play with custom display
lists, I wrote a program to make BASIC lines to make any
custom DL you like. ANALOG had a similar DLI maker, that
had a published bug, but once fixed was fun to experiment
with DLIs with it. If you want one or both, I'll uuencode
and send them to you. I really don't think the black inverse
letters are PMGs. All that is necessary is to change one
color register to make those letters, but my limited knowlege
of DLIs relates to changing a color register for an entire
display line. I don't know how to segment a line like
John Harris does, it requires exquisite timing.
Russ Gilbert
Russ.Gilbert@apk.wariat.org
(calling from hard to get on cb541@cleveland.freenet.edu)

1670. Re: SIO2PC with SpartaDos

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-23 12:47:24 UTC
From: jasond@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3ii04s$sln@kendall.mdcc.edu>
Source record: 94110

James King (jeking7@delphi.com) wrote:
: Help! Last night, I finally acquired an SIO2PC cable for use between
: my MUX based Atari system(s) and my 486DX2/66. Since I already
: have 800meg on my Atari(s), I'm curious as to how I can create
: a 16meg image on the PC, and FORMAT it in SpartaDos format - then
: dump an entire 16meg atari partition over to the PC?
:
: So far, I've only been able to create and format floppy (up to 720k)
: sized partitions - as there doesnt appear to be a Spartados based
: utility that will format a 16meg partion (except for my MIO stuff, but
: it wont work on one of these mirrors).

I seem to remember this being kind of tricky. What I had to do was create a custom double density disk with 65535 sectors, and assign it to drive 3 or 4. Then I would use the "HDFORMAT" (I believe that's the name) command to format it. The catch is that sometimes HDFORMAT will not be able to determine how big the partion you just created is. I think I had to create the partition first, and then install my DOS disk image.

If this fails to work for you, I'm pretty sure I have a zipped up 16-meg partition file in storage somewhere (I stashed it just to save myself the time and hassle...)

Let me know if you have any further problems.

Jason
root@kendall.mdcc.edu

1671. Re: BASIC B and MIO Ramdisk

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-23 14:52:30 UTC
From: eyvind@pvv.unit.no
Message-ID: <EYVIND.95Feb23155230@jones.pvv.unit.no>
Source record: 94111

In article <1995Feb21.133649.597@wariat.UUCP> Russ.Gilbert@apk.wariat.org (Russ Gilbert) writes:

> (Bill Marcum asks for examples of what would cause A and C versions of
> Atari BASIC to hang, but not B.0
>)
> No, I can't put my finger on it. I started out with version B in my
> first 800xl. It would hand, I would loose the program by a bunch of
> numeric gibberish taking the place of code if I LISTed, my first large
> (fairly) project, I lost a big revision because the LISTed file would
> not ENTER. Sometimes variables don't 'Take' and you have to change the
> variable name. It is just that when I work in version A or C, I get
> 'stuck' (the system hangs) more often and at worse times, (meaning the
> longer you work with SAVEing or LISTing, the more likely a hang will
> occur.) I know this is totally unscientific and many will consider it
> a matter of misguided opinion. But I have spent 100s of hours doing
> things in Atari BASIC and am really convinced of the correctness of
> what I am saying (B hangs less and less anoyingly than A or C.)

I typed in *every* Atari 8-bit related program Compute! ran for a
period of around two years (+/- some issues which I missed), and have
never had BASIC crash. Revision C-equipped 800XL (bought in the UK,
in case that makes a difference). Don't know if revision B crashes
any less than never, but I somehow doubt it ;)
--
Eyvind Bernhardsen

1672. BASIC rev A,B or C?!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-23 14:52:34 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <122A10F27E5@east-01.novell.leeds.ac.uk>
Source record: 94112

Whats all this about BASIC rev C hanging?

I have a rev C 800XL and I have programmed in BASIC extensively and
it has never (I repeat NEVER) hung on me! Sure I've crashed it by
poking the wrong number in the wrong place but it has never hung
by itself, or due to any keypress.

I did once buy a 130XE that would lock up after pressing the return
key 3 or 4 times. I checked and it had rev C BASIC. I tried it using
Turbo BASIC and it worked perfectly so I came to the conclusion it had
a faulty BASIC ROM. It was still under guarantee (in warranty) and so
i returned it to where I bought it from. They said there was nothing
wrong with it, I insisted there was and in the end they did replace
it.
Now I wonder, it may sound silly but are there two rev C BASICs? or
maybe there are just some faulty BASIC ROMs about?

RICHARD GORE
chmrig@cs.utexas.edu

1673. BASIC A,B,C's

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-23 15:26:49 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9502240922.AA10331@emh.kunsan.af.mil>
Source record: 94113

> occur.) I know this is totally unscientific and many will consider
> it a matter of misguided opinion. But I have spent 100s of hours
> doing things in Atari BASIC and am really convinced of the
> correctness of what I am saying (B hangs less and less anoyingly
> than A or C.)
> --
> Russ Gilbert, user of the UniBoard System @ wariat.org
> E-Mail: Russ.Gilbert@apk.wariat.org

Can I just put a bullet in this thread? Bill Wilkenson, in his
COMPUTE! column, talked about the A, B, and C Basic revs at some
length. Basically...

Rev.A: Bug in the "delete line" code.
Rev.B: Rev.A bug fixed, but "add line" code messed up. Since you add
lines of code more often than you delete them, this bug is
actually worse. Also introduced the infamous expanding
program bug.
Rev.C: ALL bugs fixed!

--
Clay Halliwell | ATARI XL/XE DO + THE
ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
Lonersoft ... Solutions you don't want, for problems you don't have!

1674. SIO2PC on a 12meg 486

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-23 16:34:07 UTC
From: James King <jeking7@delphi.com>
Message-ID: <Bcx6s1n.jeking7@delphi.com>
Source record: 94115

Does SIO2PC only use 640k ram - or is it capable of using extended and expanded memory?

I have 12meg ramon my 486dx2/66, but when I try to create a 1-6meg image file in ram, I get an insufficient memory error.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

1675. Re: [?] Atari 8bit Logo cartridge docs, or maybe a list of keywords

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-23 16:50:39 UTC
From: e89dh@efd.lth.se
Message-ID: <3iied0$o8k@nic.lth.se>
Source record: 94123
Cross-posted to: comp.sys.atari.8bit,comp.lang.logo

Is there any Logo carridges avalible by someone/company?
--
David Hultgren, Space Eng.

Co: Paulsson
Lillekrok 8
S-22738 Lund
SWEDEN

1676. Re: SIO2PC with SpartaDos

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-23 17:30:54 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3iigoe$7is@nic-nac.CSU.net>
Source record: 94125

Hmm.. there is no drive setup util for SpartaDOS? Under MyDOS you just
set up the drive as high capacity, 65536 sectors, double density, and then
format it. Of course, MyDOS needs to be reminded of this setup which is kinda
dumb, but oh well.. '78/79 technology.. :^/

1677. Re: How does AtariWriter.....

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-23 17:33:35 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3iigtf$7nl@nic-nac.CSU.net>
Source record: 94126

It is EXTREMELY difficult to get a DLI to change colors more than once per line! It has been done; look at the small Our5oft demo or the intro to the Sweet Illusions demo; but these are the only two places they've occured.

I'm 99% positive they must be PMgraphics.

-bill!

1678. Re: [?] Atari 8bit Logo cartridge docs, or maybe a list of keywords

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-23 18:36:25 UTC
From: mill0440@gold.tc.umn.edu
Message-ID: <D4Gu7p.LuG@news.cis.umn.edu>
Source record: 94116
Cross-posted to: comp.sys.atari.8bit,comp.lang.logo

In <3ieb66$4r7@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu (William Kendrick) writes:
>I wasn't aware until a few years back (when I saw (and tried to convert into
>Atari BASIC) a version of "Eliza" for it) that logo was more than a drawing
>language.
>
>Does Atari logo support all of the "other" commands?!

Ataris logo is based closely on Apple logo, the difference is about two more commands that Apple logo does not have. I have one set of docs, and two cartrages. If I looked I might be able to find more, but they aren't forsale (yet) but if you are ever going to be in Minnesota maybe you can look at them and do some photocopying.

I would recomend though that you check out a library, for anything on Apple or Atari logo. If there is an Apple // users group around your place that would be a good place to start.

1679. Re: best atari games

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-23 20:30:00 UTC
From: WKT101@psuvm.psu.edu
Message-ID: <95054.153000WKT101@psuvm.psu.edu>
Source record: 94117

I take it you've never played Rescue on Fractalus, that game was great!!
Unfortunately, my copy of it was destroyed... if ANYONE has a copy they'd
be willing to sell, or know where I can find one, let me know!! Thanks.

1680. Re: Parallel transfers

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-23 20:40:12 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <133473@cup.portal.com>
Source record: 94118
Body handling: HTML body converted to readable text

Ben; this is sort of bashing for public consumption, but it wasn't really Atari's decision to have the two different types of output on the chip. I think we can lay that one directly on Commadore or maybe the folks at Motorola who did the 6820 chip. I don't know for sure who came up with the first PIA style chip. Atari probably just went with the flow rather then design their own chip like they did with POKEY, GTIA, etc. As Richard Dell pointed out, there's as many problems created by working around the design as there are solutions. Do things like put pull up resistors in the output stage in addition to the internal ones & run the risk of there already being pull up resistors in the device you'e attaching it to.
The PIA port A doesn't just come straight out either, they run it through a resistor <220 Ohms?> and an inductor. There's also a capacitor in there that Richard calculated the charge time for. It's just an opinion, but if you didn't have all this gunk in there everytime you plugged in a JS it would effectively be a broadcast antenna. I'd guess the way a real engineer would do it is to have a CMOS buffer chip like a 4049 or 4050 in any design they do from the JS out. If Atari would have wanted to, they probably could have added an I/O buffer stage in between the PIA chip & all the RFI stuff, but they got cheap!
Rick

1681. 8-bit technical docs

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-23 22:29:15 UTC
From: sclawson@sal.cs.utah.edu
Message-ID: <3ij27r$3n1@magus.cs.utah.edu>
Source record: 94119

Would anyone out there have a copy of "The 400/800 Technical
Reference Manual", "De Re Atari" or perhaps "The Atari 400/800 Operating
System Source Listing" (all put out by Atari in some form or another),
or "Master Memory Map for Atari 400/800 Computers" by Robin Alan Sherer
(1982 Educational Software), or the SAMS Computerfacts
technical/repair guides on Atari hardware that you don't want anymore?
If nobody would like to sell one, perhaps someone could photocopy
them for me? (If there is still some place selling them then I'd be
grateful to find out where they are of course.)

thanks,

steve

--
// stephen clawson sclawson@schnapps.cs.utah.edu
// university of utah

1682. Re: 800XL flavors

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-23 23:48:32 UTC
From: ziggy29@rahul.net
Message-ID: <3ij6sg$36d@hustle.rahul.net>
Source record: 94120

I hate following myself up, but it's occasionally necessary...

Tim Irvin (ziggy29@rahul.net) wrote:
: Rick_Michael_Cortese@cup.portal.com wrote:

: [...]

: Hmmm...the 800XL I just picked up at Goodwill is #358142. I don't know
: what the significance is, but I'll know as soon as I can procure an
: 800XL power supply.

Well, #358142 is definitely revision C, as typing ?PEEK(43234) yielded
a value of 234.

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Programmer/Analyst/Dino Jockey/ * GCS: !h s:+ !g au+ w+ C++$ v++ w+ U N++
* Husband/Net Geek/ASGX '65 Cabal * W po+ t+@ Y+ j++ B-- e+++ u** r+++ y+++

1683. WTT:800XL/Omnimon/Happy1050 for your Lynx

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-23 23:48:50 UTC
From: mstclair@iac.net
Message-ID: <3ij6t2$a5o@little-miami.iac.net>
Source record: 94121

Help me play Comlynx games! I need an extra Lynx.

So, I will trade an 800XL, with OmnimonXL and the switch selector, and a
Happy-ized 1050 drive, and an Impersonator cart backup system for *one*
Lynx (but preferable one with a goody or two [READ: Comlynx cable, carts]).

Any takers?

--

| Mike St. Clair | mstclair@iac.net | "You want some more, well |
| here's some more!" - Frank Zappa |

1684. Re: SIO2PC on a 12meg 486

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-23 23:52:46 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ij74e$r1b@nic-nac.CSU.net>
Source record: 94122

James james james..

Using extended memory is kinda a bitch to do on this "640K is all anyone'll need" IBM platform.

You've gotta do access via hard drive for >~500K disk images. Besides, I think (at least on my PC with the "15 seconds to load EDIT" hard drive/CPU) it's a lot quicker to say "ok, use that file" rather than "please, take forever to load it; and then to save it when i quit!" :)

-bill!

1685. Re: SIO2PC on a 12meg 486

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-24 01:20:13 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <133483@cup.portal.com>
Source record: 94124

JK; what version of sio2pc are you running? I think 3.17 & 3.19 both just
go to a disk file with the "force physical access" set. This happens
even if you've just a 'k or so short of enough ram to use put it in memory.
You could always try a 12 meg ramdisk on the clone. Matter of fact, now
that I think about it I'm going to try it right now. A friend made a
tempory trade, his Toshiba lap top for my 5Hp log splitter.
Rick

1686. Compucat Closeout

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-24 02:00:12 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <133484@cup.portal.com>
Source record: 94127

Just got back from the Compucat WWW sale. Neal has a couple of interesting
8 bit items there. Stuff may be one of a kind, but nothings over a $1
and some of the stuff, like Basic XL for a buck seems like a good deal.
He's also got some technical manuals like the 850 Field Service Manual,
Mapping the Atari, ... all for a dollar or less. Ditto for 825<#?>
printer ribbons $.25 each.
Rick

1687. Re: Parallel transfers

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-24 02:28:17 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D4HG75.3Bn@nntpa.cb.att.com>
Source record: 94128

In article <FBXTAIUWUp@stingray.manawatu.gen.nz>,
Richard MORRIS <richard@stingray.manawatu.gen.nz> wrote:
>In <D4EnIo.4KG@nntpa.cb.att.com> wrote :
>>Richard MORRIS <richard@stingray.manawatu.gen.nz> wrote:
>>>
>><deletions about my asking for a bit more information>
>>
>>>I'm connecting my ST to my 130XE and transferring data via the parallel
>>>port & the joystick ports 1&2 (i.e. port A of the PIA).
>>>
>>
>>Is this bi-directional? or only from the ST to the Atari? If
>>bi-directional, I would point out that one of the trigger lines
>>can be turned the other direction, like the data lines. Designed
>>to be used for a strobe, can even toggle automatically when data
>>is written to the port.
>
>It's bi-directional, although you have to flick a switch that goes from the
>!BUSY line to ground, else the ST won't do anything (but the program checks
>for this first).
>
>Wish you would have told me this a while ago when I asked for help in this
>area. Could you please mail/post how to use this trigger line? It would
>be _very_ helpful!!! I know the trigger lines go to the GTIA (as I have an
>800XL schematic - thanks yet again, Rick Cortese!)
>

Probably one of those times I was two weeks behind reading the
posts, unlike the last week or two when I have been getting time
daily, just about.

Anyways, digging out the spec bookcs, it is worth noting that
there is a bit more difference between the 6820/6520 and the 6821
than just the I/O differences between the two ports. The 6820
seems to have been designed with one input port (the A port) and
one output port (the B port) in mind. These two control lines
have different behavior between the two ports when set to
handshaking mode.

First lets cover the port differences. The B port was designed to
be primarily an output port, and is able to directly drive the
base of an output transistor with no intervening resistor (these
are, after all, only smart controllers, not _REAL_ computers
<grin>) It will supply 1.5 mA at an output voltage of 1.5 volts
(the base voltage of a darlington pair). Also, though I am hazy

in reading this one reference I have at hand (not a complete spec sheet for the 6820 .. I have those around _someplace_ though) which says that a B port pin assign to an output becomes a tri-state during an input operation. I think this is trying to say that the resistive type pullups on the A port are always there, while the B port has no pullups if used as an input. I vaguely remember something about that. No specs in this reference about the A port resistive pullups.

The 6821 appears to function (more or less) identically, which is contrary to what I aluded to before, and makes me really want to dig out a real 6820 spec sheet someplace. I know I have a board for some sort of DA type work that said it would only work with 6820s, not 6821s. The 6821 spec does say that it both ports are capable of driving two standard TTL loads, perhaps in the 6820 the A port has whimpier sink transistors and can only drive one TTL load ... I'll have to find out now.

So, for the 6821 since I have that spec sheet, the A type lines as inputs source (typically) 1.3 mA at input voltage of .4 V. My math says this is equivalent to a 3.5 K pull up resistor. (wait .. this might be the difference tween a 6820 and 6821 .. the output A port transistors could be 50 % larger to absorbe this extra current). The B port as input is tri-state, with only leakage current. As outputs, for the 6821, will sink 3.2 mA at an output voltage of .4 volts (two TTL loads), both the A and B ports for the 6821.

Handshaking lines, CA1, CA2, CB1, and CB2. CA1 and CB1 input only, with the control being two bits (0 and 1) in the corresponding control register. Bit 1 for polarity control, and bit 0 for interrupt enabling. The ones that start this train of thought, CA2 and CB2, are controlled by three bits (bits 5, 4, and 3). Bit 5 is the direction, 0 for input, 1 for output. As input, bit 4 sets polarity, 0 for negative edge, 1 for positive edge, and bit 3 sets the IRQ output response, 0 for disabled, 1 for enabled. As output (bit 5 high):

bit 4 bit 3 CB2
0 0 low on the positive transistion of the E pulse
handshake following an MPU write of the B data register.
mode high when the active edge of CB1 acknowledges.

0 1 low on the positive transition of the E pulse
pulse following an MPU write. high on the first E pulse
mode after the part is deselected.

1 0/1 programmed output mode, the output follows the 3
bit.

CA2
0 0 high on the active transition of the CA1 input.

handshake low on the negative transition of the E pulse after
mode an MPU read of the A register.

0 1 low on the negative transition of E after an MPU
pulse read of the A data register. high on the negative
mode transition of the first E pulse after the part is
deselected.

1 0/1 programmed output mode, the output follows the 3
bit.

Note that handshake mode is oriented to reads of the A port, and writes of the B port. I suspect, if using the A port for output, that all one has to do is read the port directly after writing it. Similarly, if using the B port for input, one could just write the port after reading it (which stores in an internal register, isolated from the I/O pins if it is an input pin). Programmed output mode, of course, gives one complete control over the transitions, and is the one I would tend to try using if I was flipping directions around (so I would _know_ what the darn bit was doing at all times).

Also note that as inputs the CA/B 1/2 lines are edge triggered. I would not read the port right away if I suspected ringing on the lines, but wait a few microseconds for the data to settle before reading it. A few NOPs to slow things down might work nicely to make things more reliable.

--
Richard Dell

1688. SIO2PC ram usage

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-24 02:46:27 UTC
From: James King <jeking7@delphi.com>
Message-ID: <pi54M5j.jeking7@delphi.com>
Source record: 94129

I have a 486 DX2/66mhz with 12meg ram, yet when I try to create
a 1meg image, (or less), I get an out of memory error from SIO2PC.

Does SIO2PC only use 640k and nothing beyond? This is really
frustrating.

What a waste of 12meg ram!

--James King
jeking7@delphi.com
--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

1689. Re: 8-bit technical docs

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-24 04:08:34 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3ijm42$1iba@hearst.cac.psu.edu>
Source record: 94130

Steve Clawson (sclawson@sal.cs.utah.edu) wrote:
: Would anyone out there have a copy of "The 400/800 Technical
: Reference Manual", "De Re Atari" or perhaps "The Atari 400/800 Operating
: System Source Listing" (all put out by Atari in some form or another),
: or "Master Memory Map for Atari 400/800 Computers" by Robin Alan Sherer
: (1982 Educational Software), or the SAMS Computerfacts
: technical/repair guides on Atari hardware that you don't want anymore?
: If nobody would like to sell one, perhaps someone could photocopy
: them for me? (If there is still some place selling them then I'd be
: grateful to find out where they are of course.)

B&C use to have them the OS notes and De Re Atari and the 1200XL update
notes.

If they don't have em BEST has to have them.

--
Andrew K. Heller - Making the world safe once again.

Computer Engineering at The Pennsylvania State University
"The drinking University with a football problem"
heller@akh104.rh.psu.edu

1690. Re: How does AtariWriter.....

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-24 05:11:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <24FEB199500115398@pavo.concordia.ca>
Source record: 94137

In article <3ihviv$otk@usenet.INS.CWRU.Edu>, cb541@cleveland.Freenet.Edu (James R. Gilbert) writes...
>
>(J. Wood asks about ATW black boxed Graphics 0 letters.)
>Ok, now I see what you're talking about SELECT E and SELECT H
>do put a black boxed letter on the screen. ATW was my first
>word processor, paid $80 for it. I soon switched to Paper
>Clip, so you're right, I haven't used it for years. Very
>user friendly. I'm 90% positive the black box letters are
>done with a DLI. If you want to play with custom display
>lists, I wrote a program to make BASIC lines to make any
>custom DL you like. ANALOG had a similar DLI maker, that
>had a published bug, but once fixed was fun to experiment
>with DLIs with it. If you want one or both, I'll uuencode
>and send them to you. I really don't think the black inverse
>letters are PMGs. All that is necessary is to change one
>color register to make those letters, but my limited knowlege
>of DLIs relates to changing a color register for an entire
>display line. I don't know how to segment a line like
>John Harris does, it requires exquisite timing.
>Russ Gilbert
>Russ.Gilbert@apk.wariat.org
>(calling from hard to get on cb541@cleveland.freenet.edu)
I doubt an Atari issue product would use segmented DLIs - DLIs as a rule are prone to timing errors when the keyboard is read, a rather awkward situation for a word processor.

My guess is that the whole screen has a PMG underlay - all the PMGs ready to show, color set to black. Individual bits would be set according to the need of the program. The cursor would be done the same way.

If they really wanted to get fancy, they could control the PMGs via a DLI and get rid of the reserved memory required; just keep a pixel map to poke into the appropriate register for each line.

Dave

DA_PATE@pavo.concordia.ca

1691. Re: 8-bit technical docs

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-24 05:17:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <24FEB199500171854@pavo.concordia.ca>
Source record: 94131

In article <3ij27r$3n1@magus.cs.utah.edu>, sclawson@sal.cs.utah.edu (Steve Clawson) writes...
> Would anyone out there have a copy of "The 400/800 Technical
>Reference Manual", "De Re Atari" or perhaps "The Atari 400/800 Operating
>System Source Listing" (all put out by Atari in some form or another),
>or "Master Memory Map for Atari 400/800 Computers" by Robin Alan Sherer
>(1982 Educational Software), or the SAMS Computerfacts
>technical/repair guides on Atari hardware that you don't want anymore?
>If nobody would like to sell one, perhaps someone could photocopy
>them for me? (If there is still some place selling them then I'd be
>grateful to find out where they are of course.)
>
>
>thanks,
>
>steve
>
Try Best Electronics (check the Dealers list, posted monthly around the 15th).
I got a copy there last summer of the OS Source code etc. for $15; De Re
costs about the same. Brad seems to have everything.

Dave Paterson

DA_PATE@pavo.concordia.ca

1692. Re: SIO2PC ram usage

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-24 05:19:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <24FEB199500191846@pavo.concordia.ca>
Source record: 94132

In article <pi54M5j.jeking7@delphi.com>, James King <jeking7@delphi.com> writes...
>I have a 486 DX2/66mhz with 12meg ram, yet when I try to create
>a 1meg image, (or less), I get an out of memory error from SIO2PC.
>
>Does SIO2PC only use 640k and nothing beyond? This is really
>frustrating.
>
>What a waste of 12meg ram!
>
SIO2PC will work on a 8088, so it won't read anything over 640k. But, on the
plus side, just open a DOS box under OS/2 to run SIO2PC, then you've still got
11+ megs to play with for your other applications.

Dave

DA_PATE@pavo.concordia.ca

1693. Re: CMC Demo

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-24 05:29:12 UTC
From: rlziegler@aol.com
Message-ID: <3ijqr8$imt@newsbf02.news.aol.com>
Source record: 94133

I got this demo as soon as I read the first post about it, and was very impressed.. What I want to know how to get the CMC program. Does it run on NTSC machines properly?

1694. Re: RE: 600 XL monitor connector

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-24 05:49:31 UTC
From: bjcorr@delphi.com
Message-ID: <9502240041591.DLITE.bjcorr@delphi.com>
Source record: 94134

>Hello !!!
>
>Some days ago here were posting refering to the 600 XL. I was wondering
>about the upgrade to have a monitor jack . Do the USA-modells not have such

>a connector ? I've had three 600 xl's now, but all with monitor jack and
>there's this jack also printed in the original Atari-hardware-manuals 'I
>have.
>Of course, the single color-pin is not connected, but you have a composite

>signal and that will do !!!
>
>Matt
>
Alas, sadly the US 600XL's do not have a monitor jack, but most have the
traces for monitor output on the motherboard, you just have to fill in the
missing components and add a monitor cable.
bjcorr@delphi.com

1695. diff. gr. modes per scan line?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-24 08:09:05 UTC
From: jamesw@PEAK.ORG
Message-ID: <Pine.SUN.3.91.950224000130.20280C-100000@PEAK.ORG>
Source record: 94135

I remembr seeing a Polish (I beleive) demo that was unbelieveable.
I can't remember the name, but it's probably commonly known.

There were lots of colors on-screen (DLIs, I suppose), but there were other neat things....like there appeard to be more things moving independently than there are PMGs. Most interesting was the mix of more than one graphics mode on the same scan line. Anybody care to speculate how this was possible?

Is the Umich archives the best place to turn up demos like that? I'd like to get a big collection. Once in a while the PC friends will see an Atari8 demo on my ol' machine that'll even catch their eye. Of course, they're so spoiled with their Super VGAs that they have no understanding of what a feat this must be for the programmer/machine. I'f I figure out how to upload via the net, I'd like to post what demos I do have, if they aren't available.

See ya.

James

1696. 600 XL Memory expansion

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-24 10:55:03 UTC
From: e89dh@efd.lth.se
Message-ID: <3ikdu7$6pk@nic.lth.se>
Source record: 94136

Is there any info avalible about how to do this?
(except by bying a 1064)

--
David Hultgren, Space Eng.

Co: Paulsson
Lillekrok 8
S-22738 Lund
SWEDEN

1697. Software (new stuff), Games (few), Hardware (quite a bit), Books (few)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-24 11:56:25 UTC
From: lelie@smail.srl.ford.com
Message-ID: <lelie.804.004461D7@smail.srl.ford.com>
Source record: 93979

List of software (new stuff), games (few), hardware (quite a bit), books (few).

Well, I found some more 'stuff'. The hardware is bulky; I can't keep it all.
Anyone want anything? I get a lot of mail so the first offer will probably
get it, but I will TRY to answer everyone as soon as possible. Please make
offer/counter-offer.

Software;

Music Construction Set (Will Harvey's, Electonic Arts), Disk w/docs.

Movie Maker, the animation Construction Set (Electronic Arts), Disk w/docs.

Atari-writer CART w/docs

Atari-writer+ docs/w disk.

APX spelling checker disk for Atari-writer w/docs

APX printer drivers for above, disk w/docs

APX Calculus Demon (Disk w/manuel, APX software) {doesn't anyone do symbolic calc anymore?}

APX Flight Simulator (Disk, no docs)

B-graph (Batteries Included, disk w/manuel) {Probably the BEST plotting/curve fitting
software ever made for Atari}

Programmer's Workshop Stat. Pack. (no docs!)

Alpha Advanced Protection Techniques Disk Utils (disk)

Alpha Systems BASIC Turbocharger (disk w/docs)

Alpha Diskpack 1000 (disk)

MMG BASIC Compiler (no docs)

Santa Cruz Graphics Machine (no docs)

Monkey Wrench II XL (same as Monkey Wrench II but for XL only, not left cart, no docs)

Font Editor (Irata Verlag)

Super Label II (Irata Verlag, no docs)

Allen Macroware Diskwiz II (no docs!)

Music Composer Cart & Manuel (Atari, w/manuel)

Atari Home Filing Manager (disk w/manual)

XLENT Software (Disks w/docs); {Really very good for fancy hard-copy, do a newsletter, and to view 80 col. on screen!}

Rubber Stamp

Typesetter

Page Designer

Mega-Fonts II

Mega-Filer

HiTech Expressions Stuff; (Disk w/docs)

Award Ware

Card Ware

Heart Ware

Jingle Disk

PRINT SHOP STUFF (Disks w/docs); {how about $1 each for these, or $10 for all 12?}

Graphics Disks for above, #1, #2, #3

Gag Disks for Print Shop, #130, #224, #233, #225, #226 (Icons)

No Frills Software Fonts & Borders for Print Shop

Genesee Atari Group Icons for Print Shop

Genesee Atari Group Cute Labels

Sourcer's Apprentice (Magic Atari Disk)

GAMES

Chess Master 2000 disk for Atari w/manuel

Ace of Aces (Acclocade, disc w/manuel)

Mig Alley Ace (Microprose, disc w/manuel)

225B Baker Street (Datasoft, disc + notebooks) {One or multi-player Sherlock Holmes. Like the CLUE board game}

Eastern Front Cart, Atari, (no docs.)

HARDWARE:

Atari 1010 Program Recorder (Newer Style)

Star Gemini 10" Printer

Protecto Big Blue silent 9", 80 col. thermal printer w/Atari interface & docs.

Atari 810 Disk drive w/power supply

Atari 1050 Disk drive w/power supply

2 good working Atari 800XL computers w/power supply

1 good Atari 800 computers, working (CITA) w/power supply,
$15 w/o mem, $20 ea w/16k, or $25 w/32k, or $30 ea w/48k, or make offer

Atari Books

Second Book of Machine Language (Mansfield, spiral 442 pgs., Compute! books)
(this one was removed, but I did not sell it, so here it is again)

Compute!'s First Book of Atari Graphics (spiral, 248 pgs)

Games for the Atari (S. Roberts, paperback 115 pgs.)

Atari Basic, Faster & Better (Carl Evans, paper back, 290 pgs.)

Atari Basic (Richard Haskell, paper back, 170 pgs.)

Proto's Graphics Machine (Geoff Caras, Pamphlet, 25 pgs)

Learn to Program Fancy Fonts (Rich Wilson, pamphlet, 68 pgs, w/disk)

IBM-PC (Wilson, pamphlet, 45 pgs spiral)

Atari Dos 3 (pamphlet, 30 pgs)

Atari Dos 3 Reference Manual (spiral, 98 pgs)

Atari Disk Operating System II Reference (pamphlet, 98 pgs)

Atari ST User's handbook (Gilbert Held, paper back, 167 pgs)

I got the books some time ago from a friend who was getting out of Atari; they were not mine originally, but I hate to see them go to waste.

Larry Elie
lelie@smail.srl.ford.com

1698. Re: SIO2PC ram usage

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-24 12:42:30 UTC
From: jeking7@delphi.com
Message-ID: <5g258zu.jeking7@delphi.com>
Source record: 94138

PATERSON, DAVID ANDREW <da_pate@pavo.concordia.ca> writes:

>plus side, just open a DOS box under OS/2 to run SIO2PC, then you've still got
>11+ megs to play with for your other applications.

Unfortunately, I dont have OS/2, but am using Windows - and I've found that
SIO2PC wont run as a dos app. under Windows.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

1699. Re: SIO2PC on a 12meg 486

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-24 12:44:33 UTC
From: jeking7@delphi.com
Message-ID: <xC36UTp.jeking7@delphi.com>
Source record: 94139

<Rick_Michael_Cortese@cup.portal.com> writes:

>JK; what version of sio2pc are you running? I think 3.17 & 3.19 both just
>go to a disk file with the "force physical access" set. This happens
>even if you've just a 'k or so short of enough ram to use put it in memory.
>You could always try a 12 meg ramdisk on the clone. Matter of fact, now
>that I think about it I'm going to try it right now. A friend made a
>tempory trade, his Toshiba lap top for my 5Hp log splitter.

I'm using 3.19 of SIO2PC, and it does automatically go to DISK, but I
figured since I had 12meg ram, I could create 12meg ram images or so..

Guessed wrong! [grin]

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

1700. Re: How does AtariWriter.....

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-24 13:02:18 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <3iklcq$pu5@usenet.INS.CWRU.Edu>
Source record: 94140

(Bill K and Dave (P?) say ATW does the black <SELECT>E and H
with pmgs. I said DLIs. Nope, I'm now quite sure it is like
Bill and Dave say, PMGs. An over(under)lay of all four players
and all four missles covers the entire screen. Then it would
just take setting a bit in the correct player or missle
area and the background would change to the set color. I
looked up the source to 'CrashDive' in Analog and saw how
Brian Moriarty made his neat screen using PM graphics, so
I understand it a little better. About more than one graphics
mode on a single scan line, it may be more the appearance of
two modes on a line, but not really.

1701. Re: Parallel transfers

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-24 14:17:10 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D4ID0n.9G5@nntpa.cb.att.com>
Source record: 94141

In article <D4HG75.3Bn@nntpa.cb.att.com>,
richard.b.dell <rdell@cbnews.cb.att.com> wrote:
>In article <FBXTAIUWUp@stingray.manawatu.gen.nz>,
>Richard MORRIS <richard@stingray.manawatu.gen.nz> wrote:
>>In <D4EnIo.4KG@nntpa.cb.att.com> wrote :
>>>Richard MORRIS <richard@stingray.manawatu.gen.nz> wrote:
>>>>
>>><deletions about my asking for a bit more information>
>>>
>>>>I'm connecting my ST to my 130XE and transferring data via the parallel
>>>>port & the joystick ports 1&2 (i.e. port A of the PIA).
>>>>
>>>
>>>Is this bi-directional? or only from the ST to the Atari? If
>>>bi-directional, I would point out that one of the trigger lines
>>>can be turned the other direction, like the data lines. Designed
>>>to be used for a strobe, can even toggle automatically when data
>>>is written to the port.
>>
>>It's bi-directional, although you have to flick a switch that goes from the
>>!BUSY line to ground, else the ST won't do anything (but the program checks
>>for this first).
>>
>>Wish you would have told me this a while ago when I asked for help in this
>>area. Could you please mail/post how to use this trigger line? It would
>>be _very_ helpful!!! I know the trigger lines go to the GTIA (as I have an
>>800XL schematic - thanks yet again, Rick Cortese!)
>>
>

<my post about low level programming of PIAs deleted>

Of course, none of that helps in programming the triggers lines,
as a perusal of the prints verifies that the trigger lines go the
the GTIA chip, pins 8, 9, 10, and 11. The PIA lines are used as
follows for the SIO bus: CA1 is the PROCEED input (pin 9), CA2 is
the drive to the MOTORbar output transistor (pin 8), CB1 is the
INTERRUPT input (pin 13), and CB2 is the COMMAND output (pin 7).

Now with a little creative wiring, perhaps one could grab a pair
of these lines (say CA1 and CA2) and use them for handshaking for
the joystick port I/O. Anyone know how the operating system uses
these lines? (Of course, we know how COMMAND and MOTORbar is
used, to signal commands on the SIO bus, and to control the
cassette deck motor).

--
Richard Dell

1702. Re: 8-bit technical docs

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-24 14:30:22 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D4IDMM.9vu@nntpa.cb.att.com>
Source record: 94142

In article <3ij27r$3n1@magus.cs.utah.edu>,
Steve Clawson <sclawson@sal.cs.utah.edu> wrote:
> Would anyone out there have a copy of "The 400/800 Technical
>Reference Manual", "De Re Atari" or perhaps "The Atari 400/800 Operating
>System Source Listing" (all put out by Atari in some form or another),
>or "Master Memory Map for Atari 400/800 Computers" by Robin Alan Sherer
>(1982 Educational Software), or the SAMS Computerfacts
>technical/repair guides on Atari hardware that you don't want anymore?
>If nobody would like to sell one, perhaps someone could photocopy
>them for me? (If there is still some place selling them then I'd be
>grateful to find out where they are of course.)

SAMS would be happy to send you the Computerfacts, at least they
were happy to send me some two weeks ago. Howard SAMS Company, in
Indianapolis, IN. I don't have the phone number, I am sure they
have an 800 number (800 directory assistance) or a local one.

--
Richard Dell

1703. Re: best atari games

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-24 14:40:58 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <3ikr5q$1fp3@blue.weeg.uiowa.edu>
Source record: 94143

<WKT101@psuvm.psu.edu> writes:

>I take it you've never played Rescue on Fractalus, that game was great!!
>Unfortunately, my copy of it was destroyed... if ANYONE has a copy they'd
>be willing to sell, or know where I can find one, let me know!! Thanks.

Toad Computers lists Rescue on Fractalus on cart for $7, on disk for $14.
B&C ComputerVisions lists it on cart for $9.95.

--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

1704. Re: [?] Atari 8bit Logo cartridge docs, or maybe a list of keywords

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-24 14:52:06 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <3ikrqm$tkj@blue.weeg.uiowa.edu>
Source record: 94144
Cross-posted to: comp.sys.atari.8bit,comp.lang.logo

e89dh@efd.lth.se (David Hultgren) writes:

>Is there any Logo carridges avalible by someone/company?
>--
>David Hultgren, Space Eng.
>SWEDEN

All the major vendors over here list it.

Toad Computers: $7. Manual: $7.
B&C ComputerVisions: cart w/manuals: $19.95. cart: $9.95
American Techna-Vision: cart: $4.95.
Best Electronics: cart:$10. Manual: $10. Programming manual:$18.

--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

1705. SIO2ST cable..?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-24 14:53:59 UTC
From: chronos@xmission.xmission.com
Message-ID: <3ikru7$a8s@news.xmission.com>
Source record: 94145

I'm looking to purchase a SIO to Atari ST Cable.. I have Xformer2.55.
and would like to port over some of my collection of 8-bit software.

does the PC and the ST cable work the same???

Prices, etc.. are welcome.. e-mail me at chronos@xmission.com

thanks.

chronos

1706. Re: 600 XL Memory expansion

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-24 14:59:01 UTC
From: tirvin@lmsc.lockheed.com
Message-ID: <3iks7l$jio@butch.lmsc.lockheed.com>
Source record: 94146

In article <3ikdu7$6pk@nic.lth.se>, e89dh@efd.lth.se (David Hultgren) says:
>
>
>Is there any info avalible about how to do this?
>(except by bying a 1064)

The latest B&C ComputerVisions catalog I have (dated 11/1/94) lists
two 64K RAM upgrades--one which plugs in (at US$19.95) and one which
is soldered in (US$18.95)--specifically for the 600XL.

So unless these are the "1064s" you refer to (I plead ignorance),
there is indeed something designed to upgrade your 600XL memory.

--
Tim

1707. Re: 8-bit technical docs

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-24 15:01:44 UTC
From: tirvin@lmsc.lockheed.com
Message-ID: <3iksco$jio@butch.lmsc.lockheed.com>
Source record: 94147

In article <3ijm42$1iba@hearst.cac.psu.edu>, heller@akh104.rh.psu.edu (Andrew K. Heller) says:
>
>Steve Clawson (sclawson@sal.cs.utah.edu) wrote:
>:
[...]
>
>B&C use to have them the OS notes and De Re Atari and the 1200XL update
>notes.
>
> If they don't have em BEST has to have them.

B&C lists all these items in their current catalog.

--
Tim

1708. How does AtariWriter.....

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-24 15:29:41 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9502250925.AA00567@emh.kunsan.af.mil>
Source record: 94148

> Ok, now I see what you're talking about SELECT E and SELECT H
> do put a black boxed letter on the screen. ATW was my first
> word processor, paid $80 for it. I soon switched to Paper
> Clip, so you're right, I haven't used it for years. Very
> user friendly. I'm 90% positive the black box letters are
> done with a DLI. If you want to play with custom display

Sorry, but 10% wins this time. There's no way DLIs can be used to change individual character colors on a line... at best you can manage four or five color changes per line, and at a horrible cost in CPU time.

AtariWriter uses PMGs to produce the "black-background" effect. Try filling the screen up with blacked characters, then scroll them. You can see the PMGs being redrawn.

--
Clay Halliwell | ATARI XL/XE DO + THE
ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
Lonersoft ... Solutions you don't want, for problems you don't have!

1709. Re: diff. gr. modes per scan line?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-24 16:04:19 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3il023$5q6@nic-nac.CSU.net>
Source record: 94149

You're thinking of the Our5oft demo.

The very top has a swinging green logo (PMG's)

The middle/top has a large multi-colored font scroller (cool font, too!)

The middle/bottom and bottom has:

left: sideways in Gr.8 the address of Our5oft
middle: in Gr.9 a picture of a girl
right: in Gr.15 some monster shapes or something

Bouncing in the middle is a big yellow-highlighter-colored blocky PMG ball.

Bouncing all over are 8 characters: O U R <monster> 5 O F and T

Their trick here was:

No more than two characters per scanline. Each character had three colors
(shades of green I believe). That makes, 6!? Players! The Atari can only
do 4 players + 5th player (made out of the missiles).

The OTHER trick they did to do THAT was the "2 colors XOR'd into 3" which
ANTIC (or C/GTIA?) supports. That way, when you do like:

Player 1: Player 2: Result is:
11111111 22222 2 33333113
11 11 2222 332211

etc.

Anyway. The Sweet Illusions demo also does the multi-modes per line and
is a huge demo (two double-dens. disks) You need a PAL machine to get to
side two though! :(:(:(

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX
Coming soon: my WWW home page!

1710. Atari/Commodore SALE (2/24)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-24 16:05:38 UTC
From: Lawrence Estep <71450.1050@CompuServe.COM>
Message-ID: <3il04ijl1@mhade.production.compuserve.com>
Source record: 94150
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

FOR SALE - ATARI/COMMODORE ACCESSORIES

Commodore VIC-1541 Disk Drive (USED) $20.00
Atari CO17945 9v AC power supplies (NEW) $7.50 ea. (1010/1020/1050,etc.) (2)
Computer to TV switch box for Atari game and computer systems $1.50
Atari Basic cartridge CXL4002 (USED) $2.00
Atari CO61982 XE/XL Power supply (NEW) $15.00

FOR SALE - NINTENDO ACCESSORIES

Nintendo Zapper light gun (NEW) $10.00
Nintendo Cleaning Kit (NEW) $7.50

FOR SALE - ATARI 8-BIT SOFTWARE

Get Rich! Insurance Planning (Arrays Software), Megafont II/II+/Font Simulator Package (XLent Software), Winter Challenge, Indus DOS XL Master Disk/GT Estate Word Processor Package $4 each or all 4 for $12.50

F-15 Strike Eagle (Microprose) $5.00

USED: Math Encounter (cartridge), Spy Strikes Back & Spy's Demise (Penguin) $3.00 each
Pooyan (cassette-Datasoft) $1.00

Pensate (Penguin) $4.00
Computer Baseball (SSI) $4.00
Encounter at Questar IV (Artworx) $3.00

FOR SALE - COMMODORE 64/128 SOFTWARE

Magic Johnson MVP (Virgin Mastertronic) $7.50
Dave Winfield's Batter Up! (Avant-Garde) $5.00
F-15 Strike Eagle (Microprose) $5.00
The Filer (Spinnaker) $3.00
Bop 'N Rumble (Mindscape) $5.00
Pensate (Penguin), Computer Baseball (SSI) $4.00 each

USED: Professional Gambler (Load & Go) $2.00
USED: Spy Strikes Back (Penguin), Spy's Demise (Penguin) $3.00 each

Brand new software (software/docs only-no packaging):
Bad Dudes (Data East USA) $3.50
Beyond The Black Hole (Software Toolworks) $6.00
Clubhouse Sports (Mindscape) $4.00
Crime Stopper (Hayden Software) $2.50
Dig Dug (Thunder Mountain) $4.00

Double Dragon II:The Revenge $4.00
General Knowledge Builder (Disk-count Software) $2.00
Harvey Headbanger/Booty (Firebird Software) $2.00
Mind-Roll (Epyx) $3.00
Navcom 6 (Cosmi) $2.50
Payday (Gametek) $5.00
Robocop (Data East USA) $5.00
Shoot 'Em Up Construction Kit (Accolade) $5.00
Sorry! (Gametek) $5.00
Take Down (Gamestar) $4.00
Thing On A Spring (Epyx) $2.50
Top 20 Software Tools (Cosmi) $5.00
20 Solid Gold Entertainment Hits (Cosmi) $5.00

USED: Countdown To Shutdown (Activision) $3.50

I will consider package offers on C-64/128 software.

All items are brand new in original boxes unless noted.

Shipping charges based on size of order.
If interested, please contact Lawrence Estep at 71450,1050 on
CompuServe or 71450.1050@COMPUSERVE.COM on Internet.

--

Lawrence Estep / 71450.1050@COMPUSERVE.COM
Remember...Friends Don't Let Friends Drive Drunk!!!

1711. UK Computer show

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-24 18:00:56 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <13A4BC67E57@east-01.novell.leeds.ac.uk>
Source record: 94151

SPRING ALL MICRO SHOW UK

I realise this won't be of interest to many US users, but there have been quite a few UK users on this net recently. This is more likely to interest them.

There will be a computer show (SAMS 2 - Spring All Micro Show 2) at Bingley Hall on the Staffordshire Show ground on April 15th 1995. Just about every Atari supporter in the UK will be there. Its the event of the year. If you're interested e-mail me for more info.

RICHARD GORE
chmrig@leeds.ac.uk

1712. Re: 8-bit technical docs

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-24 19:00:10 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <133525@cup.portal.com>
Source record: 94152

Steve, I'm 99% sure B&C Computer Visions would have all of them. I wasn't paying to much attention so my numbers may be off, but Bruce said he bought something like 4 tons of De Re, Technical Refs, etcetera & ended up selling 3 tons to recyclers. You'd better hurry though, he only has 1 ton of manuals left<grin>. I've got an old number (408)986-9960 but I think it's still good. Rick

1713. Re: [?] Atari 8bit Logo cartridge docs, or maybe a list of keywords

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-24 22:20:45 UTC
From: daled@cds9172.Cadence.COM
Message-ID: <D4IzEM.L3E@Cadence.COM>
Source record: 94153
Cross-posted to: comp.sys.atari.8bit,comp.lang.logo

In article <D4Gu7p.LuG@news.cis.umn.edu>, mill0440@gold.tc.umn.edu writes:
|> In <3ieb66$4r7@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu (William Kendrick) writes:
|> >I wasn't aware until a few years back (when I saw (and tried to convert into
|> >Atari BASIC) a version of "Eliza" for it) that logo was more than a drawing
|> >language.
|> >
|> >Does Atari logo support all of the "other" commands?!
|>
|> Ataris logo is based closely on Apple logo, the difference is about two more commands
|> that Apple logo does not have. I have one set of docs, and two cartrages.

Actually I think that the commodore cartridge for the 64 and plus4 is also
the same. I have one on a plus4. I once wrote a nice application that
used all of the commands available with the exception of the turtle stuff
and some of the math routines. It basically drew a calendar on the screen
and managed appointments and bill paying. Worked pretty well. If any
one is interested I could try to figure out how to get it to a pc so I
could post it. It did use commodore specific character graphics to draw
the calendar outline but this should be too hard to convert.

I believe the source for all three was from Terripin.
--
_ _ Dale DePriest San Jose, California
/`) _ // daled@Cadence.COM voice: (408) 428-5249
o/_/ (_(_X_(` fax: (408) 943-0402

1714. Corvus hard drive system found!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-24 22:40:16 UTC
From: jeking@xmission.com
Message-ID: <3iln8g$7vj@news.xmission.com>
Source record: 94154

Today, at a local thrift store, I happened to come by a Corvus hard drive system. Not sure if this
particular unit was made for the 8bit Atari, as it had no documentation, cabling or labeling. The only
labelling on the hard drive case was Corvus Model 16MB. It appears to be intact, except for a little three
prong plug that goes in the rear labelled OMNINET ADDRESS TAP.

1) is this unit for the old 800 Atari?

2) where can I find the missing cabling, software and documentation??

ANY help greatly appreciated.

1715. Where to buy 850 cables?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-25 00:50:40 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3ilut0$b6@link.xs4all.nl>
Source record: 93905

```
j >From: James Wood <jamesw@CSOS.ORST.EDU>
j >Subject: Where to buy 850 cables?
j >Date: Sun, 29 Jan 1995 18:15:11 -0800
j >
j >Can someone name a source to obtain printer and modem cables for the
j >Atari 850 interface module?
j >
j >I'D LIKE TO SET UP AN INTERNET TERMINAL WITH AN 8-BIT ATARI.
j >
j >Does anybody know if this can be done? Has anybody tried it? Am I
j >wasting my time here?
j >
j >Needless to say, 80-col is a necessity. Whether or not the XEP-80 can do
j >9600-14.4K baud is not known....but I'll figure that it's doubtful.
j >However, I'd like to at least be able to LOG ON at 2400 baud in 80
j >columns. What software is necessary? Does BOBTERM offer a VT terminal
j >emulation in 80-columns with the XEP-80? How about the OMNIMON (or
j >whatever)? I'd like to know if this is possible asap.
j >
j >Thanks!
j >
j >james

Howdy James

Hmm, guess you never contact one of the Pro!-Nets. I recently posted an
article by Erhard Puetz (a.k.a. Atreju) originally published in the ABBUC
(see FAQ) magazin (in German), which I had translated to English.

It would have told you, that the XEP80 will run up to 9600 baud with BobTerm
at this moment. The XEP80 should be capable of 19,200 baud. And yes,
with a little bit of hardware, we could hang it on the PBI.

PLEASE, do NOT ask me ANY tech. questions. I ONLY TRANSLATED the article.
Which did not include details about the hardware you'd need, or "ready to use"
device drivers BTW.

Hope this helps. Maybe somebody could post the article here or upload it to
umich or something. (I don't have much experience with this).

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

1716. Where to get 8-bit upgrad

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-25 00:50:43 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3ilut3$b8@link.xs4all.nl>
Source record: 93906

```
j >From: James Wood <jamesw@CSOS.ORST.EDU>
j >Subject: Where to get 8-bit upgrades/labor????
j >Date: Sun, 29 Jan 1995 21:13:20 -0800
j >
j > (lots of stuff deleted from wishlist)
j >
j >6) I'd like to get those neat Video/Audio upgrades done, on at least ONE
j >of the machines. Has anyone ever done the stero sound thing (Gumby?)
j >
j >Thanks in advance.
j >
j >James
j >
j >PS- WHY DOESN'T ANYONE EVER REPLY TO MY POSTS? HAS MY DEODERANT
j > FAILED ME???? :)

Howdy James

Re: GUMBY

There are special demo's (just a few, I guess) for the Gumby, and it sounds
cool. I've had somebody else install it for me. Ever since the upgrade,
one of the POKEY's seems to die. Include the capacitors the designer talks
about, it saves lives ( well, atleast that of the POKEY's)

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

1717. WANTED:850 MODEM/PRINTER

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-25 00:50:44 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3ilut4$ba@link.xs4all.nl>
Source record: 93907

```
j >From: James Wood <jamesw@CSOS.ORST.EDU>
j >Subject: WANTED:850 MODEM/PRINTER CABLES
j >Date: Tue, 31 Jan 1995 19:51:15 -0800
j >
j >WHERE CAN I BUY ATARI 850 PRINTER AN MODEM CABLES? HOW MUCH?
j > (I deleted the other 23 lines that looked the same)
j >
j >Anybody receiving on the other end?

Howdy James

Try CSS, Best Electronics, American TechnaVision, B&C Computervision, Toad,
FTE (see vendor list). If you try CSS, give him a voice call. That way,
he'll have to answer :-)))

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

1718. PRAISE FOR CSS

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-25 00:50:44 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3ilut4$bc@link.xs4all.nl>
Source record: 93908

```
j >From: James Wood <jamesw@CSOS.ORST.EDU>
j >Subject: PRAISE FOR CSS
j >Date: Wed, 1 Feb 1995 01:19:24 -0800
j >
j >I got off the phone with Bob Puff today. I must say that despite my
j >inability to contact him with written communication, he is very helpful
j >and friendly on the phone. Some of the prices seem a bit high to me at
j >first, but I don't suppose he makes a large profit at all, and I am glad
j >to have vendors left at all.
j >
j > (stuff deleted)
j >
j >Anybody ever seen the "Dual Drive Upgrade?" That's where he hangs a 3.5"
j >mechanism off your existing XF551. The 551 is D1: and the 3.5" is D2:.
```

Howdy James

Seen it? I've got one. Since I also have a BlackBox and FloppyBoard (and my #2 XF551 had the "wiggle my cables and I might work" syndrom), the 3.5" that came with the "Dual drive upgrade" now sits in the case where the mech. from the #2 XF551 was. The "old" 5.25 mech. now resides in my MiniTower (nope, just the 1.44 meg and 360 plus power supply in there, not the computer itself). You still follow? :-)

My 3.5" 720 kByte drive had/has one problem though (don't know if all upgrades have this, or if I burned something soldering the wires for the upgrade), on larger files (like 200 sectors or more), the XF551 would write a sector 52 tracks to far to the inside of the disk. This would happen on both sides. Since I've got the BB/FB combo, I haven't had the problem anymore, but I'm now using the 720 kByte drive less then before and if I do, I often use it when downloading QWK packages, and downloading never was a problem. With downloading, filesize didn't matter, to error NEVER occured. If I just copied or UnARced a big file, it would screw up one or two files (one containing an empty sector, the other containing the information that should have been in the "empty" sector).

Call Bob Puff, he was stunned, didn't know the answer. Maybe I should replace the 8040 or the 1772 as he suggested. But I've got lots of things to do first. Like ordering the 2Mhz chips for the BB, and the chips for the printer spooler.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

1719. Atari 8 Bit Sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-25 00:50:45 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3ilut5$be@link.xs4all.nl>
Source record: 93909

a >From: aj445@cleveland.Freenet.Edu (Bill Somrak)
a >Subject: Atari 8 Bit Sale
a >Date: 6 Feb 1995 17:29:07 GMT
a >
a > (stuff deleted)
a >
a >Atari XEGS (128k)
a >
a > (more stuff deleted)
a >
a >Bill Somrak
a >(NOT leaving the Atari 8 bit community for good. I'll ALWAYS keep at
a >least one system up and running, for old times sake!)

Howdy Bill

Nope, don't want to buy. The _(128k)_ sounds interesting though. How did
you do it? Did you use the upgrade once sold by Innovative Concepts?

[SERIOUS MODE OFF]

Hmmm, if it really was, and you'd publish the schematics, we'd find out where
these guys are hiding. :-)

[SERIOUS MODE ON]

Where can we find the schematics for this upgrade?? (I have two XEGS's,
one working, one with a reddish/brownish screen (read: not working))

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

1720. DJ800XL program

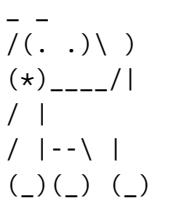
Newsgroup: comp.sys.atari.8bit
Date: 1995-02-25 01:24:06 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FBZOAFUWUp@stingray.manawatu.gen.nz>
Source record: 93910

Could whoever posted the info about DJ800XL - the ST<->8bit transfer
thing, please send me a copy?

Bill was nice enough to look on a.a.u.e. for it, but it's not there =8-[

Please???
Richard =8-]

--



Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

1721. Re: SIO2PC on a 12meg 486

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-25 03:08:52 UTC
From: jlodoen@shell.portal.com
Message-ID: <3im704$54i@jobe.shell.portal.com>
Source record: 93911

James King <jeking7@delphi.com> writes:
>Does SIO2PC only use 640k ram - or is it capable of using extended and
>expanded memory?

Only conventional.

>I have 12meg ramon my 486dx2/66, but when I try to create a 1-6meg
>image file in ram, I get an insufficient memory error.

You'll have to make a "file access" disk. It should do that
automatically. If you have RAM to spare, you could create
a RAM disk, and run the image from there (for more speed).

1722. Re: 8-bit games wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-25 04:25:25 UTC
From: richkalyn@aol.com
Message-ID: <3imbfl$3kg@newsbf02.news.aol.com>
Source record: 93912

I am in need of Atari games for the 800 and 1200 models. My 3 year old boy and neighbors kids enjoy the diversion. I recently ordered a few from a store in CA but they have not arrived yet. Where can I download programs from the Net? Can you help me find FTP sites or do you have a better idea? FTP sites have not been cooperative. There are too many users or the keywords are not understandable.

Please help.

1723. Re: Old 8bit Games

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-25 04:27:15 UTC
From: richkalyn@aol.com
Message-ID: <3imbj3$3lu@newsbf02.news.aol.com>
Source record: 93913

Mike,

I need games for my three year old boy. Can you offer me advice?

1724. Re: Corvus hard drive system found!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-25 04:30:54 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <Ba+YE12.ftooned@delphi.com>
Source record: 93914

James King <jeking@xmission.com> writes:

>prong plug that goes in the rear labelled OMNINET ADDRESS TAP.

James,

The Corvus Drives for the Atari's have a 34 Pin IDC connector.
OmniNet is used with "twisted pair" cabling, and required special
interface cards to use with Apple II's, IBM's, MAC's, etc.

I've got a couple Transporter Cards if ya want to try it out with
an Apple II. <grin> Mike

1725. Atari Software for Kids

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-25 04:36:44 UTC
From: richkalyn@aol.com
Message-ID: <3imc4s$3rc@newsbf02.news.aol.com>
Source record: 93915

My Atari 800 served me well in Grad school. A good investment.

Since I have been working on a PC clone for a few years it is time to pass along my hardware to our children and their friends. Can anyone locate public domain or other inexpensive software for kids? If you recommend FTP, please keep in mind that FTP is difficult to access and that I am a novice in this field. Guidance is requested.

1726. Re: Corvus hard drive system found!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-25 04:38:07 UTC
From: James King <jeking7@delphi.com>
Message-ID: <Ba+50N3.jeking7@delphi.com>
Source record: 93916

Groan! I was hoping this was an 8bit Atari Corvus.. Oh well, the case
and internal hard drive are still usable..

--James King
jeking7@delphi.com
--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

1727. Anyone have a part for a 1027 printer?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-25 04:58:53 UTC
From: ziggy29@rahul.net
Message-ID: <3imded$rs3@hustle.rahul.net>
Source record: 93917

I just picked up a dirt-cheap 1027 printer. The ink roller is weak, but I can replace that. The other problem is a bit tougher, and I wonder if anyone out there can help.

On the printer, there's a "tray" (for lack of a better term) resting on it where you set paper. The problem is, I don't have that piece. So if I wanted to print anything out, I'd have to guide it in manually, one at a time. (All I've done so far is a LIST "P:" on a short BASIC program.)

It's not worth a *great* deal to me, but if any of you have hopelessly busted 1027s around, if this part is on there, I'd love to have it, and I'm willing to throw in a couple bucks plus shipping if I could get it. (Oh, and a manual would be nice too. If I had it, I'd know what to call that thing.)

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Programmer/Analyst/Dino Jockey/ * GCS: !h s:+ !g au+ w+ C++$ v++ w+ U N++
* Husband/Net Geek/ASGX '65 Cabal * W po+ t+@ Y+ j++ B-- e+++ u** r+++ y+++

1728. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-25 05:06:46 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3imdt6$b5d@lastactionhero.rs.itd.umich.edu>
Source record: 93918
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rwxr-xr-x lenn 117120 Feb 24 16:39 ./8bit/Demos/bitter.arc
-rw------- lenn 94 Feb 24 16:44 ./8bit/Demos/bitter.txt
-rwxr-xr-x lenn 133840 Feb 24 16:39 ./8bit/Demos/shake.arc
-rw------- lenn 94 Feb 24 16:44 ./8bit/Demos/shake.txt
-rwxr-xr-x lenn 36640 Feb 24 16:43 ./8bit/Spartados/sdxpack.arc
-rw-r--r-- lenn 27 Feb 24 16:46 ./8bit/Spartados/sdxpack.txt
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

1729. Re: 8-bit games wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-25 08:12:38 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3imopm$ie3@nic-nac.CSU.net>
Source record: 93919

Go for Gopher.

Gopher to: gopher.archive.umich.edu

Go to the "Merit Archives" menu, then to the "Atari archives menu" and
then into the "8bit" directory.

Be careful though. Some files are recognized as "PC Binary" but many
(especially DiskComm (DCM) files) are believed to be text by Gopher, and
thus translation (and probably bit-stripping) is done on them.

Normally, you select a file, hit [Return] or [->] and the file is downloaded,
but I suggest using the "S"ave command. The Gopher'er I use online on my
Unix account even has a "D"ownload command so I guess it can DL without being
dumped on my account first (and THEN transferred to my computer).

Good luck!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX
Coming soon: my WWW home page!
NEW BREED SOFTWARE: Atari 8-bit and IBM PC software! E-mail for info!
plug plug plug

1730. HTML on the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-25 08:23:17 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3impdl$imh@nic-nac.CSU.net>
Source record: 93920

Well, out of boredom, I've started working on a simple HTML viewer for th
Atari 8-bit. It's nothing like HyperIt!, which is graphically based, it's
more like Lynx in that it is just plain text (with OH! inverse).

I'll eventually either add PMGs/multiple DL modes or a good GUI style
interface to spruce it up.

So far, it supports: Title, Header, Center, Bold, Italic, Ordered Lists,
and UnOrdered Lists.

No anchors yet; or inline graphics; etc. etc.

As for online support.. keep dreaming (or whoever it was working on 8-bit
SLIP, keep up the work! :)). What I may do is say

"download all of the files from that page's directory"

and then when an anchor (link) says something like

href="crap/blah/stuff.html"

it'll just change it to "D:STUFF.HTM"

(oh, I guess I should've mentioned, get the stuff from that page's directory,
and all directories within it (and hell, the ones preceding it too! :))).

It could get messy, but it's still neat. It's 100% Action! Supports ASCII
or ATASCII EOL's. Collapses spaces. Wraps after ~35 characters (giving
space for ordered lists' preceding numberings) but doesn't word wrap.

Inotherwords it looks som
ething like this. But th
at's ok for now I guess.
Adding word-based wrap sh
ould be easy enough!

Oh, and it also supports Paragraph, Break, and "HR" (line? dunno what HR
stands for)

If anyone wants to see it, it's at version 0.1 and I can compile it with the
Action! runtime for those w/o Action! to play with. (I'll include the source
unless you say not to.. or .. maybe I won't include the source unless you
ask me for it? Ah hell with it; either way, state whether or not you want
the source :)) (YES, the source HAS comments, and Rick Cortese even said
it was "pretty" source and very understandable! :))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!
William (Bill) Kendrick / | \ ** New Breed Software ** Finger me at VAX

Coming soon: my WWW home page!
Coming soon: my WWW home page... on my 800XL! hehe

1731. Nybbles & Bytes

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-25 08:32:17 UTC
From: bosco@host.yab.com
Message-ID: <Pine.3.89.9502250150.A11870-0100000@host.yab.com>
Source record: 93921

Hello all 8-byter's! I have extra copies of the Northwest Phoenix Atari Connection's (NWPAC) newsletter, "Nybbles & Bytes" This isn't some 2-page wonder, but it isn't a magazine either. But hey, I'll send you a copy free. Just leave me e-mail (bosco@host.yab.com) and I'll mail it to you. That's it!

Limited quantities. Void where prohibited. May contain small parts not suitable for children under 3. Nurse on duty in lobby.

John Collins
Newsletter Editor
e-mail: bosco@host.yab.com

1732. Re: WTB: M.U.L.E. + quest. about loading

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-25 11:24:00 UTC
From: james.ancsanyi@asb.com
Message-ID: <19950226.n1a6@asb.com>
Source record: 93935

Ke> Oh c'mon! It's not that hard to figure out! :)

Ke> It's: LIST "P:"

Thanks. Now that I see it I remember, it would have been easier if I
still had my 8-bit manuals and books. But I've been MS-DOSed to death every
day for the last nine years my 8-bit Atari brain cells went on strike.

___ Blue Wave/QWK v2.12

1733. BBS Express Pro

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-25 11:31:00 UTC
From: james.ancsanyi@asb.com
Message-ID: <19950226.n1a7@asb.com>
Source record: 93934

Anyone know what happened to Keith Ledbetter? He wrote BBS Express Pro quite a number of years ago. I recall someone saying [years ago] that he was going to write a PC version. Anyone know anything about this?

___ Blue Wave/QWK v2.12

1734. Hard drives that'll work with a MIO

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-25 14:11:26 UTC
From: mattk@netcom.com
Message-ID: <mattkD4K7F2.BoA@netcom.com>
Source record: 93930

Hi all....

Some time ago, several members were having a hell of a time trying to get a HDs to work with MIOs. Most of the problems seemed to revolve around most SCSI drives being low-levelled with 512 byte sectors while our venerable 8bit uses 256 byte sectors. I've since lost touch with those individuals (sorry!). I'd like to know what was learned/etc. It seems to me that some sort of a HD faq for 8bits might be in order. Or at least an info file. There seem to be more and more interfaces out there. Do they all suffer from the same problem...how do you format the guy for use with the 8bit?

My interest in this is my 8bit is currently shelved (no time or space for it), with a 256k mio and a 20mb SCSI drive (forgot the make...it was in a Mac SE originally, methinks). Once I have time to get it all back to life, my first project is to get the HD working. Then, I'd like to package it up (that's what's kept it boxed up--too many cables and spaghetti).

Hasta,
Matt

1735. Still wanting to trade (320k XE for upgraded XL)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-25 15:41:25 UTC
From: James King <jeking7@delphi.com>
Message-ID: <hg05cr9.jeking7@delphi.com>
Source record: 93924

I still have a MINT condition 320k XE with XE Touch keyboard, Super
Audo and SuperVideo that I'd like to trade for an equally upgradee
XL. Any takers?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

1736. 8bit stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-25 16:09:34 UTC
From: zero@blkbox.com
Message-ID: <3inknu$cag@news.blkbox.com>
Source record: 93922

Hi there. I have the following that I no longer need.

800xl
600xl
2 1050 disk drives
5 1010 cassette drives
some carts: basic, word processor, and some games.

All is in excellent shape, with all necessary cables, etc....

Reply to zero@blkbox.com

1737. Re: [?] Atari 8bit Logo cartridge docs, or maybe a list of keywords

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-25 17:25:41 UTC
From: bh@anarres.CS.Berkeley.EDU
Message-ID: <3inp6l$nee@agate.berkeley.edu>
Source record: 93923
Cross-posted to: comp.sys.atari.8bit,comp.lang.logo

daled@cds9172.Cadence.COM (Dale DePriest) writes:
>Actually I think that the commodore cartridge for the 64 and plus4 is also
>the same. [...] I believe the source for all three was from Terripin.

No, Terrapin did the Commodore Logo, but Apple Logo and Atari Logo were
from LCSI.

1738. Re: best atari games

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-25 18:39:59 UTC
From: basil@rain.org
Message-ID: <3inthv$ccn@coyote.rain.org>
Source record: 93926

In <95054.153000WKT101@psuvm.psu.edu> <WKT101@psuvm.psu.edu> writes:

>I take it you've never played Rescue on Fractalus, that game was great!!
>Unfortunately, my copy of it was destroyed... if ANYONE has a copy they'd
>be willing to sell, or know where I can find one, let me know!! Thanks.

That was a very good game, but I also loved Spelunker and Clowns & Balloons.
In fact, the only reason I bought a used Atari 8-bit system was that I wanted
to get these 2 games after playing them on a friend's Atari a long time ago.
So I bought a system and have never yet found those 2 games. I probably only
have a couple dozen Atari games, most of which are not worth playing.

I also have a Commodore 64. I find myself using that one instead of the Atari
for the simple reason that it's easy to find a cheap C64 version of virtually
every pre-1990 game, but on the Atari it seems to be impossible. I know they
exist because I've seen many of them, but where they all went is beyond me.

--
Basil Wilson
basil@rain.org
--

1739. Re: SIO2PC on a 12meg 486

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-25 18:40:11 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <133580@cup.portal.com>
Source record: 93925

JK; just got through running around Ultima III using a ramdisk with both straight running from image & the /P force physical access flag set. I really couldn't tell much difference in speed. If you do find a handy way to create a 16 meg SD partition, please share it with me. Right now I have to create the larger partitions with MyDOS, then use them with MyDOS or SDX. I seem to have trouble with any DOS when I try to use drive #6, MyDOS directories under SDX, formating anything but drive #1 <?> under SDX. There's also a problem with using the MyDOS duplicate disk function. For the version I have you need to give it a range of sectors i.e. 1-720 rather then let it go on it's own.
Rick

1740. [For Sale] 800XL and Accessories

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-25 18:43:51 UTC
From: roa@galen.med.Virginia.EDU
Message-ID: <D4KK13.6Cn@murdoch.acc.Virginia.EDU>
Source record: 93927

For Sale:

Atari 800XL
Atari 1050 Disk Drive
Koala Pad w/ Koalapainter Cartridge
Atari 1030 Modem??
MPP-1150 Parallel Interface Printer Interface
4 Joy Sticks (2 Spectravideo, 1 Archer, 1 Wico)
Cartidges: Logic Levels, Memory manor
Disks: Atari Writer, Home Pak, Dos, and some 34 disks with more games(on
both sides) than you can shake a stick at.
With all books and manuals.

Best Offer.

Bob Anderson
roa@virginia.edu
--
"I have been told that men are natural warriors and killers and that
women are naturally kind, natural mothers, the protectors of stray
cats and waifs." - Jack O'Connor - Complete Book of Shooting - 1965

1741. WTB: M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-25 19:33:32 UTC
From: Gregory P Bylenok <gb2r+@andrew.cmu.edu>
Message-ID: <cjHsMAS00iV802109N@andrew.cmu.edu>
Source record: 93928

If anyone has a copy of this game they'd be willing to part with, please make me an offer. Any other leads to this game, including retail sources, would be greatly appreciated. Thanks.

Greg Bylenok

gb2r@andrew.cmu.edu

1742. Re: Still wanting to trade (320k XE for upgraded XL)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-25 21:40:45 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3io84t$gkg@nic-nac.CSU.net>
Source record: 93929

```
Poor James. :) I wonder if he'll EVERY get someone to trade a 320KSVXL for
a 320KSVXE! |
|

/^\ <- my space invaders style of
text editing :)
```

1743. Shugart 801 power jumpers

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-25 23:40:10 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <133633@cup.portal.com>
Source record: 93936

I was going to hook up an 8" drive to my ATR8000, but I don't have
any of the docs for it. I can figure the 110V motor needs 110, but
the other two jumpers are a mystery. It's two side by side Molex looking
3 pin sockets. They are cross numbered on the board so it's something like:
--- ---
: o :: o : 1&2
: o :: o : 3&4
: o :: o : 5&6
--- --- Or something like that. Anybody know the specs? I'm guessing
there's at least ground with 5 volts for logic + some AC since it has
a bunch of diodes & a 7905 regulator.
BTW: *if* I get this thing to work, I'll probably give the drive itself
away to anyone who wants it<not my ATR>. I don't want to pay shipping so
it'll probably cost whoever would want it $10-$20 for shipping. It's only
a single sided drive, so I was going to take a peek at some old disk with
it, then I'm sure I'd lose my fasination with it. It's about the size of
8 5.25" mechansisms & weighs about 20#.
Rick

1744. WTB: 400/800 Carts/Access.

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-26 03:20:03 UTC
From: cboyer2133@aol.com
Message-ID: <3ios13$fcp@newsbf02.news.aol.com>
Source record: 93932

I would like to buy or trade for Atari 400/800 carts and acccessories. At the present I only have an Atari 400 with Pac-Man, Star-Raiders, and One on One.

I have a ton of Classic systems and carts for trade. All in very good to mint condition (Coleco, Atari, Intv 1, etc.). If interested in a list, let me know and I can send a detailed txt file.

Also, if anyone can post an 400/800 FAq or point me to a ftp site that may have one, please let me know. Thanx

1745. Problem with MyDOS on XF551 - help! (please)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-26 03:57:42 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FB1OAFUUUp@stingray.manawatu.gen.nz>
Source record: 93933

I'm using MyDOS 4.53/4 with one XF551, and my 130XE. I followed the instructions (for once), in the docs (file is MYDOS45M.ARC) and setup the system to format to 360K ds/dd disks.

But, I was testing my ST to 8bit (and vice versa) programs, but couldn't save more than 3 16K blocks (i.e. 3*16=48K) - I tried it on another 360K MyDOS disk, and it got a couple more or so, but not the whole thing.

I then wrote a program to just dump 16K blocks (in individual files) from memory using a little machine code routine that uses the usual SIO channel things. Anyway, I couldn't get past 2 files - it would come up with ERROR 139 (Device NAK) on the third file.

Can anyone please help me out? I usually use Sparta DOS, but want to be able to use MyDOS aswell. I followed the instuctions, typed in the code that had XF551 in brackets beside it for the step rate... So I'm kind of lost to why it doesn't work. It doesn't work on 2 disks - both are 360K, both different brands, but still no go.

Help?

Richard.

PS. Does MyDOS erase the _whole_ file (i.e. not just the VTOC entry), when you delete a file, _and_ when you overwrite it when creating a new file, with the same filename? This seems a hell of a waste to me. I have to admit that I haven't looked through the source code though...

--

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

1746. Re: BBS Express Pro

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-26 05:35:18 UTC
From: James King <jeking7@delphi.com>
Message-ID: <5S268h+.jeking7@delphi.com>
Source record: 93931

Ledbetter went 100% PC. I doubt you'll ever see a PC version
of BBS Express PRo! as there are already too many packages
out there.

An ST version was created and it went nowhere. The new owners
of Pro! are having a tough enough time holding onto the 8bit
version.

--James King
jeking7@delphi.com
--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

1747. Re: Problem with MyDOS on XF551 - help! (please)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-26 07:44:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <26FEB199502440680@pavo.concordia.ca>
Source record: 93937

In article <FB1OAFUUUp@stingray.manawatu.gen.nz>, richard@stingray.manawatu.gen.nz (Richard MORRIS) writes...
>
>PS. Does MyDOS erase the _whole_ file (i.e. not just the VTOC entry), when
>you delete a file, _and_ when you overwrite it when creating a new file,
>with the same filename? This seems a hell of a waste to me. I have to
>admit that I haven't looked through the source code though...
>
Yes. Like DOS II, MyDos erases the whole file (marks the sectors as unused)
for any delete operation, including opening an existing file as output.
Since the DOS II format doesn't include a list of sectors used by the file,
there is no other way to identify the sectors that will be made available
except to trace the whole file.

Dave

DA_PATE@pavo.concordia.ca

1748. Re: Atari 800 Keyboard problem!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-26 11:19:43 UTC
From: cf59752506@aol.com
Message-ID: <3ipo4f$jqs@newsbf02.news.aol.com>
Source record: 93938

The 16K RAM board isn't causing the problem. Ther 800 and 400 both use the same boards. You might need a new keyboard but the chip could be bad too. Probably the chip because different keys at different times. Contact me at 76101.1012@COMUSERVE.COM. Thanks!

1749. Re: Shugart 801 power jumpers

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-26 13:18:07 UTC
From: Peter@bell.demon.co.uk
Message-ID: <793804687snz@bell.demon.co.uk>
Source record: 93939

In article <133633@cup.portal.com> Rick_Michael_Cortese@cup.portal.com writes:

> I was going to hook up an 8" drive to my ATR8000, but I don't have
> any of the docs for it. I can figure the 110V motor needs 110, but
> the other two jumpers are a mystery. It's two side by side Molex looking
> 3 pin sockets. They are cross numbered on the board so it's something like:
> --- ---
> : o :: o : 1&2
> : o :: o : 3&4
> : o :: o : 5&6
> --- --- Or something like that. Anybody know the specs? I'm guessing
> there's at least ground with 5 volts for logic + some AC since it has
> a bunch of diodes & a 7905 regulator.
> BTW: *if* I get this thing to work, I'll probably give the drive itself
> away to anyone who wants it<not my ATR>. I don't want to pay shipping so
> it'll probably cost whoever would want it $10-$20 for shipping. It's only
> a single sided drive, so I was going to take a peek at some old disk with
> it, then I'm sure I'd lose my fasination with it. It's about the size of
> 8 5.25" mechansisms & weighs about 20#.
> Rick
>

1 0V 2 +24V
4 -5/-12V 4 0V
5 0V 6 +5V

The reason pin 4 is marked -5/-12 is because some of the old drives had the option to use a -12v supply (SA80x) - since you mention a 7905, it's probable that you have one of those. The later drives were only -5. There should be a jumper next to the regulator, which bypasses it. If this jumper is installed the drive needs -5, otherwise -12

Pete

Peter Bell <peter@bell.demon.co.uk>

1750. SIO2PC Suggestion(s)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-26 14:29:54 UTC
From: jeking@xmission.com
Message-ID: <3iq392$puf@news.xmission.com>
Source record: 93940

What's the best way to contact Nick Kennedy (instead of snail mail) to provide suggestions on updates to
SIO2PC?

I'd like to see it run as a DOS window in Windows (wont work currently), and would like to see it use
Extended and Expanded memory. It would also be nice to see a program for BATCH file xfers to and from
the 8bit Atari - so I wouldnt have to keep deferring to my null modem cable for backups, etc..

1751. Re: best atari games

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-26 16:12:05 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <JY54FgF.ransom22@delphi.com>
Source record: 93941

Basil Wilson <basil@rain.org> writes:

>I also have a Commodore 64. I find myself using that one instead of the Atari
>for the simple reason that it's easy to find a cheap C64 version of virtually
>every pre-1990 game, but on the Atari it seems to be impossible. I know they
>exist because I've seen many of them, but where they all went is beyond me.

Check the vendor/developer Faq, and you'll find a good number of shops
that sell Atari 8-bit programs. Look especially to B&C Computervisions,
which carries a huge selection of 8-bit programs for Atari computers.

-Joe
--

_____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1752. Atari 800XL System For Sale!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-26 18:15:14 UTC
From: GPL@ix.netcom.com
Message-ID: <3iqgfi$fae@ixnews3.ix.netcom.com>
Source record: 93942

I have the following for sale:

(1) Atari 800XL
(2) Atari 1050 Disk Drives, 1 is enhanced
(1) Atari SX212 300/1200 baud modem
(1) GoldStar 13" Color Monitor
Several disk and cart's and a jorstick. Couple manuals and dust covers.

All for $150 or best offer. E-Mail me.

Greg :)

1753. 8bit stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-26 19:10:34 UTC
From: Michael.Fitzpatrick@flight.org
Message-ID: <e45_9502270105@flight.org>
Source record: 93947

I'm interested in the 800 and 600XL's do you have a price figute in mind for them?

* TheEdit v2.00g3
---------- -//- ----------
Internet: Michael.Fitzpatrick@flight.org
| FlightLine BBS 612.544.5118 <> note: the views of this |
| airline-generl.aviation-flsim <> user are strictly his own. |
---------- -//- ----------

1754. Unofficial Atari 8-bit New User, Emulator Help FAQ 0.7

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-26 23:41:16 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9502262341.AA11912@zippy.sonoma.EDU>
Source record: 93943
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

```
Welcome to:
+--------------------------+
| The Unofficial Atari 8bit |
| New User, Emulator Help |
| FAQ |
Rev.0.7 | | Rev.0.7
| By Bill Kendrick |
| Revision 0.7 |
| January 17, 1995 |
+--------------------------+

[ Differences from Rev.0.5: Corrected descriptions of Atari computers;
Corrected PC Xformer 3.0 dealer list; listed where Mule and Util
can be found]
[ Differences from Rev.0.6: Updated Branch Always Software information ]

PLEASE also refer to: MyDOS 4.5x documents, SIO2PC documents,
XFormer documents, and the Atari 8-bit F.A.Q.

For general help (hardware, magazines, etc.) please check the Official
Atari 8-bit FAQ file:
From: Michael Current <MCURRENT@carleton.edu>
Where to get the latest copy of the Atari 8-Bit Computers
Frequently Asked Questions List:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq
(and many other FTP sites that archive Usenet FAQ Lists)
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq/faq.html
news:comp.sys.atari.8bit, news:comp.answers, news:news.answers

or, send a message to mailto:mail-server@rtfm.mit.edu that says:

send usenet/news.answers/atari-8-bit/faq
quit

Finally, you can always ask Michael for a copy at
mailto:mcurrent@carleton.edu

Summary of Atari 8-bit's an emulated 8-bit Atari's:

Atari 8-bit computers were produced between 1979 and 1987. The
major models released were the:

400 - 8K-16K, 400/800 OS, CTIA or GTIA graphics (depends when made)
800 - 8K-16K-48K, 400/800 OS, CTIA or GTIA graphics (depends when made)
1200XL - 64K, 1200XL OS, GTIA graphics
```

600XL - 16K, XL OS, GTIA graphics
800XL - 64K, XL OS, GTIA graphics
65XE - 64K, XL OS, GTIA graphics
130XE - 128K, XL OS, GTIA graphics
XEGS (Game System) - 64K, XEGS OS, GTIA graphics (Had Missile Command)

All of the XL's except the 1200XL had BASIC installed on ROM. BASIC can be purchased on cartridge for the 400/800/1200XL's.

Branch Always Software are the creators of:
ST Xformer (Atari 8-bit emulator for ST's), Quick ST, Quick Index, Gemulator (Atari ST emulator for PC's), and PC Xformer (Atari 8-bit emulator for PC's).

ST Xformer 2.0 and 2.5 released for the Atari ST 16-bit machines. Very limited. Now public domain (used to be commercial).
PC Xformer 2.0 and 2.5 released for IBM PC machines. 2.0 is limited and supports only 800 OS. Both public domain (were always PD).
PC Xformer 3.0 released for IBM PC machines. Supports all OSes, 320K RAM, and best of all, player/missile collision detection (which MANY games use!)

Graphics:

The Atari has maximum resolution of 320 x 192 (standard, non-overscanned screen) x 2 colors. 160 x 192 x 4, 160 x 192 x 2, 160 x 96 x 4, 160 x 96 x 2, 80 x 48 x 4, 80 x 48 x 2, 40 x 48 x 4 graphics are also supported. 40 x 24 x 256-character (128 normal, 128 inverse, character set indirection available) text mode is standard (2 colors).
40 x 24 x 128-multi-colored-character (4 colors per character allowed, the other 128 characters have 4th changed into a color 5) and
40 x 12 x 128-multi-colored-character screen modes are available.
GTIA graphics support 80 x 192 x 16 shade-only, 80 x 192 x 16 hue-only, and 80 x 192 x 9 color screen modes.
Normal (bordered), narrow (underscanned), and wide (overscanned) screen modes are available.
Screen modes can be mixed (by lines) down the screen using the Display List (a program which is executed by the ANTIC graphics chip every screen refresh (60 times per second on real NTSC Ataris).
Fine scrolling (both vertical and horizontal) can be enabled on any line on the screen.
All other screen attributes (color, player/missile horizontal position, screen width, player/missile/playfield priority, etc.) can be ajusted at any point down the screen via a "Display List Interrupt."
Four 8-bit wide, 128 or 256 byte high single color players, and four 2-bit wide, 128 or 256 byte high single color missiles are available.
A mode to combine the 4 missiles into a 5th 8-bit wide player is also available, as is a mode to XOR colors or blacken out colors when players overlap (good for making three colors out of two players!) Players and missiles have adjustable priority and collision detection (which is not supported by the PC Xformer 2.0 and 2.5 and ST Xformer programs).

Sound:

Four voices of 8-bit pitch-resolution, 4-bit volume-resolution,
8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4)
can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only
modes can be enabled for digitally sampled sound replay.
A fifth "voice" is produced by the internal speaker on Atari 400/800's
(for keyclick and buzzer) and in the XL's and XE's this was
(fortunately!) rerouted through the normal audio output, and the
keyclick can be disabled.

Objective of this file:

At the time of its release (mid 1994), much discussion went on in the
comp.sys.atari.8bit Usenet newsgroup about the Atari 8bit emulator for
IBM / MSDOS based computers, the PC Xformer 2.0 (XF2 for short). Many
people in the 8-bit community had gotten, well, fed up with the XF2-based
questions which did not pertain to them, or to the really dumb questions
which were in fact understandable to new or rusty Atari 8-bit users, but
had just gotten on the nerves of some of the comp.sys.atari.8bit
readers/digest subscribers.
This file was created to reduce the number of 'newbie' and XF2
questions. Now it's becoming a fairly good reference (and got me the job
of writing the commerical 3.0 release's documents!).
This FAQ will present answers to simple questions like "how do I turn
off BASIC" (a good answer to that of course is, READ THE FRIGGIN' MANUAL)
and "how do I get a disk directory?" (which is less obvious on
Atari 8-bits, err.. MOST 8-bits <grin>).
It will also direct people who are unaware of the large amount of Atari
8-bit support (NOT NECESSARILY EMULATOR SUPPORT) and perhaps become a
supplement for the many official and unofficial files floating around the
net (like the official FAQ, the Vendor/Developer List, the Who's Who list,
etc.).
Since revision 0.4 of this file, PC Xformer 2.5, a replacement for 2.0,
and 3.0, the first commercial release, have been released. It is assumed
that the reader has the latest versions of PC Xformer (2.5 or 3.0), although
if you have 3.0, I must say, those documents are great! (If you don't get
the joke, look at the name of the author of the manual, and look at my name.)

---=== Xformer Questions: ===---

Q.1) What does "READY" mean?
A.1) This is the Atari BASIC prompt. See below for hints on Atari BASIC.

Q.2) Why doesn't this program load?
A.2.1) The program may not work under the Atari 800 Operating System, it may
require the XL/XE Operating System. Be sure you're in 800XL or 130XE
mode. (130XE mode is only supported by XF3.0, not 2.5, but there is
no real difference in the operating systems.)
A.2.2) It may not work under the XL/XE Operating System (rare cases), switch
to 800 mode.
A.2.3) Be sure you turned BASIC off before trying to load it if it cannot
run with BASIC on.

A.2.4) It might be a BASIC game! Be sure you're in BASIC and use the BASIC
"RUN" or "LOAD" (and then "RUN") command. Also, be sure it works
with the BASIC you have. Some programs only run in BASIC XL or XE
(which are both cartridge-based BASIC's not currently supported by
the Xformer), and some run with TurboBASIC XL (disk-based).
A.2.5) It may just refuse to run on the emulator.

Q.3) How do I turn off BASIC?
A.3) To toggle BASIC on and off, press [SHIFT]-[F10] ([F10] is [RESET], note:
on a real Atari 8-bit, [SHIFT]-[RESET] does not have this effect).

Q.4) Why doesn't this game/program run correctly?
A.4.1) It may use player/missle collision detection which is not supported
on the XF2.5. You might have to shell out the $29.95 for 3.0!
A.4.2) (See Question 2).

Q.5) How do I exit XF and return to DOS?
A.5) Press [F5]. Note: this does NOT temporarily 'shell' or 'jump' to MSDOS.

Q.6) How do I get to Atari DOS?
A.6.1) In BASIC, type "DOS" at the "READY" prompt.
A.6.2) Reboot without BASIC on.
A.6.3) Be sure you have a DOS-bootable disk image as the first MSDOS
parameter after the "XFORMER" command. (DOS25.XFD and MYDOS45.ATR
are both DOS boot-disk-images and are both in the XF25.ZIP file or
on your XF3 disk).

Q.7) How do I use MSDOS files with XFormer?
A.7.1) Add the files to the command line and use them as their respective
drives (be sure the first drive is a DOS-bootable disk image).
Example: XFORMER MYDOS45.ATR filename.ext
When booted the Atari will have two drives, D1: will be the MyDOS
4.50 disk image and D2: will be a write-protected disk which contains
only the file "filename.ext". Note: there are bugs in XFormer which
make accessing files from different directories a bit hard, just use
the MOVE (or COPY and DEL) commands in MSDOS to get the file to the
directory where you call XFORMER from.
A.7.2) Use the MSDOS program S2PC (S2PC.ARC available in the Utilities
directory at the UMICH archives) which allows you to access files
within a MyDOS/compatible .ATR disk image without using an SIO2PC
or the XFormer. S2PC let's you read, write, delete, change directory,
and view the directory of a MyDOS/compatible .ATR disk image. It
can be used via command-line parameters from MSDOS, or as a menu.
A.7.3) If you can, use the MSDOS program ATARIMG, which is much like
S2PC but has a nicer, more graphical (less-menu driven) interface.
(Unfortunately, this doesn't run on all IBM's!)

Q.8) Just what ARE .ATR and .XFD files?
A.8.1) Refer to the XFormer and SIO2PC manuals for details on these files.
A.8.2) Simply put, they are Atari disks, stored as files which are as big
as the disk they represent (an 88k disk image will use 88k on the
IBM). .ATR files are used by SIO2PC (see below) as well as the

XFormer (and the S2PC program mentioned above). .XFD files are used
by ST Xformer (the Atari 8-bit emulator for Atari ST's) and PC
Xformer (XF2,XF25,XF3).

Q.9) What's SIO2PC?
A.9.1) Refer to the XFormer and SIO2PC manuals for details on this program.
A.9.2) This is a program which runs on IBM/compatibles which, with the use
of a simple (and relatively inexpensive) cable, makes the IBM act
as though it were an Atari disk drive. (Up to four drives, actually).
It uses disk image files (.ATR's) and can also let the Atari access
single IBM files (much like XFormer does) as a single file all alone
in its own disk. It also currently allows Print-Thru (all access to
the Atari "P:" (printer) device can be redirected to the IBM's printer,
screen, or MSDOS file; different translations/conversions are
user-defined when the Print-Thru mode is turned on). Finally, with
the use of two programs on the Atari 8-bit (the only two programs
that currently have anything to do with SIO2PC that have been written
(to my knowledge) for the Atari 8-bit), the IBM can be controlled
remotely (commands are sent from the Atari, typing on the IBM is not
necessary) and files can be sent directly to the IBM's drives.

Note: The following sections will simply discuss Atari BASIC, the Atari OS,
and Atari DOS 2.5 and MyDOS 4.5x (because these topics seem the most
relevant to the less-knowledged/experienced XFormer users).

---=== Getting around on the Atari: DOS and OS ===---
I. AtariDOS and MyDOS QuickReference:

MyDOS (4.50 and 4.53) presents the user with the following commands:

[*] Disk directory of current directory (like "dir *.*" in MSDOS)
[1]-[9] Disk directory of a disk drive (like "dir a:*.*" - "dir i:*.*")
[A] Disk directory (like "dir <mask>" and optional output destination)
[B] Quit to cartridge
[C] Copy file(s) ("<source>,<destination>" copies from one place or
disk to another, just "<source>" copies from one place on one disk
in a drive to the same place on another disk in the same drive
(asks for swapping))
[D] Delete file(s) (add "/N" to delete without being prompted first)
(add ">*.*" or ":*.*" after a subdirectory name to delete the
files within it. A subdirectory name alone will delete the
subdirectory (if it is empty and unlocked)). (Acts like both
"del" and "rd" in MSDOS.)
[E] Rename file(s) (renaming multiple files is allowed, but be careful).
(like "ren <old> <new>" in MSDOS - with MyDOS, use "," between
old and new masks.)
[F] Locks file(s) from overwrite, deletion and appending (like
"attrib +r <mask>" in MSDOS.)
[G] Unlocks file(s) (returns them to their default state).
[H] Writes DOS files to a disk (this creates a disk which boots with
the current version of MyDOS you are using and also has the menu
file "DUP.SYS" on it as well). (This is like "sys"(?) in MSDOS.)

[I] Formats a disk (add "/N" after the drive number to do a quick-format
of an already-formatted disk (ie, just a very fast delete "*.*").
[J] Duplicate disk (copies an entire disk, including boot sector,
when using XFormer, it's much quicker to just copy one .XFD or .ATR
to another).
[K] Make binary file: saves memory and makes it binary-loadable. See [L].
[L] Load binary file: loads a compiled program. (like "<filename>" in
MSDOS, except any ".EXE", ".COM", ".OBJ", etc. is still required.)
[M] Run at address. Mainly for advanced users. Reboot is "E477",
reset is "E474" (these are the hex values of the addresses where
the routines to reboot and reset are.)
[N] MEM.SAV: when this is on, whenever you go to DOS (from BASIC,
for example) it will write what is in memory to a file "MEM.SAV"
so that when DUP.SYS (the menu) loads it isn't lost forever.
When you exit DUP.SYS with the "B: Run Cartridge" command, MEM.SAV
is reloaded and the environment should be as it was when you left.
It's probably quicker to simply "SAVE" your programs (if in a
language) which aren't nearly as big as all of the memory that
MEM.SAV saves.
[O] Options: this presents the user with some options. Mainly for
advanced users or special setups. See the MyDOS docs for details.
[P] Set density. Forces a drive to be recognized at a certain density
if MyDOS can't figure it out. (??)
[Q] Make a subdirectory. (like "md" or "mkdir" in MSDOS).
[R] Set default directory. (like "cd" in MSDOS and "cwd" in SpartaDOS)
This makes "D:" now the same as a subdirectory or other drive.
ie, "D2:" will make all calls to "D:" act as though they are to
"D2:" instead. Some programs when prompting for filenames do not
add "D:" to the beginning if one is not present, they add "D1:".
If you don't trust a program to look to "D:" instead of "D1:" and
you want it to look to some place OTHER than "D1:" (ie, where "D:"
is pointing which could be a VERY long path list), just add "D:"
to the beginning. ALSO, some programs don't even ADD "D:"'s if they
aren't in the filenames you give and may give errors (138, for
example: device not present, ie, if you said "TESTFILE.DAT" it
may think you want "T:" instead of "D:TESTFILE.DAT").
[S] Set ramdisk number. This is also under [O]ptions.
[V] Verify writes. This is also under [O]ptions. When Verify is on,
writes will be slower but 100% reliable. With it off, writes will
be much faster but possibly not as reliable (on bad disks, for
example). Default is off.

AtariDOS presents the user with the following commands which are identical
to MyDOS's commands: A,B,C(no swaping),D,E,F,G,H,I(some densities),J,K,L,M,N

AtariDOS 2.5 presents the user with the following commands not present or
not the same as MyDOS's commands:
[O] Duplicate file. This is used to copy a file from one disk to another
using only one drive. (In MyDOS, giving just a source will make
[C]opy act like DOS 2's Duplicate.)
[P] Format Single. In DOS 2.5, this is used to format 88k (Single Density)

disks. To format an Enhanced Density (127k) disk, just use [I].
In DOS 2.0, [I] is the only format option and only handles 88k.
(I may be wrong, but I have never had a Double Density drive under
Atari DOS 2.0 or 2.5!)

II. General DOS and OS questions:

Q.1) How do I access the disk drives?
A.1) First, you need to have booted with a DOS. All but one DOS is on
disk (SpartaDOS X is on cartridge). When the Atari boots up, it
does some of its 'boot-up stuff' which includes looking for a
disk drive connected and turned on which is set up as drive #1.
It then begins to load from the disk's "boot sector". If none
exists or there's a nasty error on the disk, you get the
"BOOT ERROR" notice until the error is fixed. (On SpartaDOS disks,
even non-bootable disks have a boot sector, but all the boot
sector is is a small program which displays a 'not a boot disk'
error).
To end the digression, the answer to 'how do I access the disk
drives' starts with 'you must boot the Atari with a DOS'. Check
the 8-bit FAQ and the UMICH and other FTP archives for lists of
DOSes available for Ataris, but the most used are Atari DOS (for
compatibility with almost ALL older software), MyDOS (for an
Atari DOS compatible high-end DOS), and SpartaDOS (for a very
high-end DOS which looks much like MS-DOS but unfortunately
cannont run all software which runs fine with Atari DOS and
MyDOS.) Note: SpartaDOS does NOT run on Atari 400's and 800's
(except the cartridge versions and I believe disk version 1.1).
Now that you have a DOS loaded, the Atari understands the
"D:" device (see below for Atari devices). Since there is more
than one disk drive, you have to be able to tell them apart.
The Atari uses numbers when it has more than one of the same
device, so "D1:" is drive 1, "D2:" is drive 2, "D3:" is drive 3,
etc.!
After the "D:" device name comes the filename. Of the most used
DOSes, only MyDOS supports lowercase letters in filenames, but
since most programs force uppercase entry for filenames, nobody
really seems to use lowercase in their filenames.

Q.2) How do I copy things from one place to another?
A.2) Atari DOS and MyDOS give you the "C" command in their menu
interface. When it asks for a source and destination, you can
use wildcards (* and ? like in most other DOSes) to copy more
than one file at a time. You can also present no destination
so that a file can be copied from one disk in drive 1 to another
disk in drive 1, for example, and the DOS will ask you to insert
each disk.

Q.3) What are subdirectories?
A.3) Subdirectories are places where files go which are just like the
normal directory of a disk, except the they happen to be WITHIN

that normal directory, or even another subdirectory. For example, you can have your disk divided up into the "GAMES" files, the "GRAPHICS" files and the "SOUNDS" files. A directory of the disk (the "root" or "base" or "trunk" directory) will simply list the three subdirectories, "GAMES", "GRAPHICS" and "SOUNDS". Then, if you ask for a directory listing of the "GAMES" subdirectory, you will see the files (and perhaps other subdirectories) within the "GAMES" directory. Think of it as a tree. For people familiar with Macintoshes, "Folders" are simply subdirectories. A window which appears when you open a "Disk" Icon is the "root", and all of the "Folders" within it have more windows in them which also have file and folder icons.
Here's a comparison to using subdirectories on different DOSes
root 'GAMES' 'SPACE' within 'GAMES'
AtariDOS D: n/a n/a
MyDOS D: D:GAMES: D:GAMES:SPACE:
SpartaDOS D: D:GAMES> D:GAMES>SPACE>
MSDOS (IBM) \ \GAMES\ \GAMES\SPACE\
Note, only Atari DOS would be using drive 1 here, all other DOSes are not necessarily using drive 1, and MyDOS and SpartaDOS may already 'be within' a subdirectory.
In MyDOS and SpartaDOS (and MSDOS), you can change the 'current' or 'default' directory to a different place (a different drive or a subdirectory). "D:" can stand for "D1:" (like AtariDOS always does) or "D2:GAMES:SPACE:"! PLEASE READ THE MYDOS DOCUMENTS FOR DETAILS ON THIS!

Q.4) What does "P:", "E:", "K:", etc. mean?
A.4) As stated before, the Atari has devices. "D:" is added when a bootable disk in drive 1 is read. Other exist as well:
C: cassette - readable and writeable, no filenames
D: disk drive - readable, writeable, random access, directory, files, multiple devices (up to 9 on MyDOS and newer SpartaDOS, 8 on AtariDOS)
E: editior - readable, writeable. This is how input from the keyboard and output to the screen is normally handled. If you wish to type a small file up by hand and have it sent to the printer or a file, use "E:" as the source.
G: graphics - writeable. This is not built into the Operating System but must be loaded. This is an Epson-compatible printer driver which can easily dump graphics.
K: keyboard - readable. This is just the keyboard. Input from it is not 'echoed' back like with the "E:ditor".
M: multi-mouse - readable, writeable? This is not built into the Operating System but must be loaded. This is a handler which runs in the background and accepts input from either a mouse, a joystick or a touch-tablet and displays a mouse pointer on the screen.
P: printer - writeable. Send data to this and it will appear on the printer. You can print files (documents, etc.) by

using "P:" as the destination. The Atari XL/XE OSes support
"P1:" and "P2:", although I believe this usage is rare.
R: RS232 - readable, writeable, concurrent mode. This is not
built in to the Operating System, but is loaded. It supports
modems. The Atari 850 Interface has it's "R: handler"
'built-in', which means the Atari also looks for an 850 (or
other compatible interface) and receives the "R: handler" code
from it. Other interfaces and the Atari 'direct-connect'
modems require a file to be loaded which contains the "R:"
code. "R1:" and "R2:" is also supported, but also its usage
seems rare.
W: Windowing (screens) - readable, writeable. This is a graphics
8 graphical windowing driver (rarely used, unfortunately!).
It must of course be loaded as well.
Z: RTime8 clock - readable, writeable. This is also not built
in to the OS, but loaded. This is loaded from disk and lets
the user access the "RTime8" real time, battery-backed up clock
for the Atari 8-bit. (This is a cartridge-based device).
I am unaware of any "Z:" clone which let's you set the Atari
internal (non-real time, non-battery-backed-up) clock if you
do not have an RTime8, although I'd love to see one! <hint!!>

Q.5) How do I print something from DOS?
A.6) As stated above, just use the "C"opy command, then use the file
you wish to print as the 'source', and "P:" as the 'destination'.
Example: "D1:DOCUMENT.TXT,P:"

---=== Getting around on the Atari: BASIC ===---

Q.1) What does "READY" mean?
A.1) Again, this is simply the prompt that Atari BASIC (and most older
BASIC's) presents the user when it is in "Immediate" mode.
Entering a command will cause it to act immediately.
Entering a line number and then a command will place that line into
the current program.
Entering a line number alone will remove that line from the current
program.
To start a program, use the "RUN" command.
To erase a program, use the "NEW" command.
To clear variables, strings and arrays, use the "CLR" command.
To load a program, use the "LOAD" command followed by a filename
(see below). To load and run a program, use the "RUN" command followed
by a filename.
To save a program, use the "SAVE" command followed by a filename.
To list a program, use the "LIST" command followed by an optional
start and end set of lines seperated by commas.

Q.2) Where can I learn Atari BASIC?
A.2) A (set of) file(s) will be created explaining all of Atari (and Turbo)
BASIC's commands and their usage. (A larger file may be produced
which will be based on examples provided in the Atari BASIC Reference

Manual). (As of Jan. 7, 1995, these particular files do not exist).

Q.3) How do I quit BASIC?
A.3.1) Type "DOS" to quit BASIC and return to DOS.
A.3.2) Type "BYE" to quit BASIC and exit to the OS's "bye" routines
(Atari Memo Pad on 400/800's, Atari Rainbow on 1200XL's, and
Self Test on other XL's and XE's). (Note: On 1200XL's, use [HELP]
to go to the Self Test when the Atari Rainbow appears).
A.3.3) For XFormer users, remember, [SHIFT]+[F10] reboots and toggles BASIC.

Q.4) Why don't strings work?
A.4) Strings must be "dimensioned" like arrays in Atari BASIC. Strings
are special character arrays. See the BASIC usage/etc. files mentioned
in the answer to question 2. Simply put, to make a string that will
accept up to "#" character, use DIM <name>$(#) . Example:
DIM A$(10) - now A$ can contain between 0 and 10 characters.

Q.5) How do I make graphics?
A.5) Use the "GRAPHICS" command to switch between the following screen modes:
(Note: All modes except 0, 9, 10 and 11 have four lines of 40 x 24 x 2
sized text covering the bottom of the screen. Add "16" to the mode
number to remove this window (but do not make any PRINTs or PUTs to
the standard output otherwise a GRAPHICS 0 screen will appear))
(Note: Add "32" to the mode number to keep the screen from clearing
when it appears. One problem, however, all screens overlay each other
so unless you only use certain modes at certain times, parts of some
screens will become (or start out) with 'garbage' on them.)
0 40 x 24 x 2 text
1 20 x 24 x 5 text
2 20 x 12 x 5 text
3 40 x 24 x 4 graphics
4 80 x 48 x 2 graphics
5 80 x 48 x 4 graphics
6 160 x 96 x 2 graphics
7 160 x 96 x 4 graphics
8 320 x 192 x 4 graphics
9 80 x 192 x 16 luminence-only graphics
10 80 x 192 x 9 graphics
11 80 x 192 x 16 hue-only graphics
12 40 x 24 x 4-colored text
13 40 x 12 x 4-colored text
14 160 x 192 x 2 graphics
15 160 x 192 x 4 graphics
Commands available in Atari BASIC for manipulating simple graphics
include:
PLOT x,y POSITION x,y COLOR c (c=color or character value)
DRAWTO x,y LOCATE x,y,r (where r is where result will be stored)
SETCOLOR c,h,l (c=palette location, h=hue, l=lum)
Colors:
COLOR command colors are not identical to SETCOLOR command colors:
COLOR 0 will draw using the background color, set with

SETCOLOR 4,hue,lum
COLOR 1 will draw using color "0", set with
SETCOLOR 0,hue,lum
COLOR 2 will draw using color "1", set with
SETCOLOR 1,hue,lum
COLOR 3 will draw using color "2", set with
SETCOLOR 2,hue,lum
Except in GRAPHICS mode 10, where COLORs 0, 1, 2, and 3 must be
POKEd into memory locations 704, 705, 706 and 707 (the
player/missle graphics color locations). Examples of this will
be presented in the BASIC usage files. (Sorry)

Q.6) How do I make sound on the Atari
A.6) Remember, XFormer 2.5 doesn't support sound! (XF3.0 does)
But anyway, in Atari BASIC:
SOUND c,p,d,v
c=channel (0-3)
p=pitch (0-255)
d=distortion (0,2,4,6,8,10,12 or 14)
v=volume (0-15)
The buzzer character is CHR$(253) aka [CONTROL]+[2] (NOT [CONTROL]+[G])

Q.7) How do I move the cursor and edit?
A.7) The Atari "E:" device (standard input/output which is the "editor")
allows the following characters for editing:

Key: AtASCII #: Use:
Atari none Turn inverse on/off (Atari 400/800 kybds)
Inverse [Triangle] none Turn inverse on/off (Atari XL/XE kybds)
CAPS none Turns caps-mode to lowercase (400/800 OS)
CAPS none Toggles caps-mode from upper to lower (XL/XE)
Sh-CAPS none Turns caps-mode to uppercase (all OSes)
Ct-CAPS none Turns caps-mode to [Control]-[Lock] (all)
Up ([^-]) 28 Move cursor up
Down ([^=]) 29 Move cursor down
Left ([^+]) 30 Move cursor left
Right ([^*]) 31 Move cursor right
Space 32 Move cursor right (overwrites w/Space char)
BackSpace 126 Move cursor left (deletes previous char)
Delete ([ShBkspc]) 156 Deletes a (logical) line (1-3 physical lines)
Insert ([Sh>]) 157 Inserts a physical line
Ct-Delete ([^Bksp]) 254 Deletes char under cursor, pulls rest left
Ct-Insert ([^>]) 255 Inserts space under cursor, pushes rest right
ClearScn ([^<]) 125 Clears screen
Bell ([^2]) 253 Sounds buzzer
TAB 127 Moves cursor to next TABstop
ClrTAB ([^TAB]) 158 Clears any TABstop under cursor
SetTAB ([ShTAB]) 159 Sets a TABstop under cursor
ESC 27 Sets ESCape (next edit char after is shown,
not done, non-edit chars shown (like normal))
RETURN 155 Sends End Of Line (moves cursor to lowerleft

of next line, accepts input)
Note: Inverse characters have values of the normal version of the characters plus 128. (The only non-viewable inverse character is inverse-ESC, or what would be the [ESC],[RETURN] combination. The character exists, but must be set into screen RAM by hand. Oh well, at least you still have 255 easily viewable characters! <grin>)

Q.8) How do I make the editor characters appear
A.8.1) As shown above, you must have an ESC sent before them. When simply entering text, type [ESC] then the edit key and the character for that edit key should appear.
When entering text in a PRINT statement, you must have it send an ESC beforehand, so first type [ESC],[ESC] to make an ESCape character appear, then type [ESC] then the edit key and the character for that edit key should appear. When the PRINT statement is executed, the first ESCape (which you typed as two [ESC]'s) will make the editor SHOW the following character (even if it is an edit character), then the character which you entered (with [ESC] and then the edit key) will make that character appear. This makes it difficult to align a set of PRINT statements which make a multi-line picture or menu which uses viewed edit keys. It is probably best to have all of the lines in your program with the PRINT statements that can fit visible on the screen, then edit them (without putting any of the ESCape characters in, then when the picture looks like how you want it on the screen, move the cursor to on top of each edit-key character and press [Control]+[>] (Control-Insert). A blank space should appear under the cursor and the rest of the line should move right. Now, type [ESC],[ESC] and an ESCape edit-key character should appear where the blank space was. When you are finished doing that for each line with those PRINTs in it, BE SURE TO ENTER THEM INTO THE PROGRAM BY PRESSING [RETURN] ON EACH OF THOSE LINES! Whew!
A.8.2) Set the memory location "766" to "1" with the command "POKE 766,1" to turn on the no-edit mode (ALL characters except End Of Lines will appear, even ClearScreens!) When you want to go back into normal mode, set the location back to "0" with "POKE 766,0".

Q.9) What's with the colors changing?
A.9) THIS, MY FRIEND, IS THE FIRST EVER SCREEN SAVER! This is called "Attract mode" as was used on the Atari 2600 and Atari 400/800/XL/XE series (and probably on the 5200 and 7800 but I cannot confirm this). When a key hasn't been pressed for 7 or 9 (depending on OS, model, etc) minutes, the screen colors begin changing, thus protecting your TV or monitor from having a static image burned on it.
To turn this mode off, press a key, or, if within a program, use the command "POKE 77,0" at least once every few minutes (IF the screen is active, otherwise turning it off would be kinda useless).
To turn it on, wait 7 or 9 minutes without pressing a key or having location "77" set to "0", or set location "77" to "128" with "POKE 77,128", voila! instant attract mode!

Q.10) How do I access 'devices' on the Atari?
A.10) The following commands are available to Atari BASIC's (and also
variations on these are available in most other Atari languages!):
OPEN #a,b,c,d$ Opens channel 'a' for access to 'd$' in mode 'b'
with auxillary mode 'c'. Channel 'a' must be
free or a 'Channel already open' (129) error
occurs. Examples:
OPEN #1,4,0,"K:" - input from keyboard
OPEN #2,8,0,"P:" - output to printer
OPEN #3,12,0,"D:FILE" - random access to disk
OPEN #4,9,0,"D:DATA" - append-output to disk
OPEN #5,13,0,"R:" - concurrent to RS232 (modem)
OPEN #6,6,0,"D:*.TXT" - directory access to disk
(reads directory of "*.TXT" mask)
CLOSE #a Closes channel 'a' (freeing it for use)
GET #a,b Reads a byte from channel 'a' and stores it in 'b'
PUT #a,b Puts byte 'b' onto channel 'a'
INPUT #a,b$ Reads a string (up to 255 bytes and a REQUIRED
'end of line' (character 155)) from channel 'a'
and stores it in 'b$'
INPUT #a,b Reads a string (up to 255 bytes and a REQUIRED
'end of line' (character 155)) from channel 'a'
and stores the numeric value of it in 'b'
PRINT #a,<stuff> Just like the normal BASIC PRINT statement, but
sends the information to channel 'a' (semicolons,
comas, and mixed types are of course allowed).
STATUS #a,b Reads the error 'status' of channel 'a' and stores
it in 'b'
XIO a,#b,c,d,e$ General I/O call. This a little complicated and
may be expanded upon in a future revision. Just be aware of the
following:
a - command
b - channel to use (usually must be free)
c - auxillary mode 1
d - auxillary mode 2
e$ - file or device to act upon
Examples:
XIO 32,#1,0,0,"D:FILE,OLDFILE" - renames file
XIO 33,#1,0,0,"D:OLDFILE" - DELETES file
XIO 34,#1,0,0,"D:GAMES" - creates a directory in My- & Sparta-DOS
XIO 35,#1,0,0,"D:NEWFILE" - locks a file from over-write and
deletion
XIO 36,#1,0,0,"D:NEWFILE" - UNlocks a locked file
XIO 40,#1,4,0,"D:PROG.OBJ" - loads and runs a binary file
(like "L" in Atari and MyDOS)
XIO 40,#1,5,0,"D:PROG.OBJ" - loads a binary file
(like "L" in Atari and MyDOS with the "/N" option)
XIO 41,#1,0,0,"D:GAMES" - changes default directory that
drive/subdirectory (all calls to "D:" will now occur within
that drive/directory)
XIO 254,#1,0,0,"D2:" - FORMAT a disk (in Atari DOS 2.5, this is

format 'enhanced', to format 'single' density, use XIO 253)
(in MyDOS, this is format, but not 'enhanced', use
XIO 253,#<channel>,1,0,"D<drive>:" for format a drive in enhanced
mode).
NOTE: 39 and 40 are the same. Also note the useage of AUX1 in the
"XIO 40" example.

---=== Getting Atari files to an IBM: ===---

Q.1) How can I read Atari disks on my IBM?

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[note:] Someone please give more details or corrections here! Thanx!
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A.1.1) If you have double-density Atari disks, you can use the program
"Util" on the IBM which can read double-density Atari disks. Please
see the Atari 8-bit FAQ for more details.
A.1.2) If you have an Atari 1050 disk drive, you can use the program MULE
to copy files, one file at a time, 20k chunks at a time, from the
Atari to the IBM. You first must format a 180k disk on your IBM,
the run MULE on your Atari to get a file onto the MULE disk, then
run MULE on the IBM to get the file onto the IBM. Tedious, isn't
it? MULE wasn't meant to be a fully-functional program, just a
demo to show that this was even possible.
A.1.3) If you're fortunate to have a Black Box interface on your Atari,
you can get an external IBM drive and the Black Box's add-on, the
Floppy-Board and simply copy files from your Atari disks or hard
drive(s) onto IBM disks via the floppy board, then load them up
on your IBM.

Q.2) Ok, I can't do any of that, now what?
A.2.1) You can use SIO2PC, which is a program for IBM's which turns your
IBM into a set of Atari disk drives. You need the SIO2PC cable
(which you can purchase, assembled or unassembled, or buy parts
and build it yourself) and the SIO2PC software (available at UMICH).
Connect your IBM to your Atari, load SIO2PC, and then run the
program FILE2PC on the Atari to transfer files to the IBM's hard
drive. Or instead create a disk image within SIO2PC and copy files
from one disk (a real Atari floppy) to another (the SIO2PC image)
with the Atari or MyDOS "C"opy command. If you want to extract files
out of the SIO2PC disk image file and store them on your IBM's hard
drive or floppies as single files, either again use FILE2PC or use
S2PC, an IBM program which can extract files from or add files to
MyDOS-compatible SIO2PC disk images!
A.2.2) You can use two modems to download files from your Atari 8-bit.
A.2.3) If you don't necessarily want files that you already have on your
Atari 8-bit, you can download files from the huge collection
available at FTP sites and Atari 8-bit supporting bulletin boards
and save them onto your IBM.
A.2.4) If you have only one modem, so you can't connect both your Atari
8-bit and your IBM together via modems, you can do it via null-
modem, OR you can upload files from your Atari to some bulletin
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board or account you have access to, and then connect the modem
to your IBM and download the files.

Q.3) Is there any easier way to get Disk Communicator (Atari disk image)
files to and from SIO2PC disk images or PC Xformer XFD disk images
other than using Disk Communicator 3.2 on my Atari! I mean, both files
are disk images! They're both on my PC's hard drive! <cry>
(AND NOTE: DiskComm. doesn't like SIO2PC a lot of the time anyway!)
A.3.1) Yes! There's a new IBM program out called DCM2DSK.
(Why "DSK" and not "ATR"? To keep people from getting confused with
the ATR-8000(?)) The current version is '2' and it's available at
UMich's archives and probably elsewhere. Filename: "DCM2DSK2.ZIP" in
the SIO2PC directory.
A.3.2) There's also a new program which converts DCM's to XFD's. I need to
look at it myself first before I can describe it (or someone help
me, please?)

---=== Where to get or FTP files mentioned in this FAQ: ===---

The PC Xformer 2.0 and 2.5 can be downloaded from the "ftp.clark.net" FTP
site:
Directory/file-path: systems/msdos/emulators/xf25.zip (or xf2.zip)

PC Xformer 3.0 can be purchased for $29.95 (prices may vary) from:

U.S.A.
======
American Technavisions 510-352-3787, fax 510-352-9227
B & C Computervisions 408-986-9960, fax 408-986-9968
Mid Cities Computers 310-867-0626, fax 310-920-8933
Rising Star Computers 800-252-2787, fax 513-254-7970
Toad Computers 800-448-8623, fax 410-544-1329

Germany
=======
Atari Bit Byter User Club +49 02366-39623 (same for fax)
KE-Soft +49 06181 87539, fax: +49 06181 83436

United Kingdom
==============
Micro Discount +44 021 353 5730, +44 021 352 1669

or directly from Branch Always Software: (USA)
14150 N.E. 20th Street, Ste 302, Belleuve, WA 98007.
1-206-369-5513, fax 1-206-885-5893
e-mail: BraSoft@aol.com

The following programs are availabel at the "archive.umich.edu" FTP site:
SIO2PC: atari/8bit/sio2pc/*.* (all files are SIO2PC/utility files)
Mule: atari/8bit/Diskutils/mule.com (Atari), mule.exe (IBM), mule.txt
Util: atari/8bit/Utilities/myutil.zip (IBM)

AGAIN, >>> PLEASE <<< CHECK OUT THESE OTHER FILES:
ATARI 8-BIT FAQ
PC XFORMER DOCUMENTS
MYDOS DOCUMENTS
SIO2PC DOCUMENTS

Thanx!

Contacts:

I (Bill Kendrick) can be contacted at:
mailto:kendrick@vax.sonoma.edu,
or on the "comp.sys.atari.8bit" and "comp.emulators.misc" newsgroups,
or New Breed Software, 59 Palm Lane, Novato, CA 94945-2574 USA.

Darek Mihocka, the author of the PC Xformer can be contacted at:
mailto:BraSoft@aol.com
or on the "comp.sys.atari.8bit" and "comp,emulators.misc" and
other newsgroups,
or Branch Always Software, 14150 N.E. 20th Street, Ste 302, Belleuve,
WA 98007 USA.

Micheal Current, keeper of the Atari 8-bit FAQ files can be contacted at:
mailto:mcurrent@carleton.edu,
or on the "comp.sys.atari.8bit" newsgroup.

PLEASE add questions and report any mistakes or bugs to me ASAP.

-bill

1755. Atari 400/800 Donkey Kong

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-27 00:00:25 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950226153514.5795A-100000@PEAK.ORG>
Source record: 93952
Cross-posted to: comp.sys.atari.8bit,alt.games.video.classic,rec.games.video.atari

Donkey Kong, in all its insanity, is probably one of my favorite all-time simple-minded games. No telling how much pocket change I dumped in one of those (debut in 1981) until I finally got the Atari 400/800 cartridge.

Any other DK fans out there? I remember playing it on a friend's Colecovision first. It was the rage, and it helped make the Colecovision the rage for a while. However, the 4th screen "Mudpie Factory?" was absent from the Colecovision. The Atari 2600 version was mighty PUNY. It didn't look or sound like DK; it was more like a 2-color CGA Jumpman. It only had 2 levels!!! Intellivision was a little better, but didn't look like DK.

FINALLY...I got my 8-bit cartridge way back then. This was during the first video game craze over 10 years ago. The Atari 8-bit version is the closest duplicate of the arcade that I know of (unless it's available for NES/SNES..I am not familiar with those systems). I was reading some FAQs (gee....I'm actually smart enough to read an FAQ now) about older video games, and in one (I can't remember which), the contract negotiations with Nintendo for the DK rights was discussed. Coleco got it. I think DK was a pack-in for the Coleco. Coleco is to blame for those lame versions for the 2600 and Intellivision.

But notice that your Donkey Kong (8-bit Atari) cartridge is by Atari...part# RX8031, to be exact. Thank God, or Coleco would have butchered it like the other versions, to make the Colecovision look good. HOW CAN THIS BE? Was the "home computer" version under a different license? What about the Atari 5200 version; it was so close to the 400/800 that you'd think a modified 400/800 version would run, but it wasn't a home computer.....Anyone have a 5200 with DK?

James

1756. Re: SIO2PC Suggestion(s)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-27 00:21:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <26FEB199519213895@pavo.concordia.ca>
Source record: 93953

In article <3iq392$puf@news.xmission.com>, jeking@xmission.com (James King) writes...
>What's the best way to contact Nick Kennedy (instead of snail mail) to provide suggestions on updates to
>SIO2PC?
>
>I'd like to see it run as a DOS window in Windows (wont work currently), and would like to see it use
>Extended and Expanded memory. It would also be nice to see a program for BATCH file xfers to and from
>the 8bit Atari - so I wouldnt have to keep deferring to my null modem cable for backups, etc..
You could just use a terminal program at both ends; use the RVerter handler
(I think) and any Atari term prog. SIO2PC (hardware-wise) is a null-modem
cable; it's the software that monitors the COM port for the command frames.

Dave

1757. Re: SIO2PC Suggestion(s)

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-27 01:52:13 UTC
From: James King <jeking7@delphi.com>
Message-ID: <Z48Z1eN.jeking7@delphi.com>
Source record: 93944

I'll have to try that.. Didnt know the SIO2PC would work as a nullmodem cable also.

Thanks for the tip..

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

1758. Re: Atari 400/800 Donkey Kong

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-27 02:35:47 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <Re66NYD.ransom22@delphi.com>
Source record: 93945

James Wood <jamesw@PEAK.ORG> writes:

>different license? What about the Atari 5200 version; it was so close to
>the 400/800 that you'd think a modified 400/800 version would run, but it
>wasn't a home computer.....Anyone have a 5200 with DK?

The Atari 5200 is just an Atari 8-bit computer in new clothes,
with only minor changes (to support the weird, analog joystick, for
instance). As I understand it, Atari 8-bit software had to be changed
very minimally to run on it (at least in comparison to porting to
another platform entirely). So, the 5200 version is most likely just
a modified version of the same code used in the 8-bit cart.

-Joe
--
____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1759. Re: C/65

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-27 02:38:53 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3irdvt$1bie@hearst.cac.psu.edu>
Source record: 93946

Jeff Thomas (Jeff.Thomas@balmybeach.gryn.org) wrote:
: > Is mac /65 supposed to come with a disk? I have the cart and the
: > manual sometimes mention a disk with utilities on it...
:
: Yes it should have a set of utillities, and some examples of macro programing
: on a single disk. Also there is a tool kit that is a seprate disk which
: contains macros for many usefull functions. I've heard bad things about the
: toolkit, but so far it hasn't been a problem for me.
:
: Later...

Anybody want to send me a copy of the disks?

--
Andrew K. Heller - Making the world safe once again.

Computer Engineering at The Pennsylvania State University
"The drinking University with a football problem"
heller@akh104.rh.psu.edu

1760. Re: Atari 400/800 Donkey Kong

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-27 03:50:44 UTC
From: 6500dtpt@ucsbuxa.ucsb.edu
Message-ID: <3iri6k$r9b@ucsbuxa.ucsb.edu>
Source record: 93948

Actually, there is NO Donkey Kong for the 5200.
The way the deal worked with Nintendo was that Atari got the home
computer rights (which is why Atarisoft made Donkey Kong
for the TI 99/4a, Apple //, IBM PC, etc.) while Coleco
had the videogame console rights (so Coleco made Donkey Kong
for the ColecoVision, Intellivision, Atari 2600...)

(All bets are off as to why Coleco was able to make a
Super Datapack version of Donkey Kong for the Adam.)

David

--

_____
6500dtpt@ucsbuxa.ucsb.edu David Tipton

1761. CGA/MDA hack?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-27 05:57:53 UTC
From: rlziegler@aol.com
Message-ID: <3irpl1$54b@newsbf02.news.aol.com>
Source record: 93949

Does anybody know what the value of the cap in the TTL hack outlined in the video issue of AC is? It says in the mag .002, but doesn't specify units. .002f? That seems a bit large. Any help would be appreciated!

Rick Ziegler
RLZiegler@aol.com

1762. Re: Atari 400/800 Donkey Kong

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-27 07:52:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <27FEB199502525512@pavo.concordia.ca>
Source record: 93950

In article <Re66NYD.ransom22@delphi.com>, Joe Walsh <ransom22@delphi.com> writes...
>James Wood <jamesw@PEAK.ORG> writes:
>
>>different license? What about the Atari 5200 version; it was so close to
>>the 400/800 that you'd think a modified 400/800 version would run, but it
>>wasn't a home computer.....Anyone have a 5200 with DK?
>
> The Atari 5200 is just an Atari 8-bit computer in new clothes,
>with only minor changes (to support the weird, analog joystick, for
>instance). As I understand it, Atari 8-bit software had to be changed
>very minimally to run on it (at least in comparison to porting to
>another platform entirely). So, the 5200 version is most likely just
>a modified version of the same code used in the 8-bit cart.
>
>-Joe
The 5200 has identical chips inside, but someone at Atari not only reworked
the joysticks (producing the unreliable 5200 models) but also re-arranged
the memory map, meaning that hackers had to dump 5200 carts, rework all the
ROM calls and then insert replacement joystick routines, and handle the
second fire button.

Dave

DA_PATE@pavo.concordia.ca

1763. Re: Connecting 2 Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-27 08:39:16 UTC
From: madaras@kosice.upjs.sk
Message-ID: <3is33k$lel@ccnews.ke.sanet.sk>
Source record: 93951

NFriedland (nfriedland@aol.com) wrote:
: now for connecting two atarism do you mean something like a null-modem
: cable so you can send files back and forth?
Not only for transmitting the files. My dream is to consider and build
something like network. Near stations (terminals) could be connected
with cables, and far stations (f.e. servers) via modems. I'd wish to
have services like talk, finger etc., simply network like on
UNIX-systems. Well, maybe somebody already made it on 8bits - living in
Slovakia, the progress in the field of 8bit Ataris is still very slow.
Anyway, I'd want to know any info about this. If you have something,
please mail at madaras@turing.upjs.sk .

Tommy Madaras

1764. Warp 10 BBS

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-27 12:01:02 UTC
From: Amos.Jackson@flight.org
Message-ID: <722_9502271225@flight.org>
Source record: 94014

Warp 10 BBS is back online.

I got rid of the cheap, failing , Atari standard power supplies, and got a PC power supply. Works well, and has lots of spare power, which helps with a Mux and extra ram.

So as soon as I get my other keyboard fixed, both lines will be operational. At this point it's:

612-221-989 300-14,400 baud.

Amos Jackson
---------- -//- ----------
Internet: Amos.Jackson@flight.org
| FlightLine BBS 612.544.5118 <> note: the views of this |
| airline-generl.aviation-flsim <> user are strictly his own. |
---------- -//- ----------

1765. Re: CGA/MDA hack?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-27 13:31:47 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D4nuwz.6xx@nntpa.cb.att.com>
Source record: 93954

In article <3irpl1$54b@newsbf02.news.aol.com>,
RLZiegler <rlziegler@aol.com> wrote:
>Does anybody know what the value of the cap in the TTL hack outlined in
>the video issue of AC is? It says in the mag .002, but doesn't specify
>units. .002f? That seems a bit large. Any help would be appreciated!
>

Not at home to check the article specifically, but generally
capacitances without specific units given may be assumed as in uF
if given with a decimal point as less than 1 (ie -- .01, .47,
.002), and as in pF if given as whole numbers (ie -- 1000, 220,
30). So that .002 capacitor would most likely be .002 uF.

Note that in this context, .001 == 1000. Very confusing.

--
Richard Dell

1766. Re: 130xe programming

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-27 14:35:28 UTC
From: A.R.Edwards@sys.uea.ac.uk
Message-ID: <A.R.Edwards-2702951435280001@cmpacc6.sys.uea.ac.uk>
Source record: 94005

I>
> You can program in MC6502 assembler, C, Pascal, Logo, BASIC, Lisp, and a
> special Pascal/C variant called ACTION!. ACTION! is considered to be one of
> the best programming languages for the 8-

Whay ever happened to good old Turbo BASIC then ? (PD as well, and
probably faster than ACTION!)

Arty.

--
These opoi^H^H "damn", ^H, [esc : "damn!" :Q! "Whaddya mean, Not an editor command?" :wq!
^C^C^C !STOP ^bye ^quit :quit! !halt ^w^q :!w :wq! ^D :qq!! ^STOP [HALT! HALT!!! "Why's it
doing this?" :stopit! :wwqq!! ^Z ^L ^ESC STOP :bye bye! "Hey, what's this red button d...

1767. Re: [--- gopher, ftp, MERIT archive ---]

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-27 15:01:16 UTC
From: jasond@uranus.kendall.mdcc.edu
Message-ID: <3ispfs$l68@kendall.mdcc.edu>
Source record: 94006

Winston Smith (winston@merk.com) wrote:

: I tried to Gopher and FTP to the MERIT archive. I was looking for a
: specific program, namely QWK8, the CC8 program. I couldn't connect to
: MERIT and I was sent over to WUSTL. When I tried to fetch anything my
: process simply hung there in space.... Does anyone know what is going on?
: The time was about 4am Eastern Standard Time. Is MERIT really flooded with
: requests at this time of day? I find this hard to believe? Do the ATARI8
: people need a site free of APPLE2 and ST requests? Is the demand really
: that large that the server is getting shutdown?

I am mirroring the atari umich.edu archive (or at least the 8-bit portion)
at ftp.kendall.mdcc.edu. You'll find that it's never busy and is pretty
current. I do my mirroring from wuarchive via NFS so I don't have to compete
with FTP users. At any rate, enjoy the site. If anyone has any comments or
suggestions, mail them to root@kendall.mdcc.edu and I'll see what I can do to
accomodate them.

Jason Duerstock
root@kendall.mdcc.edu

1768. Re: 130xe programming

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-27 15:32:15 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3isr9v$phh@nic-nac.CSU.net>
Source record: 94007

"Probably faster then ACTION!" !??!?!?! HAHAHAHAHHAHAHHAHHAHAHAAHHAHAHAAHHAH!

Oh :) SOrry..

Man, you must be thinking Action! is as slow as the C's for the Atari.
WAY wrong there, man.

I remember in the Quick manual, they had TBXL slower than Quick slower than
Action! slower than Assembly. At least for their benchmark.

Heheh.. my benchmark would include easy of use and put Quick down there
with Assembly, C way below that (heheh) and TXBL and Action! up at the top
as the easiest.

:)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, HyperIt!, HTML8bit, Geneocide, Adventure XL, & more!

1769. Re: diff. gr. modes per scan line?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-27 16:10:09 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1995Feb27.161009.19486@cs.nott.ac.uk>
Source record: 94008

In article <Pine.SUN.3.91.950224000130.20280C-100000@PEAK.ORG> James Wood
<jamesw@PEAK.ORG> writes:
>
>I remembr seeing a Polish (I beleive) demo that was unbelieveable.
>I can't remember the name, but it's probably commonly known.
>
>There were lots of colors on-screen (DLIs, I suppose), but there were
>other neat things....like there appeard to be more things moving
>independently than there are PMGs. Most interesting was the mix of more
>than one graphics mode on the same scan line. Anybody care to speculate
>how this was possible?
If it's the one I'm thinking about, then close inspection reveals them to
be GTIA modes + Gr.8 I think. If I remember correctly you can switch GTIA
modes by toggling a bit somewhere (the number 623 comes to mind... hmmmm, or
is it 559? - those are the shadow registers anyway, you'd need to modify the
hardware equivalent to do it on the fly). Anyway the idea is that you can
switch GTIA on and off by toggling a single bit. You can even do this in
modes that do not directly support GTIA (like GR.0), they're not much use,
but they look pretty. Ok, so the idea is to switch the GTIA bit on and off
on the fly, as the raster is drawing in the screen. So you'd need to do some
cycle counting from the time the raster begins to draw the line to the point
where you want to change modes. Once you get there, you switch the GTIA bit.
Of course there's DMA going on too, so you can't tell exactly when you've
reached that point. The demo I saw had some blank space in between the mode
change, which would allow for this. It may be possible to switch to other
graphics modes too (not just GTIA), as long as they have the same number of
bytes per scan line. That's something I was thinking about several months
ago but have never tried it.

As for multiple moving object... that's one that has always stumped me.
I think they must be software sprites, ie. where you draw them on over the
background and then re-draw the background again after they've moved.

--
*** Raphael Espino, rje@cs.nott.ac.uk ***

1770. Re: Shugart 801 power jumpers

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-27 16:20:11 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <133729@cup.portal.com>
Source record: 94009

Thanks Peter, looks like it's jumper L & it's left open so....
I've had this fasination with 8" drives since seeing some early
Wang word processors we had at work. I've passed up opertunities to
pick up things like an Altair with dual 8" drives for $50. It's kind of
retro, like buying a toy you never got as a kid, but I've always wanted
to see one run on a computer.
Rick]

1771. Stupid SHAKE.ARC at Umich!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-27 18:03:30 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3it45i$3a0@nic-nac.CSU.net>
Source record: 94010

Damnit! I'm very annoyed.

I download the "Shake.arc" file from UMich only to find that whoever created the disk image happens to disklike DiskCommunicator. Well F*** you! DCM happens to be the standard! >:^(I had to RElogon, REFTP to Umich, and I downloaded SpartaDOS 3.2g. (The disk image program only works with SpartaDOS). I logout, go to make a SpartaDOS disk image only to find this is a PATCH, not the actual DOS). So I logon AGAIN and get SpartaDOS 3.2f and run SCOPY on the disk image file. It takes forever for some reason, and I finally am able to boot up the disk.

It didn't work.

Thanx.. wasted about a 1/2 hour of my morning!! Can SOMEone who has a working copy of the Shake demo PLEASE turn it into a DCM so us Non-SpartaDOS users and SIO2PC/DCM2DSK users can USE it without such a damned hassle!?

Thank you!

-bill!
kendrick@zippy.sonoma.edu.not.in.a.very.good.mood!

1772. Re: Connecting 2 Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-27 18:09:15 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3it4gb$3bb@nic-nac.CSU.net>
Source record: 94011

You want CSS's MUX. It lets you connect up to 7 or 8 "slave" computers up to one "master" computer. The master computer would have something like a Black Box on it and the slave computers would share the hard drive space or whatever.

The slaves require a replacement OS and I guess so does the master? The master runs file-serving-type software or something, but the slaves can run anything; doesn't matter. They can all be running the same software, or all be running different software! (Hey, I bet my HTML8bit program would work nicely on a MUX setup! One machine running the word processor or editor or whatever to edit the HTML files (page) and another reloading the thing showing the final output! Cool!)

Anyway, the slaves all have carts attached to them with ribbon cable or something attached and you can of course stack other carts on top.

Is there multiline BBS software for MUX yet!? Do any other BBSes (Pro!, etc.) support it!?

Someone else please give better/more details on MUX as I've never seen nor used one.

Thanx!
-bill
kendrick@zippy.sonoma.edu.in.a.little.better.mood.(Ozzy.is.cool)

1773. Re: diff. gr. modes per scan line?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-27 18:12:44 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3it4ms$3kk@nic-nac.CSU.net>
Source record: 94012

Raphael! You just explained how the bitmapped modes were altered via sync
count, HOW could the sprites be software!? When they'd move to the left,
they'd turn into Gr.8! In the center, Gr.9 and on the right, Gr.15!

I explained before that they're just 4 PMG's + 5th player (big yellow ball).

The 4 PMGs allow two, 3-colored (using the 3-color-XOR hardware mode (trick))
PMG's per scanline, which, if you look carefully (you CAN pause the animation
with either stick or console keys) is all they ever have at one time. Someone
pointed this out to me.

BUt, if you WANT to see cool >5 PG's on the screen at once, get Pl8Demo
or whatever it's called (Demo8pl?)

Later!
-bill

1774. Re: Connecting 2 Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-27 19:51:03 UTC
From: jeking@xmission.com
Message-ID: <3itaf7$3je@news.xmission.com>
Source record: 94013

In article <3is33k$lel@ccnews.ke.sanet.sk>, madaras@kosice.upjs.sk (Tommy) says:
>
>NFriedland (nfriedland@aol.com) wrote:
>: now for connecting two atarism do you mean something like a null-modem
>: cable so you can send files back and forth?
>Not only for transmitting the files. My dream is to consider and build
>something like network. Near stations (terminals) could be connected
>with cables, and far stations (f.e. servers) via modems. I'd wish to
>have services like talk, finger etc., simply network like on
>UNIX-systems. Well, maybe somebody already made it on 8bits - living in
>Slovakia, the progress in the field of 8bit Ataris is still very slow.
>Anyway, I'd want to know any info about this. If you have something,
>please mail at madaras@turing.upjs.sk .

What you're looking for already exists -- in the form of the CSS Multiplexor (MUX). It allows
to you setup ONE file server (with all peripherals except modem connected to it), while letting
you have up to 8 slaves (workstations) sharing data off that server.

I have 3 slaves on my mux at home..

1775. Re: BBS Express Pro

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-27 23:23:56 UTC
From: "Craig S. Rothman" <73304.377@CompuServe.COM>
Message-ID: <3itmuc$st7$1@mhade.production.compuserve.com>
Source record: 94015

Keith Ledbetter I believe still makes programs, but for IBMS...

Meanwhile, PRO! Is now sold by another company out of Salt Lake City..

Hope this helps.

-Craig

--
Call the UnderDog BBS! Express PRO! (508) 820-3089

1776. Re: Atari 400/800 Donkey Kong

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-27 23:28:02 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3itn62$psj@hearst.cac.psu.edu>
Source record: 94016

PATERSON, DAVID ANDREW (da_pate@pavo.concordia.ca) wrote:
: In article <Re66NYD.ransom22@delphi.com>, Joe Walsh <ransom22@delphi.com> writes...
: >James Wood <jamesw@PEAK.ORG> writes:
: >
: >>different license? What about the Atari 5200 version; it was so close to
: >>the 400/800 that you'd think a modified 400/800 version would run, but it
: >>wasn't a home computer.....Anyone have a 5200 with DK?
: >
: > The Atari 5200 is just an Atari 8-bit computer in new clothes,
: >with only minor changes (to support the weird, analog joystick, for
: >instance). As I understand it, Atari 8-bit software had to be changed
: >very minimally to run on it (at least in comparison to porting to
: >another platform entirely). So, the 5200 version is most likely just
: >a modified version of the same code used in the 8-bit cart.
: >
: >-Joe
: The 5200 has identical chips inside, but someone at Atari not only reworked
: the joysticks (producing the unreliable 5200 models) but also re-arranged
: the memory map, meaning that hackers had to dump 5200 carts, rework all the
: ROM calls and then insert replacement joystick routines, and handle the
: second fire button.

It wasn't THAT bad... but still true. I think only one of the
hardware chips was moved in memmory. I have an article from
Analog (I think) the describes the 5200 in some detail that I could
post..(of course it is a total copyright violation..)

--
Andrew K. Heller - Making the world safe once again.

Computer Engineering at The Pennsylvania State University
"The drinking University with a football problem"
heller@akh104.rh.psu.edu

1777. Re: Connecting 2 Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-27 23:32:02 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3itndi$psj@hearst.cac.psu.edu>
Source record: 94017

Tommy (madaras@kosice.upjs.sk) wrote:
: NFriedland (nfriedland@aol.com) wrote:
: : now for connecting two atarism do you mean something like a null-modem
: : cable so you can send files back and forth?
: Not only for transmitting the files. My dream is to consider and build
: something like network. Near stations (terminals) could be connected
: with cables, and far stations (f.e. servers) via modems. I'd wish to
: have services like talk, finger etc., simply network like on
: UNIX-systems. Well, maybe somebody already made it on 8bits - living in
: Slovakia, the progress in the field of 8bit Ataris is still very slow.
: Anyway, I'd want to know any info about this. If you have something,
: please mail at madaras@turing.upjs.sk .

You mean something like the COAX idea I have been toying with.
For some reason, there is just great excitment in seeing an F connector
on the back of an 800XL knowing you can plug in some cable there...
plug the other end in elsewhere and viola! Networking.

I really wish I had more time....

--
Andrew K. Heller - Making the world safe once again.

Computer Engineering at The Pennsylvania State University
"The drinking University with a football problem"
heller@akh104.rh.psu.edu

1778. CSS Black Box for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-28 00:03:00 UTC
From: jim.graham@cccbbs.cincinnati.oh.us
Message-ID: <8A45477.0831000C0E.uuout@cccbbs.cincinnati.oh.us>
Source record: 94018

```
FOR SALE:
CSS Black Box with all cables. Plugs into 130XE or 600/800XL. New
ROM as of last year. Also have the DOCs. $120.00 + Shipping Please
email if interested.
-Jim Graham
```

1779. Re: CGA/MDA hack?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-28 00:13:50 UTC
From: rlziegler@aol.com
Message-ID: <3itpru$eq8@newsbf02.news.aol.com>
Source record: 94019

Thanks for the info. I had a feeling that uF were the "missing units",
but was hesitant to just stick in a guess.

Rick Ziegler
RLZiegler@aol.com

1780. 800XL's For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-28 00:20:00 UTC
From: jim.graham@cccbbs.cincinnati.oh.us
Message-ID: <8A45488.0831000C11.uuout@cccbbs.cincinnati.oh.us>
Source record: 94020

I have several 800XL's for sale. All have socketed chips and are working. I also have one 1200XL. All include power supplies. A few of the 800XL's have boxes. $25.00 each including shipping in the US.

I also have an upgraded 800XL with 256K Rambo and Omniview XL/XE OS. There is a switch to toggle between the original XL/OS and Omniview. Omniview allows it to play carts like Gorf and K-Star Patrol that won't work on an XL. Also has a built in 80 column mode and ML Monitor. $60.00 + Shipping E-mail if interested.

jim.graham@cccbbs.cincinnati.oh.us -Jim Graham

1781. Little kids

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-28 00:47:50 UTC
From: KENDRICK@sonoma.edu
Message-ID: <950227164743.20403efb@sonoma.edu>
Source record: 94021

I'm kinda sick of the little kids who come over and hassle me with
legos, paints and computers and have stooped so low as to BUILD
something for them! :)

Rather than have them pound on my keyboards, I'm learning this:

Turn off the brightness on my PC's screen (and unplug the keyboard)
BE SURE THEY HAVE SOMETHING TO DO (and that they can understand)

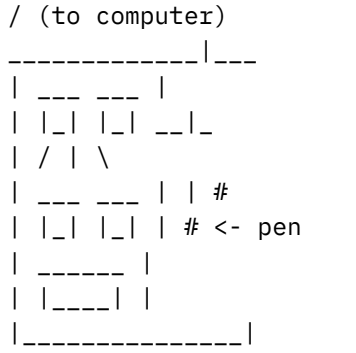
One thing I've found is 3- and 4-year olds

1) Can't read
2) Can't easily find keys on the keyboard
3) Aren't strong enough to use standard joysticks

So, I've built a joystick-wanna-be. It's made out of the following:

Old 9-pin joystick cable with 6 wires (Up/Down/Left/Right/Fire/Power(ground))
Top of an IBM PC case (stiff, plastic, good!)
A lot of foil (my wonder-solder and wiring :) Also, the contacts for
the controller.. see below)
A pen
A LOT of tape
Some wire

The thing itself looks something like this from the top:



On the end of the pen there's a foil contact attached to the wire
which comes out of the other end, goes into the front (the entire
thing (except the foil parts) is covered in paper) and is connected
to the Power (ground) wire of the stick cable. This is the magic "wand."

The top two surfaces of foil are wired up to the "Up" and "Down" wires.

The bottom two surfaces are to the "Left" and "Right" wires.

The long surface at the very bottom is to the "Fire" wire.

This is a VERY simplistic interface, but not only is it a cinche to program for, but it only took me about an hour, hour and a half (at the most) to put it all together!

Some software I made which already supports it (because it supported the following idea: "two button controls". Either "SPACE" or "Any key EXCEPT SPACE" and either "Fire" or "Move".) includes an in-progress dumb little anti-lemmings style game with "gummy bears" which wanter around and you try to get them to a certain spot on the screen. (They fall, jump when they touch special pads, and can get stuck) as well as a "legos" tetris-ish game. Both games are, as I said, stupid. :) But amusing to the kids.

On a side note, I did make a keyboard-based game where there's a happy face on the left, and giant letters (made out of mean-faces) coming slowly from the right. If the closest one is the letter "A", the kid is to type "A" and a line of "A"s shoots out of the happy face and kills the giant "A" (flashes in sad faces for a second :)). If they press, for example, "B", it doesn't do anything. If the letters get too close the happy becomes a worried face :) and there's a simple flashing "YOU WIN" (as if they can read! :)) if you win, or a giant bouncing sad face if you lose.

Anyway, later!
-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
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1782. memory upgrade for an XEGS

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-28 02:14:05 UTC
From: chaos@oo.com
Message-ID: <3iu0td$1tgq@tequesta.gate.net>
Source record: 94022

Hey folks, i am looking for some plans for a 128k (or more)
memory upgrade for my atari XEGS. the upgrades i have seen on ftp sites
are mainly for the original 800's and the XL. i assume <someone quicky
correct me if im wrong> that the inseide of an XEGS is the same as a
xe6s..<except for modified case and detachable keyboard>

anyways if soneoen has such a text file, PLEASE mail it to me.

thanks,
-Ed Heffernan

1783. Re: Atari 400/800 Donkey Kong

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-28 05:00:25 UTC
From: bodysurf@netcom.com
Message-ID: <ftgKliTN6tWE079yn@netcom.com>
Source record: 94023

In article <27FEB199502525512@pavo.concordia.ca>,
da_pate@pavo.concordia.ca (PATERSON, DAVID ANDREW) wrote:
> The 5200 has identical chips inside, but someone at Atari not only reworked
> the joysticks (producing the unreliable 5200 models) but also re-arranged
> the memory map, meaning that hackers had to dump 5200 carts, rework all the
> ROM calls and then insert replacement joystick routines, and handle the
> second fire button.

Ala "Glenn the 5200 man"... A "cracker" -- not a "hacker"...

Lates!

Tim <bodysurf@netcom.com>
"Finger" for PGP v2.6.2 Public Key
--

Lates!

Tim <bodysurf@netcom.com>
"Finger" for PGP v2.6.2 Public Key

1784. Re: SIO2PC on a 12meg 486

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-28 07:46:03 UTC
From: bjcorr@delphi.com
Message-ID: <9502280231591.DLITE.bjcorr@delphi.com>
Source record: 94024

>JK; just got through running around Ultima III using a ramdisk with both
>straight running from image & the /P force physical access flag set. I
>really couldn't tell much difference in speed. If you do find a handy
>way to create a 16 meg SD partition, please share it with me. Right now
>I have to create the larger partitions with MyDOS, then use them with
>MyDOS or SDX. I seem to have trouble with any DOS when I try to use drive
>#6, MyDOS directories under SDX, formating anything but drive #1 <?> under
>SDX. There's also a problem with using the MyDOS duplicate disk function.
>For the version I have you need to give it a range of sectors i.e. 1-720
>rather then let it go on it's own.
>Rick
>
I had the same problemn with Sparta 32g's DUPDSK. Does SDX run with
SIO2PC!!!? I didn't think it would, doesn't use sio! I am amazed!
bjcorr@delphi.com

1785. Re: SIO2PC on a 12meg 486

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-28 07:51:45 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3iukmh$c0v@nic-nac.CSU.net>
Source record: 94025

SIO2PC emulates CIO, not SIO. It's at the hardware level! All SIO2PC software does is look at the SIO port; whether they were caused by SIO or by a direct CIO call it doesn't matter, it just responds if it needs to.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
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1786. Cooltris 2

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-28 08:05:09 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3iulfl$cb1@nic-nac.CSU.net>
Source record: 94026

Ok, status of New Breed Software's (that's me) current projects:

HyperIt!: I need to: Support SpartaDOS
Fix the mouse
Add preferences (colors, etc.)
Rework the Stack-selection interface
Add the "Field" command
Make better error trapping
Add a nicer MORETEXT command

I will eventually: Add Daisy Dot III font support
Add sound/music/digital audio/icons support
Support real Mice/Trakballs/Touchpads/Light pens
==========
HTML8bit: I don't know what I'll do with it, definitely add support
for more HTML command and Anchors, but I don't know if I'll
make an HTML->HyperIt! converter, a true HTML viewer, or what!?
==========
Geneocide: This won't be out for quite a while! :)
==========
Outbreak: Consider this dead and go play Unicum.
==========
Adventure XL: Yes Glenn, I haven't forgot this! I'm perfecting my use of
VBI's and will soon have a nice many-player engine to play
with. Once I have that going and AXL at least started, I can
move on to more of Geneocide.
==========
Cooltris 2: What!? Since when was I going to make a sequel!? Well, it's
been in the back of my mind ever since Richard Gore said
"nice, but just isn't good enough compared to Euro/German
wares" and I read the description of the ST game "Dropix"(sp?).
This will be THE first game supporting my sorta-flickery
souped-up multicolor text mode. (So far, 9 colors with 16+
possible if I want to tweak the color/font designs which I
don't at the moment :)).
==========
ADOS: Yes, the ADOS team IS doing something. I seem to come up
with the most theoretical "we must support THIS aspect of the
interface!" input. Nice yes, practical, I hope so! :)
==========
Megagirl: Once I get Geneocide either out or vaporwared, I'd like to
work on this game very much!
It will of course be using the many-players and more-colors
engines.

```
==============================================================================
ScotchDUP: Sometimes I feel nobody cares <sniff>. Well, >I< do, so
this WILL be done. I seem to be getting closer and closer
every time I try. (Just as I used to get closer and closer
when writing BBSes over and over again from scratch; and I
actually had a relatively nicely WORKING one up, too! :) )
==============================================================================

So, there's the status of New Breed Software as well as an official notice
that Cooltris II is going to be created! :)

Cooltris fans look out for dual-player-mode WEAPONS and actual COLORED
pieces! :)

Perhaps I'll have to redo Sludge as well! :) Any Sludge fans out there?
(Why does no-one LIKE this game!?)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
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Talkin' 'bout MIDNIGHT..
```

1787. Cooltris 2 details

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-28 08:35:53 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3iun99$d5s@nic-nac.CSU.net>
Source record: 94027

Like the original Cooltris, Cooltris 2 will support:

1-, 2-, 3- and 4-piece 'trads
0- to 9-high "garbage" at the beginning of the game
Adjustable percentage of "stuck" (unrotatable) 'trads
Bombs
Crystals
Weights
Two-players

Also, Cooltris 2 will support the following (some of which is
unavailable in ANY Atari 8-bit (and many other platforms?)
Tetris clone!):

Weapons for two-player mode:
Freezer (freeze opponents game temporarily)
Trader (remove your bottom line and give it to your opponent)
Warp (warp your opponent temporarily to the fastest level!)
Gravity (remove all air-pockets in your game area)
Money (gain bonus points)
Love (remove your bottom line AND your opponents bottom line)

Coal:
Pieces that turn into crystals when they're "crushed"

Rain Mode:
Pieces randomly appear as if they've fallen right after you've
placed a piece (like in Dredis, Lineup, etc.)

Color:
Using a special software-driven graphics routine, I've pumped
currently 9 colors: black background plus two shades of the
following colors: red, green, blue, yellow. Normally, in
the parent mode I'm using (IRG4) one can expect black background
plus ONE shade of those colors, or perhaps two shades of two
colors, or three shades of one color and then a single shade of
another color, etc.

Music:
If I can fit some in (and WRITE some! And the player!)

Digital sound:
If I can fit it in (doubt it; unless it's very small and low quality).

(Oops, I forgot to mention, 0- to 4-'trad preview in what Cooltris 2 will
have that Cooltris (original) already had!)

Anyway, how does it sound!? And yes, the slight flicker of the graphics engine IS standable (esp. if you turn your contrast down). I would support "grey" or "reduced color" mode, but it'd hog MORE RAM for MORE fonts. :(Sorry!

Feedback welcome! As are beta-testers. I MAY even release the source!?

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
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1788. Atari Classics Status?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-28 09:20:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19950228092043MIS0160@MVS.UDEL.EDU>
Source record: 94038

Does anyone know the status of the new Atari Classics Magazine. I received my premier issue and was very pleased. It's been several months and I'm beginning to think that it might be the only issue. Does anyone know what's happening regarding this publication?

Roger Cole
INTERNET: Roger.Cole@MVS.UDEL.EDU

1789. Re: Atari 400/800 Donkey Kong

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-28 09:55:10 UTC
From: moorhead@ionet.net
Message-ID: <3iurtu$7vs@ionews.ionet.net>
Source record: 94028
Cross-posted to: comp.sys.atari.8bit,alt.games.video.classic,rec.games.video.atari

In <Pine.SUN.3.91.950226153514.5795A-100000@PEAK.ORG>, James Wood <jamesw@PEAK.ORG>
writes:
>But notice that your Donkey Kong (8-bit Atari) cartridge is by
>Atari...part# RX8031, to be exact. Thank God, or Coleco would have
>butchered it like the other versions, to make the Colecovision look
>good. HOW CAN THIS BE? Was the "home computer" version under a
>different license? What about the Atari 5200 version; it was so close to
>the 400/800 that you'd think a modified 400/800 version would run, but it
>wasn't a home computer.....Anyone have a 5200 with DK?
>
>James

I loved that game on the 8bit! (of course, I was a poor back then (1984), so I
bought it at a swap meet). I remember after I bought and played it for awhile,
Coleco came out with a "new" version of DK for the Colecovision that was
advertised "Now includes ALL four levels!" (or something similar) when they were
pushing the ADAM computer add-on (I believe this was the situaltion.)
I still have my original Donkey Kong cartidge (somewhere) and it says "under licence
from Nintendo" so I think it might of been like a "source code" licence from them?
(The cart's opening screens reference to a "(c)1983 Nintendo" I believe)

IMHO, the Coleco version still couldn't hold a candle to the Atari 8bit's version.

Mark Moorhead - moorhead@ionet.net - Warp into the future of computing - OS/2

1790. Want Atari 8-bit hard Drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-28 10:03:38 UTC
From: CFIPAUL@ix.netcom.com
Message-ID: <3iusdq$dl6@ixnews4.ix.netcom.com>
Source record: 94029

I am looking for a hard drive which will work with my 8bit atari 800 and 1200 computers. If anyone has such a beast, I will be willing to take it off of your hands immediately. You can E-mail me back here or at CFIPAUL709@aol.com if you wish.

Thanks
Paul Castellani

1791. Re: 600 XL Memory expansion

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-28 12:12:07 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.179.000C3413@genesis.informatik.rwth-aachen.de>
Source record: 94030

In article <3ikdu7$6pk@nic.lth.se> e89dh@efd.lth.se (David Hultgren) writes:
>From: e89dh@efd.lth.se (David Hultgren)
>Subject: 600 XL Memory expansion
>Date: 24 Feb 1995 10:55:03 GMT

>Is there any info avalible about how to do this?
>(except by bying a 1064)

I think the best (and cheapest) way is to get two 4464-RAM-Chips (64k*4bit)
and swap these with the build in ones . Then you will have to do three
connections (I haven't in mind) and then you can put on self-test.
I have two 600 upgraded this way - they run good .

Matt

1792. 800XE/(130XE) shows no color - help !!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-28 12:20:03 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.180.000C55F4@genesis.informatik.rwth-aachen.de>
Source record: 94031

I've picked up an 800XE (same board design as 130XE).
The machine runs fine, but it shows no color !!!
I've tried to use the monitor jack, the HF-Modulator always same result.
I've controlled the voltage on the poti (R 38 I think), it's correct from
0 to 8.8V.
Now I have swaped the GTIA with my working 600 XL - The 800 one worked fine
in the 600 - but the 800XE shows no color .
Anybody here who can help me ?

Matt

1793. Port ST Xformer to Falcon

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-28 12:51:54 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3iv69a$cr2@dux.dundee.ac.uk>
Source record: 94037

Is there one?

If not would it be quite easy to do?

Also would it be possible to get the emualtor to run in a GEM window?

Rod

--
--
Rod McCall, President, Lip Theatre Company
==========
// email: rmccall@mcs.dundee.ac.uk //
@@ No part of any mail I send is the reponsibility of the university @@
@@ hence don't complain to them, complain to me!! @@
==========
for infomation on the following
CD-ROM,Books & Compaq Presario email : cdsales@cix.compulink.co.uk
****

1794. SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-28 13:20:22 UTC
From: ivan@rcp.co.uk
Message-ID: <8gwUvApCBh107h@rcp.co.uk>
Source record: 94032

Hi,

I was wondering if any UK Atarians would be good enough to send me the Atari end of the SIO2PC software?

I have a modem attached to my PC but not to my XL - so I can download the PC end of the software.

Thanks,

Ivan

ivan@rcp.co.uk

--

1795. Re: Atari 400/800 Donkey Kong

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-28 14:41:35 UTC
From: sippelng@miavx1.acs.muohio.edu
Message-ID: <1995Feb28.094135.40690@miavx1>
Source record: 94033
Cross-posted to: comp.sys.atari.8bit,alt.games.video.classic,rec.games.video.atari

In article <Pine.SUN.3.91.950226153514.5795A-100000@PEAK.ORG>, James Wood
<jamesw@PEAK.ORG> writes:
> Any other DK fans out there? I remember playing it on a friend's
> Colecovision first. It was the rage, and it helped make the Colecovision
> the rage for a while. However, the 4th screen "Mudpie Factory?" was
> absent from the Colecovision. The Atari 2600 version was mighty PUNY.
> But notice that your Donkey Kong (8-bit Atari) cartridge is by
> Atari...part# RX8031, to be exact. Thank God, or Coleco would have
> butchered it like the other versions, to make the Colecovision look
> good. HOW CAN THIS BE? Was the "home computer" version under a

Atari got the contract to do computer conversions while Coleco got the contract
to do home video game system conversions.

Before you hang Coleco out to dry, the 7800 version of Donkey Kong and Donkey
Kong Jr. by Atari are a worse than the Colecovision versions. The music is
better on the Colecovision version of these two games as well as the sharpness
of the graphics. However, Atari's version has DK on the correct side of the
screen on board one of DK and has springs on the elevator level and an extra
board on DK Jr. However, both lack the infamous mud-pie level.

OTOH, Gameboy Donkey Kong has all four levels (including Mudpie) but they
simplified the levels. :(

--
<><>

1796. GTRACKER demo upload

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-28 15:14:35 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <19A51DD4806@east-01.novell.leeds.ac.uk>
Source record: 94034

I've just uploaded a copy of my GTRACKER Demo disk to umich, well
to lenn@atari.archive.umich.edu, when it appears on the listing
would somebody be kind enough to download and test it please and let
me know if it works, it should!! Once I know my procedure works I
have some more stuff to upload.

The GTRACKER Demo disk is a double sided enhanced density disk.
You will need to download 8 files (5 for side 1 and 3 for side 2)
and use Disk comm 3 to undiskcom them into a disk. There is also a
text file called GTRACK.DOC that gives more details. The filenames
are:-
GTRACKxy.DCM where x=1=side 1
x=2=side 2
y=A,B,C,D or E - part number.

I hope you enjoy it!

Richard Gore
chmrig@leeds.ac.uk

1797. Re: CSS Black Box for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-28 15:21:30 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ivf1q$qcn@nic-nac.CSU.net>
Source record: 94035

WHOA! SOMEONE'S SELLING A USED BLACKBOX!!

-bill!

1798. Re: SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-28 15:25:23 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ivf93$qfm@nic-nac.CSU.net>
Source record: 94036

You don't NEED software on the Atari end to run SIO2PC. Even if you want to dump files directly to the PC's drives, you don't NEED remote. You can set the SIO2PC software for a P:rint through (no translation) into a file and do it file-by-file, or you can simply run S2PC or AtarImg on some ATR file(s) to extract the file.

Good luck!
-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, HyperIt!, HTML8bit, Geneocide, Adventure XL, & more!

1799. SIO2PC Cable

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-28 16:36:33 UTC
From: ivan@rcp.co.uk
Message-ID: <Z2yUvA9EBh107h@rcp.co.uk>
Source record: 94040

Hi,

Has anyone got a spare working SIO2PC cable that they wish to part
with? - I am willing to pay.

Thanks

Ivan
ivan@rcp.co.uk

--

1800. Re: Atari 400/800 Donkey Kong

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-28 17:37:35 UTC
From: phackney@krisalis.demon.co.uk
Message-ID: <794004620snz@krisalis.demon.co.uk>
Source record: 94044
Cross-posted to: comp.sys.atari.8bit,alt.games.video.classic,rec.games.video.atari

In article <Pine.SUN.3.91.950226153514.5795A-100000@PEAK.ORG>
jamesw@PEAK.ORG "James Wood" writes:

>
> Donkey Kong, in all its insanity, is probably one of my favorite all-time
> simple-minded games. No telling how much pocket change I dumped in one
> of those (debut in 1981) until I finally got the Atari 400/800 cartridge.
>
> Any other DK fans out there? I remember playing it on a friend's
> Colecovision first. It was the rage, and it helped make the Colecovision
> the rage for a while. However, the 4th screen "Mudpie Factory?" was
> absent from the Colecovision. The Atari 2600 version was mighty PUNY.
> It didn't look or sound like DK; it was more like a 2-color CGA Jumpman.
> It only had 2 levels!!! Intellivision was a little better, but didn't
> look like DK.

I was amazed at how shite the other DK's were compared to my trusty 8-bit
cart.This game was just about as addictive as you could get.I was also a
massive fan of it's follow up DK Junior.My brother scored 285,000 or something
like that on DK,and i scored 147,000 on DK Junior.Anyone beat those?

Cheers,

P. Hackney

P.S.DK Country is also an excellent game so if you have access to a SNES......

All the above views are sadly my own .

1801. What can y'all tell me about ACTION! ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-28 17:50:45 UTC
From: tirvin@lmsc.lockheed.com
Message-ID: <3ivnpl$7cn@butch.lmsc.lockheed.com>
Source record: 94039

I've been reading about this language a lot recently in Atari circles.

If you don't mind, I'd like to ask a few question about it, since it seems to be rather popular among Atari developers, and I'd like to do a little recreational "on-the-side" 8-bit development:

What is ACTION! like? What other popular languages does it resemble? Is it very high level like Atari BASIC? Is it lower, similar to assembly? Maybe a "mid-level" language which can be used at a very high *or* very low level such as C?

If you regularly use ACTION!, what is it that you like about the language? Speed of code? Ease of development? The power of the language? Some combination of these or other factors?

How is with graphics? Communications? Databases?

I know it's a lot of questions, but by Atari software standards, the package ain't cheap. Of course, if it's *that* good, it may still be worth it. What have y'all to say?

Tim

1802. Re: Atari 400/800 Donkey Kong

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-28 18:33:20 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3ivq9g$i3m@hearst.cac.psu.edu>
Source record: 94041
Cross-posted to: comp.sys.atari.8bit,alt.games.video.classic,rec.games.video.atari

P. Hackney (phackney@krisalis.demon.co.uk) wrote:

: P.S.DK Country is also an excellent game so if you have access to a SNES......

I agree with the statements about the 8bit versions of DK and DKJr being
great. But DK Country? Its as scripted as StarFox.

--
Andrew heller@akh104.rh.psu.edu

Carts: 2600 104; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 + Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

1803. WTB: MIO ZIP ram chips..

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-28 18:34:30 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3ivqbm$i3m@hearst.cac.psu.edu>
Source record: 94042

Anybody know where I can purchase some of these strange/rare
chips?

--
Andrew heller@akh104.rh.psu.edu

Carts: 2600 104; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 + Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

1804. Re: Atari 400/800 Donkey Kong

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-28 19:00:20 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <133800@cup.portal.com>
Source record: 94043

Andrew, the copyright laws do not apply educational endevors. Probably could just say the sig is for passing information/education & IMO wouldn't violate the intent of the law. I have a couple of 5200's I bought for parts, what they did was completely eliminate the PIA chip & the Joysticks are read by the same scanning circuits the Pokey used for the keyboard. Ergo the odd ball controllers, they actually take the place of the 57 key keyboard. I haven't poke around a lot with the things, but apparently they don't really have a lot of I/O in the ROM, just a character set & a few primitive routines for reading the joystick/setting up the display. At the time the 5200 came out, my girlfriend's younger sister work in Atari Customer Service. She used to brag about stuff like how she could get people complaining about the lousy 5200 JS breaking to hang up by heaping abuse on them! Ah, the good old days when Atari was raking in billions. They were so sensitive to there customers <sic>.
Rick

1805. Re: memory upgrade for an XEGS

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-28 19:06:00 UTC
From: Peter@bell.demon.co.uk
Message-ID: <793998360snz@bell.demon.co.uk>
Source record: 93983

In article <3iu0td$1tgq@tequesta.gate.net> chaos@oo.com "chaos" writes:

> Hey folks, i am looking for some plans for a 128k (or more)
> memory upgrade for my atari XEGS. the upgrades i have seen on ftp sites
> are mainly for the original 800's and the XL. i assume <someone quicky
> correct me if im wrong> that the inseide of an XEGS is the same as a
> xe6s..<except for modified case and detachable keyboard>
>
> anyways if soneoen has such a text file, PLEASE mail it to me.

Well, I've seen a 128K XEGS mod, but I don't actually have a writeup for
it. It didn't seem to hard, it just consisted of the mapper chip (out
of the 130XE) and extra RAMS (the ones in the GS are not the same as
the 65XE - the GS uses 64K x 4 bit devices). The only downside was that
the mod also disabled the internal missile command :(

If you have no luck anywhere else, I'll get the machine back off the guy
who has it, and do a description.

Pete
--
Peter Bell <peter@bell.demon.co.uk>

1806. Re: 130xe programming

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-28 19:20:14 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <133801@cup.portal.com>
Source record: 93978

Arty; Action! compiles to the much faster code then anything short of assembler. It's a little tough to learn if you've only used Basic in the past, but if you're used to stuff like C or Pascal, it's a really not hard to pick up. For some stuff, like the generic block move routines, you'll find there's no measurable difference in speed. It does have some overhead since it calls everything via a JSR, but as long as don't do anything unusual like call the block move 8,000 times to move 8,000 bytes, it's generates good code. It has a best editor for programming I've ever seen, better then Turbo C, Turbo Pascal, Microsoft C or Basic(s), HiSoft Basic or Devpac on the ST. The code produced with Action! will run on any Atari & if you really need it in a cart, that can be done too. If you want to see an example of Action! code, just ask Bill for his /html/ reader. I think the language itself was done by Clint <something???> and Charles Marslett of MyDOS fame. Them boys really new how to write good code!
Rick

1807. Re: CSS Black Box for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-28 20:09:20 UTC
From: rbarbaga@neptune.cs.uml.edu
Message-ID: <3ivvtg$1ue@ulowell.uml.edu>
Source record: 93984

What is a Black Box? I was at a flea market a few days ago and
I saw something called the Black Box. It was really heavy, and seemed
to have some RS232 ports or something on the back. What is it?

--
Ralph A. Barbagallo III --- rbarbaga@cs.uml.edu --- Only AMIGA makes it
URL: http://www.uml.edu/~rbarbaga "Don't be a Dunk!"* Possible... *
R.I.P. Jay Miner: June 20th 1994 Father of the 2600, Atari 8bit, Amiga
-=-VAPS Member=-=-Classic Game Collector=-=-Broke Freelance Journalist=-

1808. 5200 Notes

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-28 20:56:36 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3j02m4$in5@hearst.cac.psu.edu>
Source record: 94045
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Against better judgement (and a hearty thank you to the person
who sent me this copy to begin with) I am posting the 5200 info.
(Not sure if it belongs in this group or one of the game groups..but
I'll post to both)

A.N.A.L.O.G. #15, January 1984

TRANSPORTING
ATARI COMPUTER PROGRAMS
TO THE
5200

by Claus Buchholz

When Atari designed the 5200 "Supersystem" as a successor to
the aging 2600 VCS, they made use of the state-of-the-art
hardware they put into their 400/800 home computers. As a
result, the systems are quite similar. The differences are
great enough, however, that transporting programs from one
system to the other requires some effort.

The 5200 is a single-board machine with four controller
jacks, a cartridge slot, an I/O expansion connector and a
power/RF cable. It shares the same VLSI chips with the
400/800, except for the 6520 PIA (joystick/parallel I/O
ports). The other chips (ANTIC, GTIA, POKEY and the 6502
CPU) are in the 5200, although some of their registers are
in different memory locations than those in the 400/800.
Also, some of the registers serve slightly different
purposes. Figure 1 is a block diagram of the 5200. Let's
look at each section of the hardware in turn.

When a specific register is mentioned in the article, the
name is taken from the Hardware Manual in the 400/800
Technical Reference Notes. With the exceptions listed in
this article, the Hardware Manual applies also to the 5200.

6502 CPU.

Although it is a standard 6502 from the programmer's view,
Atari has reworked this chip to save four support chips.
Those four chips mediate access of the system bus by the
6502B and ANTIC in the 400/800, but that function is built
into the 6502C in the 5200. Atari also uses the 6502C in the
new XL series of computers.

16K RAM.

The 5200 contains 16K bytes of RAM addressed from $0000 to $3FFF, just as in an unexpanded 400. The memory circuit is nearly identical to that in the 400, except it uses 4516s, a 5V-only version of the 4116 16K-bit dynamic RAM.

The 5200 monitor program reserves locations $0000 through $0018 and $0200 through $021B for shadows and RAM vectors. And, of course, page $01 is reserved for the 6502 stack. The rest of the RAM is available to the cartridge program.

ANTIC.

This is the same ANTIC chip used in the 400/800. Since ANTIC shares the address bus with the CPU and has no chip select input, its registers reside in the same place in the 5200's memory as in the 400/800's, page $D4.

The 5200 has no System Reset key, so bit 5 of NMIST is useless and the 5200's interrupt handler ignores it.

GTIA.

The GTIA and its registers perform the same functions in the 5200 and 400/800, except as noted below. The registers, however, reside at page $C0 in the 5200's memory, not at $D0 as in the 400/800.

The trigger inputs, TRIG0 through TRIG3, are wired to the controller ports, one to a port. The bottom button on either side of the leftmost controller zeroes the TRIG0 register when pressed, and likewise for the other ports.

The bits in CONSOL, the 400/800's console switch port (START, OPTION, SELECT and speaker), are used as outputs in the 5200, Bit 3, the 400/800's speaker control can still be toggled in the 5200 to produce sounds through the TV speaker. Bit 2 controls the pots in the joystick controllers. It must be set high to enable the pots.

Bits 1 and 0 select which controller port is to be active at one time. 00 selects port #1 (the leftmost), 01 selects #2, 10 selects #3, and 11 selects #4. The trigger buttons and pots are independent of this selection; it applies only to the keypads and top side buttons on the controllers.

POKEY.

POKEY's registers are all addressed at page $EB in the 5200 as opposed to $D2 in the 400/800. Its functions are unchanged, however, except for two.

The eight pot inputs used for paddles in the 400/800 are wired to the 5200's controller ports, two to a port. Each

controller has an analog joystick, using one pot to sense horizontal position and a second pot for vertical position. The even pots (POT0-POT6) give the horizontal positions of range from 1 to 228; the maximum readings are to the right for the horizontal pot and at the bottom for the vertical pot. Figure 2 shows the pinout for the 5200 controllers.

Pin Function
1 Keypad -- right column
2 Keypad -- middle column
3 Keypad -- left column
4 Start, Pause, and Reset common
5 Keypad -- third row and Reset
6 Keypad -- second row and Pause
7 Keypad -- top row and Start
8 Keypad -- bottom row
9 Pot common
10 Horizontal pot (POT0, 2, 4, 6)
11 Vertical pot (POT1, 3, 5, 7)
12 5 volts DC
13 Bottom side buttons (TRIG0, 1, 2, 3)
14 Top side buttons
15 0 volts -- ground

The keyboard scanning lines in the 400/800 are used in the 5200 to read the keypad keys to the one controller that is selected by bits 1 and 0 in CONSOL. Only four lines are used, though, so only bits 1 through 4 of KBCODE are valid. Table 1 gives the keycode for each key on the controller. The top side buttons on the selected controller act like the 400/800 shift keys and also cause a BREAK-key interrupt, if that's enabled. Bit 0 of SKCTL, the debounce enable bit, need not be set in the 5200.

KBCODE
Key bits Keypad code
---
none 0000 $FF
0001 $0B
0 0010 $00
* 0011 $0A
Reset 0100 $0E
9 0101 $09
8 0110 $08
7 0111 $07
Pause 1000 $0D
6 1001 $06
5 1010 $05
4 1011 $04
Start 1100 $0C
3 1101 $03

2 1110 $02
1 1111 $01

POKEY's serial I/O lines are used in the 5200, but they are wired to the I/O expansion connector, an edge connector hidden behind a small door in the rear of the 5200. This connector allows for more hardware registers addressed at page $E0, and for peripherals using the serial port. See Figure 3 for the pinout of this connector. Its existence demonstrates Atari's original plans to expand the 5200 system.

Top Bottom

+5V DC 1 36 +5V DC
Audio Out (2 port) 2 35 Not connected
Ground 3 34 Ground
R/W Early 4 33 Not connected
Enable E0-EF 5 32 D7
D6 6 31 D5
D4 7 30 D3
D2 8 29 D1
D0 9 28 Ground
IRQ 10 27 A0
Ground 11 26 A1
Serial Data In 12 25 A2
Serial In Clock 13 24 A3
Serial Out Clock 14 23 A4
Serial Data Out 15 22 A5
Audio In 16 21 A6
A14 17 20 A7
System Clock 01 18 19 A11

ROM.

The 5200 has a 2K ROM on board which holds the character set and monitor program. The character set, which is an exact copy of the 400/800's set, resides at pages $F8 through $FB, and the monitor sits at $FC through $FF.

The cartridge ROM can be 32K bytes long and resides in memory from $4000 to $BFFF. Figure 4 shows the pinout of the cartridge slot. The two interlock connectors are wired together on a cartridge board. The 5200 uses this as a switch for the cartridge's power connections and as a Reset signal. Therefore, a cartridge may be safely removed or inserted while the 5200 is powered on.

D0 1 36 Interlock
D1 2 35 A11
D2 3 34 A12
D3 4 33 A10

D4 5 32 A13
D5 6 31 A9
D6 7 30 Audio In (2 port)
D7 8 29 A8
Enable 80-8F 9 28 Not Connected
Enable 40-7F 10 27 A7
Not Connected 11 26 +5V DC
Ground 12 25 Ground
Ground 13 24 Ground (Video In on 2 port)
Ground (System Clock
02 on 2 port) 14 23 Ground
A6 15 22 A4
A5 16 21 A3
A2 17 20 A1
Interlock 18 19 A0

The 5200 monitor program.

The 1K monitor program in ROM has three functions: (1) to initialize the system before running the cartridge program, (2) to service interrupts as they occur, and (3) to maintain shadows of some important hardware registers. Recall that the 400/800 Operating System is 10K bytes long and performs the above functions. It also provides peripheral handlers, predefined graphics modes, a screen editor, and floating point math routines. Those utilities do not exist in the 5200.

Table 2 shows the RAM locations used by the monitor for shadows and RAM vectors.

Table 2. 5200 Monitor RAM Locations.

Page Zero Locations
$00 Shadow for IRQEN
$01 Real time clock (high byte)
$02 Real time clock (low byte)
$03 Critical code flag (if non-zero, VBI routine is abbreviated)
$04 Attract mode timer/flag
$05 Shadow for DLISTL
$06 Shadow for DLISTH
$07 Shadow for DMACTL
$08-$10 Shadows for COLPMO through COLBK
$11-$18 Shadows for POT0 through POT7

Page Two Vectors
$200 Immediate IRQ vector
$202 Immediate VBI vector
$204 Deferred VBI vector
$206 DLI vector
$208 Keyboard IRQ vector
$20A Keypad routine continuation vector

$20C BREAK key IRQ vector
$20E BRK instruction IRQ vector
$210 Serial Input Data Ready IRQ vector
$212 Serial Output Data Needed IRQ vector
$214 Serial Output Finished IRQ vector
$216 POKEY Timer 1 IRQ vector
$218 POKEY Timer 2 IRQ vector
$21A POKEY Timer 4 IRQ vector

Upon Reset, the 6502 vectors through $FFFC to the initialization routine. This routine performs the following sequence.

1. Disable maskable interrupts, clear the 6502 decimal flag, and set the stack pointed to $01FF.

2. If the cartridge address $BFFD contains $FF, then jump immediately through the vector at $BFFE (diagnostic cartridge).

3. Zero all hardware registers and page $00, set CHBASE to point to the character set at $F8, and initialize the first six RAM vectors starting at $0200.

4. Set up the Atari logo rainbow display. The cartridge title (20 characters) and copyright year (2 characters) in ANTIC mode 7 display code are taken from cartridge addresses $BFE8 through $BFFD.

5. Enable VBI (Vertical Blank Interrupt) and DLI (Display List Interrupt), and enable key scan.

6. Wait four seconds, then jump through the vector at $BFFE to the cartridge program.

When the 6502 receives a non-maskable interrupt (NMI), it vectors through $FFFA to the NMI handler. The following steps take place:

1. Check NMIST and strobe NMIRES to reset the interrupt status.

2. If a DLI is pending, jump through the DLI vector (initialized to point to the rainbow effect routine).

3. If a VBI is pending, jump through the immediate VBI vector (initialized to point to the VBI routine).

4. Else, return from the interrupt (no System Reset).

A cartridge program can change these vectors to point to its own DLI and VBI routines, if it must. The default VBI routine takes the following action.

1. Push A, X, and Y onto stack, increment the real time clock, and update the attract mode timer.

2. If the critical code flag byte is non-zero, then pop Y, X, and A from the stack and return from the interrupt.

3. Update DLISTL, DLISTH, and DMACTL from their shadows.

4. Maintain the attract mode flag and update the GTIA color registers from their shadows.

5. Update the pot shadows from POT0 through POT7, and strobe POTGO to start another pot scan.

6. Jump through the deferred VBI vector (initialized to point to the end-of-interrupt routine, which pops Y, X, and A, and returns from the interrupt).

If maskable interrupts (IRQs) are enabled and one is received, the 6502 vectors through $FFFE to an instruction which jumps through the immediate IRQ vector. That vector is initialized to point to the IRQ routine, which performs the following tasks.

1. Push A and check IRQST.

2. For each of the eight bits in IRQST, check for a pending interrupt. If found, then clear the status bit, update IRQEN from its shadow, and jump through the appropriate IRQ vector.

3. If no interrupt found, then push X and check for a BRK instruction interrupt. If found, then jump through the BRK instruction IRQ vector.

4. Else, pop X and A and return from the interrupt.

The only IRQ vector that is initialized is the keyboard IRQ vector, which points to the keypad read routine. That routine does the following:

1. Push X and Y.

2. Read KBCODE and mask bits 1 through 4.

3. Convert to the keypad code given in Table 1, leaving that code in A.

4. Jump through the keypad routine continuation vector (initialized to point to the end-of-interrupt routine).

Comparing the 5200's monitor vectors to the 400/800's OS vectors, we see that Atari paid no attention to compatibility between the two. This further complicates the task of converting a program from one system to the other.

Transportability.

It would not be difficult, given the information in this article, to write a program in two versions, one for the 400/800 and another for the 5200. Nor would it be difficult, given the source code, to convert a finished program from the 5200 to the 400/800. The reverse is more difficult if the program takes advantage of special features in the 400/800 OS. Otherwise, the only task, aside from redefining some addresses, is to convert the keyboard/joystick input routines from one system to the other.

I acquired the information in this article by dissecting a 5200 and disassembling its ROM. The 400/800 schematics in the Hardware Manual were quite helpful. It is interesting to note the difference between the two machines and to guess Atari's motives for the design differences. But the similarities grossly outweigh the differences, so that a 5200 program can be developed and almost entirely debugged before testing on a 5200. With the addition of an EPROM burner, a 400/800 can be a powerful development system for 5200 programs. An adventuresome hacker can even bypass the EPROM by putting dual-port RAM on the cartridge board and downloading programs from the 400/800 development system into the 5200 for testing.

A.N.A.L.O.G. #16, February 1984

READER COMMENT

5200 Article Update. (ANALOG #15)

Newer releases of the 5200 incorporate some minor hardware changes. Controller ports 3 and 4 have been eliminated, making POT4 through POT7, TRIG2, TRIG3, and bit 1 of CONSOL useless. A few of the connector pins have been redefined. Pin 2 of the I/O expansion connector now carries POKEY's Audio Out signal. Three pins on the cartridge connector have changed to accomodate the new 2600 adapter. The system clock, 02, is output on pin 14, isolated through a diode. An alternate video input is taken from pin 24 and is also isolated through a diode. Pin 30 provides an alternate audio input.

There is space on the newer boards for circuitry for a PAL (European TV standard) version of the 5200. Also, on power-up, the monitor program checks for the PAL version by examining the GTIA register PAL after step 2 of the initialization routine. It also checks the cartridge program for PAL compatibility. The byte at $BFE7 should read $02 if compatible, or $00 if not. This is the only important change to the monitor program. There are some additional hardware changes, but none affects the machine's operation from the programmer's view.

Claus Buchholz
Greenwich, CT

--
Andrew heller@akh104.rh.psu.edu

Carts: 2600 104; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 + Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

1809. Re: SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-28 21:28:05 UTC
From: jasond@uranus.kendall.mdcc.edu
Message-ID: <3j04h5$ron@kendall.mdcc.edu>
Source record: 93992

Ivan Mackintosh (ivan@rcp.co.uk) wrote:

: I was wondering if any UK Atarians would be good enough to send me the
: Atari end of the SIO2PC software?

: I have a modem attached to my PC but not to my XL - so I can download the
: PC end of the software.

There _is_ no Atari end of the SIO2PC. You just plug the cable in, load the software on the PC, and turn the Atari on. That's the beauty of it...you can load boot disks and everything.

Jason

1810. Re: Commodore 1902A Monitor for Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1995-02-28 22:33:38 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <3j08c2$4jm@theopolis.orl.mmc.com>
Source record: 93991

In article <D4B8MD.B84@iglou.com>, bmarcum@iglou.iglou.com (Bill Marcum) writes:
|>
|> You would need to do a little rewiring to get video OR audio from a 400.
|> It might work if you just wired a connector to the RF modulator inputs.

Won't work. The 400 video circuit has terribly poor drive capability,
just enough to drive the RF modulator. Definitely not enough to power
a composite monitor directly (I tried). An article in ANTIC describes
how to kluge it up. Basically you recreate the 800's 4-bit D/A and
output amplifier, so it's not trivial, but doable.

--
Jeff Potter
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

1811. Re: 130xe programming

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 00:19:34 UTC
From: junkster@chinook.halcyon.com
Message-ID: <3j0eim$qgb@news1.halcyon.com>
Source record: 94057

<Rick_Michael_Cortese@cup.portal.com> wrote:
>I think the language
>itself was done by Clint <something???> and Charles Marslett of MyDOS fame.
>Them boys really new how to write good code!

Clinton Parker. I'd love to know what happened to that guy.

James Hague
junkster@halcyon.com

1812. Old 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 01:47:19 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D4qnMv.D2K@itex.jct.ac.il>
Source record: 94049

I haven't been using my Old Faithful lately (1meg XE just blows it aside) but I wanted to check it out after a few months of storage under my bed.. I plugged it in, and it didn't work. Black-greenish screen, no sound, no attempt to boot the disk. Funny thing is, after 5 minutes in that state, doing a cold-start caused it to boot, but with no picture (with sound). A minute after that, I pressed System Reset and the video popped up. From that point on everything was normal. This process repeated itself a week later.

Why does this happen, and what component inside is worn out?

-itay

Itay Chamiel @ far.away.beyond.the.sea | " " -anonymous
Friendly comments: bruck@brachot.jct.ac.il | "and on on this.. thing.. Page
Unphriendly flames: askbill@microsoft.com | Samuel McConnell." -Henrietta

1813. Re: Atari 400/800 Donkey Kong

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 02:09:14 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950228175208.20837C-100000@PEAK.ORG>
Source record: 94046

On 27 Feb 1995, Andrew K. Heller wrote:

> PATERSON, DAVID ANDREW (da_pate@pavo.concordia.ca) wrote:
> : In article <Re66NYD.ransom22@delphi.com>, Joe Walsh <ransom22@delphi.com> writes...
> : >James Wood <jamesw@PEAK.ORG> writes:
> : >
> : >>different license? What about the Atari 5200 version; it was so close to
> : >>the 400/800 that you'd think a modified 400/800 version would run, but it
> : >>wasn't a home computer.....Anyone have a 5200 with DK?
> : >
> : > The Atari 5200 is just an Atari 8-bit computer in new clothes,
> : >with only minor changes (to support the weird, analog joystick, for
> : >instance). As I understand it, Atari 8-bit software had to be changed
> : >very minimally to run on it (at least in comparison to porting to
> : >another platform entirely). So, the 5200 version is most likely just
> : >a modified version of the same code used in the 8-bit cart.
> : >
> : >-Joe
> : The 5200 has identical chips inside, but someone at Atari not only reworked
> : the joysticks (producing the unreliable 5200 models) but also re-arranged
> : the memory map, meaning that hackers had to dump 5200 carts, rework all the
> : ROM calls and then insert replacement joystick routines, and handle the
> : second fire button.
>
> It wasn't THAT bad... but still true. I think only one of the
> hardware chips was moved in memmory. I have an article from
> Analog (I think) the describes the 5200 in some detail that I could
> post..(of course it is a total copyright violation..)
>

But! I wonder about the actual license to make the game. I think rights had to by purchased from Nintendo. For every *video game* of the era, the carts were all made by Coleco, who made the best bid. However, as far as I know, the Atari 400/800 was the only *computer* to get the game. Then, the fact that (as mentioned above) most 400/800 games were modified for 5200, I wonder if they were allowed to "fudge" a 5200 version...despite it's being a "video game" of which the rights to DK would have been to Coleco. Perhaps there NEVER WAS a DK for the 5200.

The 5200 is probably the only Atari system that I really don't care if I own. The games are all the same as the 8-bit computer (although fewer) and (as mentioned above) the controllers break. I remember being at the Atari store (in Alaska - when there WAS an Atari store) and seeing large stocks of 5200 controllers sell out.

The idea to make the 5200 incompatible must have been under the James Morgan regime at Atari. Rather than innovation that you'd imagine the engineers to come up with, it seems they were likely told to make it that way by some marketing beancounters in suits. Ha ha! They never envisioned the XE Game System....which is sort of like the 5200 done right, albeit 5-6 years too late.

Any opinions on the XE Game System? I remember seeing it for sale in Costco years ago. I got excited when I saw the box. I thought it was some new hybrid of the 7800 with Atari 8-bit capabilites. Then I saw all the pictures onthe box - the same games I'd been playing since '82!! Don't get me wrong...I still love 'em -(have 2 of 'em (XEGS)).

Well...I'm getting a little off topic here, but what about the 7800? How much of the guts of that thing are 400/800/XL?? I think there's a "Maria" chip in there that allows for (something on the order of) 100 sprites. Does this have better graphics or sound? I've been told that the best versions of the Lucasfilm Games (Ballblaster, etc) are on the 7800. I wonder why that is. I've never played a 7800, but the screen shots I remember seeing in advertising looked just like Atari8 screens.

Now off the topic a little more.... I read once that Atari was contemplating a "ST Game System" - to be packaged and marketed almost like the XEGS. They decided it would hurt the image of their computers and shelved the idea. They did have a 520ST "Game Package" however. Came with a 520ST with RF output and a pack in of several disk games...and a colorful box with screen shots of many games. Too bad for the ST that they didn't make a STGS...perhaps there would have been some ROM games for the ST...but that's where the good ol' Atari8 fills the void!

James

1814. Re: Atari 400/800 Donkey Kong

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 03:23:19 UTC
From: rjung@netcom.com
Message-ID: <rjungD4qs2v.FID@netcom.com>
Source record: 94047
Cross-posted to: comp.sys.atari.8bit,alt.games.video.classic,rec.games.video.atari

In article <1995Feb28.094135.40690@miavx1> sippelng@miavx1.acs.muohio.edu writes:
>OTOH, Gameboy Donkey Kong has all four levels (including Mudpie) but they
>simplified the levels. :(

They also screwed up the entire game. DONKEY KONG on the Gameboy is -NOT-
a port of the arcade game; it's a new-fangled puzzle thingamaboobit. The
first four stages look like the old levels, but after that you get a totally
different game.

Feh. I would have bought a Super GameBoy if this was the arcade DK, but it
ain't, so I didn't...

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were
chosen because you are the class clown and frankly, you're expendable."

1815. Re: 130xe programming

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 04:12:15 UTC
From: cmwagner@gate.net
Message-ID: <3j0s6v$1pc9@tequesta.gate.net>
Source record: 94048

In article <3isr9v$phh@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu wrote:
: Heheh.. my benchmark would include easy of use and put Quick down there
: with Assembly, C way below that (heheh) and TXBL and Action! up at the top

But that is a personal thing. I would put C at the top in my benchmark,
next Assembly, and maybe BASIC at the bottom, the rest I wouldn't use, why?

Because I never had, that's why they are so difficult and not easy to use for
me. I don't really care for Action!, it looks like somebody tried to mix
BASIC, Pascal, and C all into one. (I don't like Pascal, and haven't used
BASIC in so long I couldn't remember how). <sigh> It makes you wonder,
is one really learning new stuff, or are they just replacing the new stuff
over the old? Hmm. It's not like I am remembering BASIC.

--
cmwagner@gate.net http://www.gate.net/~cmwagner

1816. SIO2PC as nullmodem

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 04:49:13 UTC
From: James King <jeking7@delphi.com>
Message-ID: <xO74V+Z.jeking7@delphi.com>
Source record: 94050

Somebody suggested that the SIO2PC would work like a null modem cable.

Tried it today without any luck. It'll work for TEXT messages back
and forth, but the moment I try to xfer a file(s) from my PC to the
8bit, I get a NO CARRIER message, and the PC's software indicates OFFLINE.

Apparently, the CD connections arent made, so the PC doesnt know a
connection exists..

Anybody else out there have this problem?

Everything else works great!

--James King
jeking7@delphi.com
--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

1817. Bob Klaas of Pro!/KPI goes PC!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 04:57:28 UTC
From: James King <jeking7@delphi.com>
Message-ID: <xu8aV0Q.jeking7@delphi.com>
Source record: 94051

Today, called Bob Klaas of K-Products (owners of BBS Express Pro! and the KPI Hard drive interface (formerly Supra), and was dismayed to learn that he's pulling out of the 8bit Atari arena and going "where the money is at" to the PC market.

Was unable to convince him to stay with the 8bit Atari as a hobby, which I thought it was to him, and talk him into doing one final ram upgrade on my XL!

As many times as Bob Klaas and I have fought over the last 10 years, it's sad to see him go, but from a business perspective, I can understand.

Glad that it's just a hobby/passion to me - and not a means of income!

Speaking of passion! Went to my local mall today and had a custom license plate holder made (for my Iroc Z-28 Camaro) that reads:

Top of Plate: Atari! 8-bit Power!!
Bottom Plate: Internet: jeking@xmission.com

Is that cool or what? [grin]

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

1818. Ram upgrade suggestions

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 05:01:51 UTC
From: James King <jeking7@delphi.com>
Message-ID: <xs8bVUf.jeking7@delphi.com>
Source record: 94052

What's the absolute BEST ram upgrade for the 800xl that provides
not only 512k ram but FULL XE compatibility as well - and is fairly
easy to do.

I can solder and do almost all hardware hacks myself, but SUCK
at desoldering chips - as I end up holding the desoldering tool
too long and burn the board.

Any recommendations, schematics, etc.. greatly appreciated!

Guess I'll have to do this final ram upgrade myself.

[just finished adding SuperVideo and SuperAudio to every 8bit computer
I own (130xe's, 800xl's, 65xe's and one 600xl (what a pain!))

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

1819. Re: SIO2PC on a 12meg 486

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 05:50:34 UTC
From: bjcorr@delphi.com
Message-ID: <9503010035591.DLITE.bjcorr@delphi.com>
Source record: 94095

>SIO2PC emulates CIO, not SIO. It's at the hardware level! All SIO2PC
soft-
>ware does is look at the SIO port; whether they were caused by SIO or by a
>direct CIO call it doesn't matter, it just responds if it needs to.
>
>-bill!
>kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
>William (Bill) Kendrick / | \ ** New Breed Software **
>Soon: My WWW page, HyperIt!, HTML8bit, Geneocide, Adventure XL, & more!
>
>
Ah, that explains it! So Sparta X will run on it! I need my Sparta X back
from FTE! AAAAUUUGGHH!
bjcorr@delphi.com

1820. 8-bit mods

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 05:50:49 UTC
From: bjcorr@delphi.com
Message-ID: <9503010035592.DLITE.bjcorr@delphi.com>
Source record: 94100

From: BJCORR
To: USENET
Subj: Mods for the 8-bit

I just got a post from a gentleman on Delphi telling me of a book he has called "Mods, Fixes and Upgrades" for the 8-bit. It was published in August of 1987 by the Midwest Atari Group, Iowa chapter, the Editor was Gordie Meyer. Sounds like a must have. Does anyone know where I can find this tome of knowledge or how to contact Gordie Meyer? I really want to read this.
I am also going to attempt to get a 2.5" IDE 43 meg HD INSIDE of my 1200XL. I understand this has been done (by Bob Wooley) and probably released as an article in the SLCC journal. Does anyone have this article? I would GREATLY appreciate any help on this!
Thanks for any and all help!
bjcorr@delphi.com

1821. Re: What can y'all tell me about ACTION! ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 05:57:31 UTC
From: bennett@coho.halcyon.com
Message-ID: <3j12cb$63n@news1.halcyon.com>
Source record: 94099

Tim Irvin (tirvin@lmsc.lockheed.com) wrote:

: What is ACTION! like? What other popular languages does it resemble?

ACTION! is similar to a simple 'C'. It has similar block consructs, i.e. IF THEN ELSE, DO WHILE, FOR, etc. It also supports the basic unsigned types of BYTE (8bit) CARD (16bit), and the signed type of INT (16bit). ACTION! supports POINTERS, ARRAYS, and RECORDS (user defined structures).

A big difference between ACTION! and C is that C in naturally reentrant. If you are familiar with 'local' variables in C, you know they go on the stack. In ACTION!, a 'local' variable gets assigned a to a location in memory (like a 'static' variable in C). Depending on what you want to do, this is either something to take into consideration, or nothing to worry about.

: If you regularly use ACTION!, what is it that you like about the
: language?

The reasons I use ACTION! - 1) It produces executable code, 2) It is easier than assembly, 3) With the Run Time Package I can produce ROMable code.

: How is with graphics? Communications? Databases?

You can do all of this with ACTION! ;^)

Dave

--
Dave Bennett
bennett@halcyon.com

1822. Re: Bob Klaas of Pro!/KPI goes PC!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 06:11:47 UTC
From: bjcorr@delphi.com
Message-ID: <9503010057591.DLITE.bjcorr@delphi.com>
Source record: 94101

```
>Speaking of passion! Went to my local mall today and had a custom
>license plate holder made (for my Iroc Z-28 Camaro) that reads:
>
>Top of Plate: Atari! 8-bit Power!!
>Bottom Plate: Internet: jeking@xmission.com
>
>
>Is that cool or what? [grin]
>
>--
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - jeking7@delphi.com @ @ @
> @ @ @ ------------------------------------ @ @ @
>
Very cool, and so is the car. I have always loved the Z-28, my favorite
small block chevy. My favorite was the 69 ( 302 engine, small throw on the
crank to let it rev, 4 bolt mains, Muncie M22 rock cruncher 4 speed,the 4
wheel disk option and the much coveted but rare dual cross ram induction
system with a pair of 650 cfm Hollies. Very nasty machine. And the gauges on
the center console were VERY cool.)
```

1823. Re: Ram upgrade suggestions

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 06:12:01 UTC
From: bjcorr@delphi.com
Message-ID: <9503010057592.DLITE.bjcorr@delphi.com>
Source record: 94096

```
[just finished adding SuperVideo and SuperAudio to every 8bit computer
>I own (130xe's, 800xl's, 65xe's and one 600xl (what a pain!) )
>
>--
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - jeking7@delphi.com @ @ @
> @ @ @ ------------------------------------ @ @ @
>
James is it possible to get the specs for the Super Audio and Video
upgrades from you? I want to do this for a couple of my
machines and have no clue where to find the details!
bjcorr@delphi.com
```

1824. Re: Connecting 2 Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 06:26:57 UTC
From: madaras@kosice.upjs.sk
Message-ID: <3j143h$4nq@ccnews.ke.sanet.sk>
Source record: 93864

James King (jeking@xmission.com) wrote:

: What you're looking for already exists -- in the form of the CSS Multiplexor (MUX). It allows
: to you setup ONE file server (with all peripherals except modem connected to it), while letting
: you have up to 8 slaves (workstations) sharing data off that server.

: I have 3 slaves on my mux at home..
Well-well, if it exists, we needn't discover something else (or yes?
Maybe, because the progress must go on :-)). I'd welcome more infos
about MUX; anyway, isn't it too expensive solution? How much is the MUX?

Tommy Madaras

1825. Re: Atari Classics Status?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 06:34:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <1MAR199501341665@pavo.concordia.ca>
Source record: 94097

In article <19950228092043MIS0160@MVS.UDEL.EDU>, MIS0160@MVS.UDEL.EDU (Roger Cole) writes...
>Does anyone know the status of the new Atari Classics Magazine. I
>received my premier issue and was very pleased. It's been several
>months and I'm beginning to think that it might be the only issue. Does
>anyone know what's happening regarding this publication?
>
>Roger Cole
>INTERNET: Roger.Cole@MVS.UDEL.EDU
Last I heard, Jim Hood had suffered a heart attack. They still will continue, but there will be a delay.

Dave

1826. Re: 800XE/(130XE) shows no color - help !!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 06:45:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <1MAR199501452342@pavo.concordia.ca>
Source record: 94102

In article <belitz.180.000C55F4@genesis.informatik.rwth-aachen.de>,
belitz@genesis.informatik.rwth-aachen.de (Matthias Belitz) writes...
>Now I have swaped the GTIA with my working 600 XL - The 800 one worked fine
>in the 600 - but the 800XE shows no color .
>Anybody here who can help me ?
>
>Matt
Sure, try my solution to the same problem: use a monchrome monitor ;-)

Dave

DA_PATE@pavo.concordia.ca

1827. games & P.HACKNEY!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 08:08:28 UTC
From: henry.chen@mgasoft.ersys.edmonton.ab.ca
Message-ID: <950301100214852@mgasoft.ersys.edmonton.ab.ca>
Source record: 93982

That's absolutely amazing. The Atari 8-bit was my first computer (the 400 I believe it was called), and then eventually I bought the 130XE. Of course now I'm using an IBM 486 clone DX2/66, but I still keep all of my Atari 8-bit games in the closet (I didn't erase any of the zillion disks full of software I had collected).

Anyways, does anyone know of a program which would allow one to read Atari 8-bit files in an IBM disk drive (for storage purposes)?

1828. Karatika! (tips, details?)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 11:17:25 UTC
From: lelie@smail.srl.ford.com
Message-ID: <lelie.814.00184940@smail.srl.ford.com>
Source record: 93834

In cleaning out all my old Atari stuff for sale, I happened on my old Karatika. I showed my daughters, who thought it was 'way coooool', until they tried it. I never DID finish. Can someone give me a few tips. It took me an hour to get good enough to just get into the building, and the second encounter with the falcon did me in. I can't find the docs (I don't even remember getting them... I got the disc used with a ton of magazines & books some time ago from a friend getting out of Atari, perhaps I'm not even using the joystick right), and I don't know how to change levels. I just keep getting weaker... and weaker... and...

Larry Elie
lelie@smail.srl.ford.com

1829. Re: SIO2PC on a 12meg 486

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 11:21:38 UTC
From: ipoorten@cs.vu.nl
Message-ID: <D4rE82.997@cs.vu.nl>
Source record: 94053

kendrick@zippy.sonoma.edu (William Kendrick) writes:

>SIO2PC emulates CIO, not SIO. It's at the hardware level! All SIO2PC soft-

SIO2PC emulates SIO !!!!!! :-)

>-bill!

Ivo

1830. Re: Atari 400/800 Donkey Kong

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 11:26:54 UTC
From: kghashgh@nermal.santarosa.edu
Message-ID: <3j1llu$m7@nermal.santarosa.edu>
Source record: 94054
Cross-posted to: comp.sys.atari.8bit,alt.games.video.classic,rec.games.video.atari

```
In article <3ivq9g$i3m@hearst.cac.psu.edu>,
Andrew K. Heller <heller@akh104.rh.psu.edu> wrote:
>P. Hackney (phackney@krisalis.demon.co.uk) wrote:
>
>: P.S.DK Country is also an excellent game so if you have access to a SNES......
>
> I agree with the statements about the 8bit versions of DK and DKJr being
>great. But DK Country? Its as scripted as StarFox.

Why do you mention Starfox in particular? I mean, almost every video game
these days is like that. At least Starfox isn't of a type of game that's
been completely beaten to death for ten years now (platformer...)

>
>--
> Andrew heller@akh104.rh.psu.edu
>---
> Carts: 2600 104; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
> Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
> 1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 + Pen & 3d
> ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
> cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

/* Don't eat me */
```

1831. Re: 8-bit mods

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 11:59:52 UTC
From: James King <jeking7@delphi.com>
Message-ID: <Bk1Zd2g.jeking7@delphi.com>
Source record: 93955

hehehehe. You're joking, right?

Gordie Meyer is the Assistant Manager of the Atari Advantage right here
on Delphi. Send a mail message to "biblinkski" and you'll have
Gordie!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

1832. FS: Atari Books, References & Manuals!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 13:09:24 UTC
From: bensmith@teleport.com
Message-ID: <3j1rm4$62j@kelly.teleport.com>
Source record: 93956

I have the following computer books for sale, most are for the Atari 8-Bit line of computers.

Title; Author; Publisher; Description; Price

An Invitation to Programming 2:; Atari; SoftWare Manual for Writing Programs; .....$5.00 U.S.

Atari Basic; Bob Albrecht, LeRoy Finkel & Jerald R. Brown; John Wiley & Son Basic Reference/Minus front Cover; .....$3.00 U.S.

Atari Basic; Bob Albrecht, LeRoy Finkel & Jerald R. Brown; John Wiley & Son Basic Reference;.....$5.00 U.S.

Atari Basic Reference Guide; Atari; Quick Reference for Atari Basic.; .....$7.50 U.S.

Atari Microsoft Basic Instruction Manual; Atari; PhotoCopied and Bound Manual;.....$5.00 U.S.

Atari User's Guide; Mark Ellis, Robert Ellis & Larry Joel Goldstein; Brady Communicat Basic & Graphics for Atari 400/800/600XL/800XL/1200XL;..$5.00 U.S.

Basic Atari Basic; James S. Coan & Richard Kushner; Hayden Book Comp Atari Basic Book for the 400, 800 and the XL Computers;.....$5.00 U.S.

Bits, Bytes and Buzzwords; Mark Garetz; dilithium Press; Understanding Small Business Computers;.....$5.00 U.S.

COMPUTE!'S FIRST BOOK OF ATARI GRAPHICS; COMPUTE! Books; Games, Tutorials, Programs & Other Helpful Information!;.....$7.50 U.S.

Compute!'s Second Book of Atari;
Compute! Books;.....$7.50 U.S.

Compute!'s Third Book of Atari;
Compute! Books; Games, utilities,
tutorials, & other helpful info. XL
Compatible.....$7.50 U.S.

DOS 3; Atari; An Introduction to DOS 3;
.....$3.00 U.S.

Gemini-10X/15X Users Manual; Star
Micronics,; Manual for Gemini Printers;
.....$10.00 U.S.

HomePak; Russ Wetmore; Batteries Includ
Manual for HomePak;.....$5.00 U.S.

Inside Atari Basic; Bill Carris; Reston
Publishin A Fast, Fun and Friendly
Approach to the BASIC Language!;
.....$5.00 U.S.

Inside Atari DOS; COMPUTE! Books; DOS
2.0S Reference.;.....$5.00 U.S.

Introduction to Computers and Data
Processing Shelly & Cashman; Anaheim
Publishi Class Room Text Book, not
necessarily about Atari Computers;
.....$3.00 U.S.

Making it Count; Boeing Computer;
Student Manual/Introduction to
Computers & their Applications;
.....$3.00 U.S.

Mapping the Atari; Ian Chadwick;
COMPUTE! BOOKS; Comprehensive
sourcebook and memory guide for Atari
400/800;.....$7.50 U.S.

Music Construction Set; Will Harvey;
Electronic Arts; Just the Manual and
Reference Card;.....$5.00 U.S.

My First Alphabet; Atari; SoftWare
Reference;.....$3.00 U.S.

OS/A+; OSS; Manual for/Systems Software
for Apple and Atari Computers;
.....$5.00 U.S.

Paint; Alex Packer; Reston Publishin;
.....$3.00 U.S.

Program Design and Construction; David
A. Higgins; Prentice Hall In Book on
General Programming;.....$3.00 U.S.

The Home Accountant; Continental Soft
PhotoCopied and Bound Manual;
.....$5.00 U.S.

The Home Filing Manager Users Guide;
Atari; SoftWare Manual/Users Guide;
.....$5.00 U.S.

The Home Filing Manager Users Guide;
Atari; PhotoCopied and Bound Manual;
.....$3.00 U.S.

User's Handbook to the 400/800
Computers; Jeffrey R. Weber & Stephen
J. Sczcecinski; Weber System's I Atari
Handbook;.....$5.00 U.S.

Your Atari Computer; Lon Poole with
Martin McNiff & Steven Cook;
Osborne/McGraw-H Guide to Atari 400/800
Personal Computers/includes XL Series
Update;.....$5.00 U.S.

Please direct all replies in E-Mail to:
bensmith@teleport.com or call
(503)256-9974 anytime.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

1833. FS: Lots of Atari 8 Bit HardWare!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 13:16:31 UTC
From: bensmith@teleport.com
Message-ID: <3j1s3f$67p@kelly.teleport.com>
Source record: 93957

```
ATARI 8-BIT HARDWARE FOR SALE:

PS=Power Supply.

NEC Color Monitor with Audio/Video/
In & Out RCA Jacks.........$100 U.S.

Comrex Composite Color Monitor w/
Audio/Video/In RCA Jacks....$75 U.S.

Atari 130xe, 128K
w/ Special PS & Manual.....$100 U.S.

Atari 130xe, 128K
w/PS & Manual..............$75 U.S.

Atari 800xl, 64K
w/ Special PS..............$75 U.S.

Atari 800xl, 64k
w/PS.......................$50 U.S.

Atari 800xl, 64k
w/o PS.....................$40 U.S.

Atari 800, 48K/52K/Impossible Chip
40/80 Column, w/o PS........$50 U.S.

Atari 800, 48K
w/o PS.....................$20 U.S.

Atari xf551 Disk Drive, DS/DD, New
w/Box, Manual, Dos, PS.....$175 U.S.

Atari xf551 Disk Drive, DS/DD, New
Drive Only, w/o PS.........$125 U.S.

Indus GT Disk Drive, SS/DD, 3X Speed
with DOS XL w/GT, All GT SoftWare &
Docs, SIO Cable, w/PS, Like New
Good for Hacking...........$75 U.S.

Atari 1050 Disk Drive, SS/DD, w/PS,
U.S. Doubler & SIO Cable....$75 U.S.

Atari 1050 Disk Drive, SS/ED, w/PS,
DOS, Manual & SIO Cable.....$70 U.S.
```

Atari 1050 Disk Drive, SS/ED, w/PS,
DOS, & SIO Cable.....$60 U.S.

Atari 1050 Disk Drive, SS/ED
w/o PS.....$50 U.S.

Atari 810 Happy Disk Drive, SS/SD
Excellent for Disk Copying. With/PS,
All Docs & Happy SoftWare...$60 U.S.

Atari 810 Disk Drive, SS/SD
w/PS.....$30 U.S.

Atari 1020 Plotter (Color Printer)
Direct Connect, w/o PS.....$25 U.S.

Atari 850 Interface
Lets your Atari use standard modems
and Printers, w/o PS.....$50 U.S.

Atari 850 Interface
With All Manuals & PS.....$75 U.S.

Supra Direct Connect SIO to Printer
Interface, No PS Needed.....$25 U.S.

MPP Direct Connect SIO to Printer
Interface, No PS Needed.....$25 U.S.

MPP-1100 Printer InterFace
No PS Needed, Plugs into Joystick
Port, as is.....$10 U.S.

Atari CX85 Numeric KeyPad
Plugs into Jostick Port.....$8 U.S.

Atari XM301 modem, 300bps
Direct Connect, needs no PS..$8 U.S.

Atari 1010 Program Recorder
Cassette Storage, w/o PS.....$5 U.S.

Atari 410 Program Recorder
Uses standard cassette tapes
w/Built In PS.....$5 U.S.

JoySticks, makes/models
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bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

1834. FS: Lots of Atari SoftWare Items!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 13:21:05 UTC
From: bensmith@teleport.com
Message-ID: <3j1sc1$6at@kelly.teleport.com>
Source record: 93958

ATARI 8-BIT SOFTWARE FOR SALE:

130xe Art Show
Disk.....$5.00 U.S.

An Invitation to Programming 1:, Atari
Cassette, Box & Docs.....$5.00 U.S.

An Invitation to Programming 3:, Atari
Cassette, Box & Docs.....$5.00 U.S.

Analog Issue 57, Aug. '87
Disk.....$5.00 U.S.

Analog Issue 64, Sept. '88
.....$5.00 U.S.

Antic Vol. 3 #10
Finance Issue
Disk.....$5.00 U.S.

Antic Vol. 4 #7
New Communications
Disk.....$5.00 U.S.

Antic Vol. 5 #6
Hard Disks, Education
Disk.....$5.00 U.S.

Antic June, 1988 Vol.7 #2
Disk.....$5.00 U.S.

Atari Mini Film Festival
Disk.....$5.00 U.S.

Basic, Atari
Cart.....$5.00 U.S.

Basic A+ (with OS/A+), OSS
Disk, & Docs.....$10.00 U.S.

Battle of Antietam, SSI
Disk, Box, & Docs.....$20.00 U.S.

Carrier Force, SSI
Disk, Box, & Docs.....$20.00 U.S.

Centipede, Atari
Cart.....$5.00 U.S.

Clear for Action, Avalon Hill
Disk, Box, & Docs.....$20.00 U.S.

Colonial Conquest, SSI
Disk, Box, & Docs.....$20.00 U.S.

Computer Ambush, SSI
Disk, Box, & Docs.....$20.00 U.S.

Computer Quarterback, SSI
Disk, Box, & Docs.....$10.00 U.S.

Conversational Spanish, Atari
Cass, Box & Docs. Complete..$5.00 U.S.

Deadline, Infocom
Disk.....$5.00 U.S.

Deadline, Infocom
Disk, Box, Maps, & Docs....$20.00 U.S.

Desk Top Video April 88, Antic
Disk.....$5.00 U.S.

Dog Daze, APX
Cassette, Box, & Docs.....$5.00 U.S.

Encounter, Synapse
Disk.....$5.00 U.S.

Financial Asset Management System, APX
Disk, Box, & Docs.....$10.00 U.S.

Flight Simulator II, Sublogic
Disk, Box, Maps, & Docs....$20.00 U.S.

Forbidden Forest, Cosmi
Atari/C64
Disk, Box, & Docs.....$10.00 U.S.

FujiBoink, Atari???
Disk.....$5.00 U.S.

Gettysburg - The Turning Point
SSI
Disk, Box, & Docs.....$20.00 U.S.

Gorf, Roklan
Cart, Box, & Docs.....$5.00 U.S.

Hacker, Activision
Disk & Box.....$5.00 U.S.

Humpty Dumpty & Jack and Jill
Thorne EMI Video
Cassette, Box, & Docs.....$5.00 U.S.

Infidel, Infocom
Disk.....$5.00 U.S.

Juggles' House, Atari
Cassette, Box, & Docs.....$5.00 U.S.

Kampfgruppe, SSI
Disk, Box, & Docs.....$20.00 U.S.

Knights of the Desert, SSI
Apple/Atari/ TRS-80
Cass, Disk, Box, & Docs....$20.00 U.S.

Legionnaire, Avalon Hill
Disk, Cass, Box, & Docs....$20.00 U.S.

Lone Wolf Special Ramdisk Disk
Disk.....$5.00 U.S.

Lords of Conquest, Electronic Arts
Disk, Box, & Docs.....$10.00 U.S.

Match Racer, Gebelli
Disk & Reference.....$5.00 U.S.

Math Blaster! Davidson
Atari/Commodore 64/128
Disk, Box, & Docs.....$5.00 U.S.

Mech Brigade, SSI
Disk, Box, & Docs.....$20.00 U.S.

Memory Mania & Maxwell's Demon, Gentry
Disk.....$5.00 U.S.

Missile Command, Atari
Cart.....$5.00 U.S.

Nam, SSI
Disk, Box, & Docs.....$15.00 U.S.

Operation Market Garden, SSI
Disk, Box, & Docs.....$20.00 U.S.

PAC Utility Disk #3
Disk.....$5.00 U.S.

Pac-Man, Atari
Cart.....$5.00 U.S.

Paris in Danger, Avalon Hill
Disk, Box, & Docs.....$20.00 U.S.

Pilot, with "Turtle Graphics", Atari
Programming Language: Pocket Reference
Users Guide, Teachers Primer, Student
Guide, Cart, Cass.....$10.00 U.S.

BC002 PrintShop Picture Printer
Disk.....$5.00 U.S.

Rails West!, SSI
Disk, Box, & Docs.....$20.00 U.S.

Reforger '88, SSI, Apple/Atari
Disk & Docs.....$10.00 U.S.

Rescue at Rigel, Atari
Disk.....$5.00 U.S.

Shamus, Synapse Software
Disk.....$5.00 U.S.

Space Eggs, Sirius Software
Disk.....$5.00 U.S.

Space Journey, Roklan
Cart, Box, & Docs.....$5.00 U.S.

Spider-Man, Green Valley Publishing
Disk.....$5.00 U.S.

Star Fleet I, Cygnus
Disk, Refer, Box, & Docs...$20.00 U.S.

Star Raiders, Atari
Cart.....$5.00 U.S.

Star Trek, Sega
Cart, Overlay, Box & Docs..$10.00 U.S.

Stock Charting, Atari
Disk, Box & Docs.....$10.00 U.S.

Stratos, Adventure International
Disk, Box, & Docs.....$10.00 U.S.

Syn Calc, Synapse
Disk, Box, & Docs.....$20.00 U.S.

TAC - Tactical Armor Command
Avalon Hill
Disk, Box, Docs.....$20.00 U.S.

TeleLink 1, Atari
Cart, Docs.....$10.00 U.S.

Telengard, Avalon Hill w/Docs
Cas/TRS-80/Comm64/Pet2001
Disk, Cassette, Box.....$20.00 U.S.

Temple of Apshai, Epyx
Disk, Box, & Docs.....$15.00 U.S.

Threshold, On Line Systems
Disk.....$5.00 U.S.

Tigers in the Snow, SSI
Apple/Atari, Disk, Docs....$15.00 U.S.

Tink! Tonk! Tuk Goes to Town, Sprout
Disk, Docs.....$5.00 U.S.

Top Gunner Collection, Microprose
Disk, Box, & Docs.....$15.00 U.S.

U.S.A.A.F., SSI
Disk, Box, & Docs.....$20.00 U.S.

Ulysses, Sierra On Line
Disk.....$5.00 U.S.

PD012 Super Utilities #3
Disk.....$5.00 U.S.

VC, Avalon Hill
Disk, Box, & Docs.....$15.00 U.S.

VisiCalc, VisiCorp, Disk, References
Box, & Docs.....$20.00 U.S.

Wayout, Sirius Software
Disk.....$5.00 U.S.

War, Adventure International
Disk.....$5.00 U.S.

War in Russia, SSI
Disk, Box, & Docs.....$20.00 U.S.

Warship, SSI
Disk, Box, & Docs.....$20.00 U.S.

Zork I, Infocom
Disk.....$5.00 U.S.

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bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

1835. Re: Atari 400/800 Donkey Kong

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 14:35:39 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950301063459.23534D-100000@PEAK.ORG>
Source record: 93959
Cross-posted to: comp.sys.atari.8bit,alt.games.video.classic,rec.games.video.atari

On 28 Feb 1995 sippelng@miavx1.acs.muohio.edu wrote:

>
> Atari got the contract to do computer conversions while Coleco got the contract
> to do home video game system conversions.
>
> Before you hang Coleco out to dry, the 7800 version of Donkey Kong and Donkey
> Kong Jr. by Atari are a worse than the Colecovision versions. The music is
> better on the Colecovision version of these two games as well as the sharpness
> of the graphics. However, Atari's version has DK on the correct side of the
> screen on board one of DK and has springs on the elevator level and an extra
> board on DK Jr. However, both lack the infamous mud-pie level.
>
> OTOH, Gameboy Donkey Kong has all four levels (including Mudpie) but they
> simplified the levels. :(

YUP....but The 400/800/XL/XE version has all four screens (including
Mudpies) and they are all great!!

James

1836. Re: What can y'all tell me about ACTION! ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 14:41:11 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950301063811.23534E-100000@PEAK.ORG>
Source record: 93960

On 28 Feb 1995, Tim Irvin wrote:

>
> I've been reading about this language a lot recently in Atari circles.
>
> If you don't mind, I'd like to ask a few question about it, since it
> seems to be rather popular among Atari developers, and I'd like to do
> a little recreational "on-the-side" 8-bit development:
>
> What is ACTION! like? What other popular languages does it resemble?
> Is it very high level like Atari BASIC? Is it lower, similar to
> assembly? Maybe a "mid-level" language which can be used at a very
> high *or* very low level such as C?
>
> If you regularly use ACTION!, what is it that you like about the
> language? Speed of code? Ease of development? The power of the
> language? Some combination of these or other factors?
>
> How is with graphics? Communications? Databases?
>
> I know it's a lot of questions, but by Atari software standards, the
> package ain't cheap. Of course, if it's *that* good, it may still be
> worth it. What have y'all to say?
>
>
> Tim
>
>
Sorry I am not well informed about programming. However, as the other
state, what games I've played that advertised being written in Action -
were FAST!!!

Y'all remember the software package "HomePak" from Batteries Included?
It was available in Atari XL/XE and Commodore 64 versions (perhaps
others, too). I think it was by Russ Wetmore. It was a combination
database, word processor, and terminal program. I don't think it did
either too well. Anyway, the Commodore 64 version was written in
Action! on the Atari! Pretty strange, huh?

James

1837. Re: CSS Black Box for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 14:43:42 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950301064205.23534F-100000@PEAK.ORG>
Source record: 93961

On 28 Feb 1995, Ralph Barbagallo wrote:

> What is a Black Box? I was at a flea market a few days ago and
> I saw something called the Black Box. It was really heavy, and seemed
> to have some RS232 ports or something on the back. What is it?
>
>

I was at an electronics surplus store in Portland last weekend (HUGE
place with everything a guy could want). I saw something called a "Black
Box" that was a huge, ugly serial contrivance. Believe me, that's not
the "Black Box" that we talk about here on the Atari forums....if we saw
the same thing. That Black Box looked like junk!!

The Atari Black Box is flat, and shaped like the letter "T" (sort of).

James

1838. Re: different graphic modes in the same scanline

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 15:12:23 UTC
From: CONRADUS@PLEARN.EDU.PL
Message-ID: <199503011512.JAA29495@mail.cs.utexas.edu>
Source record: 93962

The trick used by Our5oft is very simple:

1) we are waiting for desired scanline
2) then we use some NOP's as delay into scanline
3) we are swichting on the GR.9 using GTIACTL (called GPRIOR) register
4) then we use some NOP's again
5) then we are switching GTIA back to the GR.8 (in the same scanline)

The GTIA-chip becomes "stupid" and produces GR.15.

Konrad
conradus@plearn.edu.pl

1839. 165 error code?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 17:13:35 UTC
From: chaos@oo.com
Message-ID: <3j29vv$1ih8@tequesta.gate.net>
Source record: 93963

Greetings people,

Hmm, i have a little problem here. On the local 8bit bbs in my area, i found an arc'd file with a buch of memory upgrades. [as some of you may recall, i was looking for memory upgrades for my xegs] anyways i un arced the files, and the file i need is called this,

065xe130.mem

Now, if i try to copy it to the screen (e:) or to the printer, or even to try to rename the damn file, it gives me an 165 error..[the manual says the 165 error is illegal charater for a file name]

is this because there is a 0 in front of the file name? how do i view this sucker?

ah well, mail me if any of yall know. latez.
-ed heffernan
chaos@oo.com

1840. Re: What can y'all tell me about ACTION! ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 17:36:57 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3j2bbp$3gr@nic-nac.CSU.net>
Source record: 93964

How was a C=64 program written in Action!?

Well, I can understand how, I guess; seeing as it's all 6502, but were there some sort of OBJects which emulated C= stuff (gfx/key/etc)?

WIERD!

I don't believe you! :)

-bill

1841. Re: BBS Express Pro

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 17:37:00 UTC
From: james.ancsanyi@asb.com
Message-ID: <19950302.n1cf@asb.com>
Source record: 93965

Je> Ledbetter went 100% PC. I doubt you'll ever see a PC version
Je> of BBS Express PRo! as there are already too many packages
Je> out there.

I was just wondering if he ever released a version of it for the PC even
if doesn't compare with today's packages.

Je> An ST version was created and it went nowhere. The new owners
Je> of Pro! are having a tough enough time holding onto the 8bit
Je> version.

I know I own the ST version. ICD never supported it the whole time I
used it. That's why it went nowhere.

... Murphy IS an optimist! Murphy LIVES !!!
___ TagDude 0.86 [Unregistered]
___ Blue Wave/QWK v2.12

1842. Re: 165 error code?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 17:38:18 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3j2bea$3h4@nic-nac.CSU.net>
Source record: 93966

You can try doing a RAW rename on it:

ie:

RENAME "D:?65XE128.ARC,A65XE128.ARC" in TurboBASIC

DOS interfaces may be pissy about it.

You could of course use Atari DOS 2.0/2.5 which ALLOWs numbers in the beginning.

-bill!

1843. Re: SIO2PC on a 12meg 486

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 17:40:10 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <133903@cup.portal.com>
Source record: 93967

Ben: Mike @ FTE gave Nick Kennedy a SDX cart, I assumed to get compatibility problems licked, but no news. It seems to work fine with drive D1:, but anything else & I have problems. It not to bad since I can just switch logical drive numbers on the clone, but it would be nice. I guessed the problem is SDX tries to switch high speed everytime it accesses a drive. By the time the clone's serial port recovers from the command or different baud rate, it misses the next command & times out. I don't think you can disable the SIO.SYS file in the SDX & still have it work. Would be nice to test out the theory though. There's other problems that I have trouble with, like trying to mix MyDOS directories with SD, but that's with any drive.
Rick

1844. Re: different graphic modes in the same scanline

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 17:40:17 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3j2bi1$3kg@nic-nac.CSU.net>
Source record: 93968

Konrad, you don't happen to be PART of Our5oft, are you!? :)

-bill!

1845. Re: 130xe programming

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 17:43:31 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3j2bo3$3r9@nic-nac.CSU.net>
Source record: 93969

It's funny you say:

"it looks like somebody tried to mix
BASIC, Pascal, and C all into one."

because that's exactly what they did!

Trust me, for the speed, Action! is well worth putting up with "something
that looks like Pascal." :) I think C looks like Pascal! :) I think
Action! looks like C. I guess that makes it that I think Action! looks
like Pascal. :)

I hate semicolons();

-bill!
kendrick@zippy.sonoma.edu;

1846. Re: Bob Klaas of Pro!/KPI goes PC!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 17:45:31 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3j2brr$3rq@nic-nac.CSU.net>
Source record: 93970

So is someone going to get the rights to BBS Express Pro!? Is it going to become PD? Is it going to be bought up by FTe or something!? :)
IS JAMES NOT GETTING OUT ENOUGH TO GET THAT LICENSE PLATE FRAME!?!?!?

Tune in next week when...@&^ NO CARRIER

1847. Re: SIO2PC on a 12meg 486

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 17:46:49 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3j2bu9$3vq@nic-nac.CSU.net>
Source record: 93971

Uh oh! Ivo, did I make the mistake I was worried I'd make? :)
Getting SIO & CIO mixed up? :)

Ah, all I care is I do an OPEN and some GETs and then a CLOSE and it works.
I'm happy. :)

-bill!

1848. Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 17:48:31 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/faq_794079984@rtfm.mit.edu>
Source record: 93974
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/faq
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Frequently Asked Questions List

Revised 25-Feb-95

Additions/suggestions/comments/corrections are needed! Please send to:

mailto:mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

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The Atari 8-Bit Computers Frequently Asked Questions List was created to
provide answers to many commonly asked questions found in the Internet's
comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group. It is in
a constant state of development, and comes with no guarantees. If you
see any problems, I need to hear from you!

--- Where to get the latest copy of the 8-bit Atari FAQ List ---

The home of many FTP archive sites, automatically updated monthly:
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq

The World Wide Web hypertext version, automatically generated monthly:
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq/faq.html

Alternate hypertext version, not as fancy, in Europe:
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html

Usenet newsgroups where this FAQ list is automatically posted monthly:
news:comp.sys.atari.8bit news:comp.answers news:news.answers

You can also get the latest version by e-mail.
mailto:mail-server@rtfm.mit.edu, message says:
send usenet/news.answers/atari-8-bit/faq
quit
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0.1) Table of contents

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General Interest
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13.2) What hardware has Atari created in the 8-bit computer line?
13.3) What are the power-supply requirements for my Atari components?
13.4) What are the pinouts for the...?
13.5) What BBS software can be used on the Atari?

Other Documents of Interest
14.1) What vendors, developers, or publishers support the 8-bit Atari?
14.2) Where is my nearest 8-bit Atari BBS?
14.3) Where is my nearest 8-bit Atari user group?
14.4) How do I use my new or emulated Atari?
14.5) What prominent Atarians are reachable by e-mail?

Subject: 1.1) What is an Atari 8-bit computer?

In order of their release, the Atari 8-bit computers include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, and the XE Game System. The 400/800 models were first shown publicly in November 1978 and first sold in 1979. The final machine, the XE Game System, was released in 1987. Atari Corp. officially dropped all remaining support of their 8-bit computer line on January 1, 1992.

The following text was written by Chris Crawford and appears in De Re Atari (Atari#APX-90008), a book published and copyright by Atari, Inc., 1981-1982. It has been very slightly modified here for generality.

"The internal layout of the Atari 8-bit computer is very different from other systems. It of course has a microprocessor (a 6502), RAM, ROM, and a (PIA). However, it also has three special-purpose (LSI) chips known as ANTIC, GTIA, and POKEY. These chips were designed by Atari

engineers primarily to take much of the burden of housekeeping off of the 6502, thereby freeing the 6502 to concentrate on computations. While they were at it, they designed a great deal of power into these chips. Each of these chips is almost as big (in terms of silicon area) as a 6502, so the three of them together provide a tremendous amount of power. Mastering the Atari 8-bit computers is primarily a matter of mastering these three chips.

ANTIC is a microprocessor dedicated to the television display. It is a true microprocessor; it has an instruction set, a program (called the display list), and data. The display list and the display data are written into RAM by the 6502. ANTIC retrieves this information from RAM using direct memory access (DMA). It processes the higher level instructions in the display list and translates these instructions into a real-time stream of simple instructions to GTIA.

GTIA is a television interface chip. ANTIC directly controls most of GTIA's operations, but the 6502 can be programmed to intercede and control some or all of GTIA's functions. GTIA converts the digital commands from ANTIC (or the 6502) into the signal that goes to the television. GTIA also adds some factors of its own, such as color values, player-missle graphics, and collision detection.

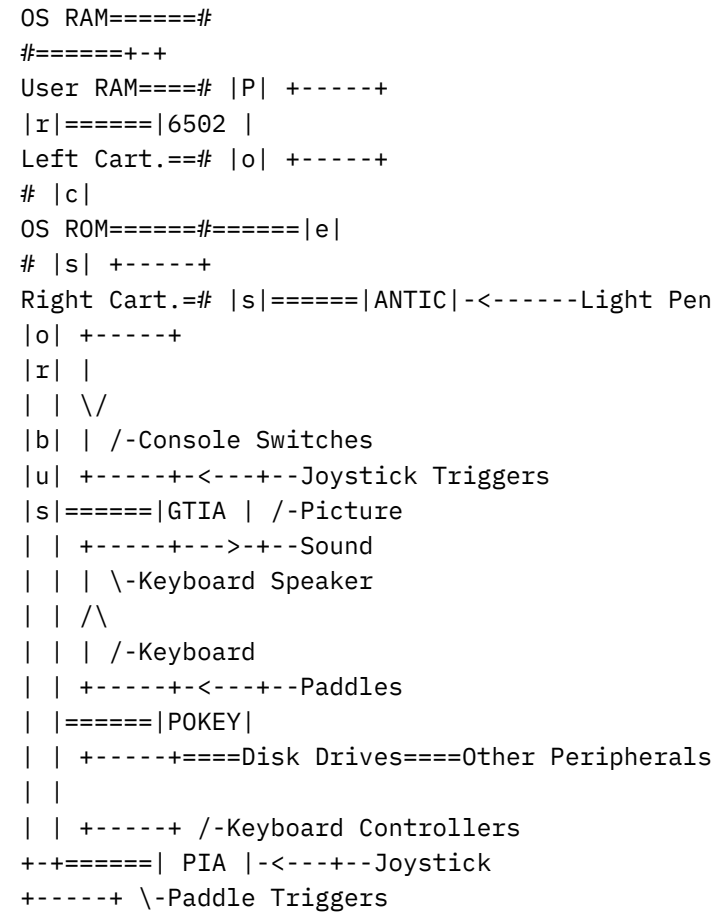
POKEY is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

The 130XE and XEGS contain a small additional LSI called FREDDIE. According to mailto:masstorage@closer.brisnet.org.au (Masstorage), "Freddy is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. Freddy also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a freddy but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from freddy, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to freddy for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say freddy does the bank switching is beyond me. An 800XL can look like a 130XE with that 16-pin chip installed (That's right NO freddy) and an extra 8 RAM

chips."

Hardware Arrangement



Beginners at using the 8-bit Atari platform may wish to contact Bill
Kendrick, mailto:kendrick@sonoma.edu, for his Newbie/Emulator FAQ.

The following is taken from Bill's Newbie/Emulator FAQ.
Graphics:
The Atari has maximum resolution of 320 x 192 (standard, non-overscanned
screen) x 2 colors. 160 x 192 x 4, 160 x 192 x 2, 160 x 96 x 4,
160 x 96 x 2, 80 x 48 x 4, 80 x 48 x 2, 40 x 48 x 4 graphics are also
supported. 40 x 24 x 256-character (128 normal, 128 inverse, character
set indirection available) text mode is standard (2 colors).
40 x 24 x 128-multi-colored-character (4 colors per character allowed,
the other 128 characters have 4th changed into a color 5) and
40 x 12 x 128-multi-colored-character screen modes are available.
GTIA graphics support 80 x 192 x 16 shade-only, 80 x 192 x 16 hue-only,
and 80 x 192 x 9 color screen modes.
Graphics Modes Summarized:
Mode Horiz.xVert.xColors text/graphics
0 40 x 24 x 2 text
1 20 x 24 x 5 text
2 20 x 12 x 5 text

3 40 x 24 x 4 graphics
4 80 x 48 x 2 graphics
5 80 x 48 x 4 graphics
6 160 x 96 x 2 graphics
7 160 x 96 x 4 graphics
8 320 x 192 x 4 graphics
9 80 x 192 x 16 luminence-only graphics
10 80 x 192 x 9 graphics
11 80 x 192 x 16 hue-only graphics
12 40 x 24 x 4-colored text
13 40 x 12 x 4-colored text
14 160 x 192 x 2 graphics
15 160 x 192 x 4 graphics
Normal (bordered), narrow (underscanned), and wide (overscanned) screen modes are available.
Screen modes can be mixed (by lines) down the screen using the Display List (a program which is executed by the ANTIC graphics chip every screen refresh (60 times per second on real NTSC Ataris).
Fine scrolling (both vertical and horizontal) can be enabled on any line on the screen.
All other screen attributes (color, player/missile horizontal position, screen width, player/missile/playfield priority, etc.) can be ajusted at any point down the screen via a "Display List Interrupt."
Four 8-bit wide, 128 or 256 byte high single color players, and four 2-bit wide, 128 or 256 byte high single color missiles are available.
A mode to combine the 4 missiles into a 5th 8-bit wide player is also available, as is a mode to XOR colors or blacken out colors when players overlap (good for making three colors out of two players!) Players and missiles have adjustable priority and collision detection.

Sound:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution, 8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4) can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only modes can be enabled for digitally sampled sound replay.
A fifth "voice" is produced by the internal speaker on Atari 400/800's (for keyclick and buzzer) and in the XL's and XE's this was (fortunately!) rerouted through the normal audio output, and the keyclick can be disabled.

[I'd like more system spec's here.]

Subject: 2.1) What is comp.sys.atari.8bit?

If you have Usenet newsgroup access you can access this discussion group through news:comp.sys.atari.8bit. This is an unmoderated newsgroup for discussion about the 8-bit Atari 400/800/XL/XE computing platform. All postings to news:comp.sys.atari.8bit automatically appear in the Info-Atari8 Digest and in INFO-A8.

comp.sys.atari was split into comp.sys.atari.8bit and comp.sys.atari.st in approximately 1986. To the best of my knowledge, there is no charter for comp.sys.atari.8bit, presumably because the custom of drafting charters for new newsgroups did not exist at that time.

news:comp.sys.atari.8bit is archived by the INFO-A8 listserv.

Subject: 2.2) What is comp.sys.atari.announce?

news:comp.sys.atari.announce is the moderated Usenet newsgroup for news items and announcements related to all Atari computing platforms. This is a low-volume, high-signal newsgroup, useful for reaching the widest possible audience when making 8-bit Atari announcements. Moderated by Yat Siu from mailto:lexicor@world.std.com

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Subject: 2.3) What is comp.sys.atari.advocacy?

news:comp.sys.atari.advocacy is the unmoderated Usenet newsgroup for advocating for or against the various Atari computing platforms. If you enjoy making comparisons between Atari 8-bit and other computing platforms, this is the place to do it.

Subject: 2.4) What is comp.sys.atari.programmer?

news:comp.sys.atari.programmer is the unmoderated Usenet newsgroup for topics in programming on the various Atari computing platforms, including the Atari 8-bit.

Subject: 2.5) What is comp.emulators.misc?

news:comp.emulators.misc is the unmoderated Usenet newsgroup for the discussion of emulating computing platforms on other computing platforms. All emulator discussion that does not involve the Apple][, the Commodore 64, or the WINE MS-Windows emulator (which each have their own emulator groups) may be found on news:comp.emulators.misc.

Subject: 2.6) What is comp.emulators.announce?

news:comp.emulators.announce is the moderated Usenet newsgroup for news items about emulating one computing platform on another. This is a low-volume, high-signal newsgroup, useful for reaching the widest possible audience when making 8-bit Atari emulator announcements. The moderator may be contacted at mailto:emulators-request@qualcomm.com

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Subject: 3.1) What is the Info-Atari8 Digest?

If you have Internet e-mail access you can access this discussion group through the Info-Atari8 Digest.

The Info-Atari8 Digest originates from

mailto:atari8@netcom.com

Subscription requests should be sent to the above address with the subject:

SUBSCRIBE | UNSUBSCRIBE (that is, one or the other)

The first line of the body of the letter should be the person's full name followed by his/her mailing address. For example:

Mike Todd snyder10@convex1.tcs.tulane.edu

To contribute to discussion threads in the Info-Atari8 Digest, send your posting to mailto:comp-sys-atari-8bit@cs.utexas.edu. Postings sent here automatically appear on news:comp.sys.atari.8bit and in INFO-A8.

Note that any posting sent to mailto:atari8@netcom.com will NOT be cross-posted to news:comp.sys.atari.8bit. The Moderator is presently working to correct this.

The Info-Atari8 Digest is archived by the INFO-A8 listserv.

Recent copies are also kept at ftp://ftp.kendall.mdcc.edu/pub/atari/info-a8/ (147.70.146.36) by Jason Duerstock.

The Info-Atari8 Digest Moderator is Mike Todd, mailto:snyder10@convex1.TCS.Tulane.EDU

Subject: 3.2) What is INFO-A8?

If you have BITNET or Internet e-mail access you can access this discussion group through INFO-A8.

The BITNET subscription commands are:
tell listserv at marist register <your real full name>
tell listserv at marist subscribe info-a8

The Internet subscription command is:
mailto:listerv@vm.marist.edu, message says
subscribe info-a8 <your real full name>

To contribute to discussion threads in INFO-A8, send your posting to mailto:comp-sys-atari-8bit@cs.utexas.edu. Postings sent here automatically appear on news:comp.sys.atari.8bit and in the Info-Atari8 Digest.

Any postings sent to mailto:info-a8@vm.marist.edu or to INFO-A8@MARIST will not reach news:comp.sys.atari.8bit, so don't send your postings there.

You may leave the list at any time by sending a "SIGNOFF INFO-A8" command to LISTSERV@MARIST, or by sending a message to mailto:listserv@vm.marist.edu that says "unsubscribe info-a8". Please note that this command must NOT be sent to INFO-A8@MARIST nor to mailto:info-a8@vm.marist.edu.

The archive of comp.sys.atari.8bit, the Info-Atari8 Digest, and INFO-A8:

You can obtain a list of the available archive files by sending an "INDEX INFO-A8" command to LISTSERV@MARIST or by sending a message to mailto:listserv@vm.marist.edu that says "index info-a8". These files can then be retrieved by means of a "GET INFO-A8 filetype" command, or by using the database search facilities of LISTSERV. Send an "INFO DATABASE" command for more information on the latter.

Recent copies are also kept at ftp://ftp.kendall.mdcc.edu/pub/atari/info-a8/ (147.70.146.36) by Jason Duerstock.

The INFO-A8 Moderators are:
HARRY@MARIST (A Harry Williams)
mailto:ravi@mcnc.org (Ravi Subrahmanyan)
mailto:billw@score.stanford.edu (Bill Westfield)

INFO-A8 was created on December 9, 1986.

Subject: 3.3) How can I access the Merit/UMich Archive by e-mail?

For more information on the Merit/UMich archive, see the section of this FAQ list on accessing this archive by FTP.

Downloading - BART

Brode's Archive Retrieval Thang - the Merit/UMich Archive e-mail file server

To learn about using BART to access the Merit/UMich Archive, send e-mail to: mailto:atari@atari.archive.umich.edu. The subject of the message doesn't matter, but let the body of your message be:

help
send 8bit/0index

If you receive nothing within a day (it should take just a few minutes), try including a line of this form:

path [your e-mail address]

BART automatically uuencodes binary files (so they may be mailed over the Internet) and splits up large files into parts of about 30K or less.

Uploading

Simply uuencode the file, (please split it into parts of 60 K or less) and mail the result to mailto:lenn@atari.archive.umich.edu. Please name

the parts in the subject line. This is really helpful as the parts
usually don't arrive in the proper sequence. Also, please include a
message labeled "file transmission," containing a short description of
the file, etc. Shar files are also acceptable, but uuencoded is preferred.

Subject: 3.4) How can I retrieve files from FTP sites by e-mail?

There are several general-purpose FTP mail-servers. These may be used to
retrieve any files available from anonymous FTP sites on the Internet.

1) mailto:ftpmail@decwrl.dec.com with no subject line, and two-line
body with line 1 help and line 2 quit

2) mailto:ftpmail@grasp.insa-lyon.fr (body: help) Please, European
users only.

3) mailto:bitftp@pucc.princeton.edu (body: help or ftplist for a
list of anonymous ftp sites)

4) mail BITFTP@DEARN or to mailto:BITFTP@vm.gmd.de (body: help or
ftplist for a list of anonymous ftp sites) (Europe only)

Subject: 3.5) How can I post to Usenet newsgroups by e-mail?

There are a several 'public' mail/News gateways. Each one has their own
ways for addressing syntax. The three most common ones are:

Site: cs.utexas.edu
Syntax: newsgroup-name@cs.utexas.edu
Example: To send to the newsgroup 'comp.sys.atari.8bit',
address the message to
comp-sys-atari-8bit@cs.utexas.edu

Site: newbase.cs.yale.edu
Syntax: newsgroup.name-news@newsbase.cs.yale.edu
Example: To send to the newsgroup 'comp.sys.atari.8bit',
address the message to
comp.sys.atari.8bit-news@newsbase.cs.yale.edu

Site: decwrl.dec.com
Syntax: newsgroup.name@decwrl.dec.com
Example: To send to the newsgroup 'comp.sys.atari.8bit',
address the message to
comp.sys.atari.8bit@decwrl.dec.com

Mail-to-news gateways of this sort tend to be overloaded.
Therefore, please do not use these gateways or any other similar
gateways if you can post to Usenet directly.

Subject: 3.6) How can I access the World Wide Web by e-mail?

Swiped from the WWW FAQ, which is maintained by mailto:boutell@netcom.com
(Thomas Boutell), here is how to access a web page by email:

mailto:server@mail.w3.org (preferred) or to
mailto:listserv@info.cern.ch (older address) containing
the following single line. (What you put on the subject line doesn't
matter; blank is OK. This line should go in the text of the message.)
You will receive as a reply a simple page intended to help you learn
more about the Web.

send http://www.earn.net/gnrt/www.html

Subject: 4.1) How can I access the Merit/UMich Archive by FTP?

The Merit/University of Michigan Software Archives hold a huge number
of files for many computing platforms, including the Atari 8-bit
computers. Our 8-bit Atari Archivist is Jody Lenn,
mailto:lenn@atari.archive.umich.edu; the Atari Archive as a whole is
maintained by Mickey Boyd, mailto:boydm@atari.archive.umich.edu.

The convention for Anonymous FTP sites is to accept "anonymous" as your
username, and your e-mail address as your password. All of the
FTP sites mentioned in the FAQ list follow this convention.

Downloading (Try the site nearest you first)
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a) ftp://atari.archive.umich.edu/atari/8bit (141.211.120.11, United States)

b) ftp://wuarchive.wustl.edu/systems/atari/umich.edu/8bit
(128.252.135.4, United States)

c) ftp://src.doc.ic.ac.uk/computing/systems/atari/umich/8bit
(146.169.2.10, United Kingdom)
d)
ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit
(129.69.8.13, Germany)

e) ftp://ftp.orst.edu/pub/mirrors/archive.umich.edu/atari/8bit
(128.193.4.2, United States)

f) ftp://barnone.citi.umich.edu/afs/umich.edu/group/itd/archive/atari/8bit
(141.211.128.22, United States)

g) ftp://phlem.ph.kcl.ac.uk/pub/Atari8bit (137.73.4.24, United Kingdom)

h) ftp://ftp.kendall.mdcc.edu/pub/atari/umich.edu/8bit/
(147.70.146.36, United States)

Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

Uploading

Place uploads in ftp://atari.archive.umich.edu/atari/8bit/New

No uploads may be made to the Archive's mirror sites.

Remember to set file type to BINARY when uploading non-text files
(.arc, .com, .dcm, etc.) by FTP. Also, please upload a short .text file
describing what your upload is, so our 8-Bit Archivist will be sure to place
it in an appropriate permanent directory.

Note that the 8bit/New directory is "write-only."

Newly uploaded items may be found in the 8bit/Newitems subdirectory.

Subject: 4.2) What is the Boston Archive?

Here's an 8-bit Atari FTP site located at Boston University. It is
maintained by Adam Bryant, mailto:adb@albert.bu.edu. This site seems to
have seen no uploads for years, but there are some files here that aren't
on any of the other sites.

ftp://cs-ftp.bu.edu/PC/ATARI (128.197.13.20)

Subject: 4.3) What is the PVV Archive?

This is a mid-sized Atari FTP site maintained by Eyvind Bernhardsen,
mailto:eyvind@lise.unit.no. PVV stands for ProgramVareVerstedet, or The
Software Workshop, a student society at the University of Trondheim, Norway.

ftp://nova.pvv.unit.no/pub/Atari/8bit (129.241.36.207)

Uploads go to ftp://nova.pvv.unit.no/incoming/atari/8bit; Eyvind moves
them to the appropriate directory. Please include a .readme file with
each upload, so people know what they're downloading.

Subject: 4.4) What is the ClarkNet Archive?

This smallish 8-bit Atari FTP site is maintained by Kevin Atkinson,
mailto:kevina@clark.net.

ftp://ftp.clark.net/pub/atari (168.143.0.2)

Write to Kevin for uploading instructions.

A mirror of the ClarkNet Archive, kept by Jason Duerstock:
ftp://ftp.kendall.mdcc.edu/pub/atari/clark.net/ (147.70.146.36)

Subject: 4.5) What is the Gatekeeper's Archive?

This small FTP site offers most of the resources provided on the Atari 8-Bit Home Page. Kept by mailto:ipoorten@cs.vu.nl (Ivo van Poorten, The Gatekeeper).

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit (192.31.231.43)

Subject: 4.6) What is the Closer To Home Archive?

Here is a fairly large FTP site in Australia kept by mailto:Dave.Blears@closer.brisnet.org.au (Dave Blears).

ftp://closer.brisnet.org.au/pub/archive1/8_bit (203.4.149.97)

Support site for James Bradford's Super 8-bit Products including SuperDos, SuperRam, Super800<->XL and much more.

Uploads go in ftp://closer.brisnet.org.au/pub/incoming

Subject: 5.1) What is the Cleveland Free-Net Atari SIG?

The Cleveland Free-Net is the hub system of the NPTN, the National Public Telecomputing Network. It can be accessed by any of the following: telnet://freenet-in-a.cwru.edu, telnet://freenet-in-b.cwru.edu, or telnet://freenet-in-c.cwru.edu (129.22.8.32 or 129.22.8.51).
Type "go atari" to reach the Atari SIG.

Those who add their names to the Atari SIG user directories are automatically members of the official Atari user group C.A.I.N. - Central Atari Information Network.

The Cleveland Free-Net Atari SIG publishes the CAIN Newsletter, maintains the CAIN Home Page on the WWW, and keeps the "Who's Who in the Atari Community E-Mail Directory" listing. Send correspondence and press releases to mailto:xx004@cleveland.freenet.edu.

Subject: 5.2) What is the Youngstown Free-Net Atari SIG?

Youngstown Free-Net (Youngstown, Ohio USA)
telnet://visitor@yfn.ysu.edu (192.55.234.27)

Type "go atari" to reach the Atari SIG. Write to mailto:xx140@yfn.ysu.edu for more information.

Subject: 5.3) What is the National Capital Free-Net Atari SIG?

National Capital Free-Net (Ottawa, Canada)
telnet://guest@freenet.carleton.ca (134.117.1.25)

Type "go atari" to reach the Atari SIG. Write to Christopher Browne at mailto:aa454@Freenet.carleton.ca for more info.

Subject: 5.4) What is the Closer To Home BBS?

Kept by mailto:Dave.Blears@closer.brisnet.org.au (Dave Blears), this is a BBS in Australia which supports the 8-bit Atari.

telnet://guest@closer.brisnet.org.au (203.4.149.97)

Subject: 5.5) How can I access the World Wide Web by Telnet?

This section swiped from the WWW FAQ, which is kept by mailto:boutell@netcom.com (Thomas Boutell).

An up-to-date list of these is available on the Web as http://info.cern.ch/hypertext/WWW/FAQ/Bootstrap.html and should be regarded as an authoritative list.

telnet://telnet.w3.org
A telnettable browser provided by the W3 coalition.

telnet://www@www.cc.ukans.edu
Offers Lynx, a full screen browser which requires a vt100 terminal. Log in as www. Does not allow users to "go" to arbitrary URLs, so GET YOUR OWN COPY of Lynx and install it on your system if your administrator has not done so already. The best plain-text browser, so move mountains if necessary to get your own copy of Lynx!

telnet://www@www.njit.edu
(or telnet 128.235.163.2) Log in as www. A full-screen browser in New Jersey Institute of Technology. USA.

telnet://www@www.huji.ac.il
A dual-language Hebrew/English database, with links to the rest of the world. The line mode browser, plus extra features. Log in as www. Hebrew University of Jerusalem, Israel.

telnet://sun.uakom.cs
Slovakia. Has a slow link, only use from nearby.

telnet://www@info.funet.fi
(or telnet 128.214.6.102). Log in as www. Offers several browsers, including Lynx (goto option is disabled there also).

telnet://www@fserv.kfki.hu
Hungary. Has slow link, use from nearby. Login is as www.

Subject: 6.1) How can I retrieve files from the Merit/UMich Archive through Gopher?

The Merit/UMich Archive has a native Gopher server. Try

gopher://gopher.archive.merit.edu:7055/11/atari/8bit

to connect directly to the Merit/UMich Archive's 8-bit Atari directory. I personally recommend this method for downloading from the Merit/UMich Archive.

There are also several mirror archive sites with Gopher servers:

gopher://wuarchive.wustl.edu:70/11/systems/atari/umich.edu/8bit

gopher://sunsite.doc.ic.ac.uk:70/1/0-Most-Packages/atari/umich/8bit

gopher://gaia.ucs.orst.edu:70/11/g-i-s/computer/zftparea/mirrors/archive.umich.edu/atari/8bit

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Subject: 7.1) What WWW pages support the 8-bit Atari?

8-bit Atari FAQ and Vendor/Developer Lists, Michael Current
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq.html

Atari Classic Homepage, Eyvind Bernhardsen, mailto:eyvind@pvv.unit.no
http://www.pvv.unit.no/~eyvind/atari/

Atari 8-Bit Home Page
mailto:ipoorten@cs.vu.nl (Ivo van Poorten, The Gatekeeper)
http://www.cs.vu.nl/~ipoorten/Atari.8bit.Homepage/index.html

Atari 8-Bit Resort
mailto:un55@rz.uni-karlsruhe.de, Marek Tomczyk
http://rzstud1.rz.uni-karlsruhe.de/~un55/8bit.html

Big Atari 8bit Home Page
Tomasz Tatar, mailto:tatar@student.uci.agh.edu.pl
http://www.uci.agh.edu.pl/student/airgrp/tatar/public_html/Atari/hp.html

Central Atari Information Network
Cleveland Free-Net Atari SIG, mailto:xx004@cleveland.freenet.edu
http://ace.cs.ohiou.edu/personal/mleair/cain.html

Rob Funk's pages
http://www.cis.ohio-state.edu/~funk/
mailto:

CompuCat BBS
mailto:nkinney@netcom.com, Neal Kinney
ftp://ftp.netcom.com/pub/nk/nkinney/html/compucat.html

Graeme Fenwick's pages
http://www.mcs.dundee.ac.uk:8080/~gfenwick/index.html
mailto:gfenwick@mcs.dundee.ac.uk

Classic Computer and Video Game Systems
http://www.gate.net/~cmwagner/atari8.html

Subject: 7.8) How can I access the Merit/UMich Archive by AFS?

Downloading

Just cd /afs/umich.edu/group/itd/archive/atari/8bit
[What is the propsero:// URL for this?]

Uploading

Just cp the file into /afs/umich.edu/group/itd/archive/atari/8bit/New
[What is the propsero:// URL for this?]

Subject: 7.9) What is #Atari8?

There is a channel on Internet Relay Chat for 8-bit Atari users. Its
name is #Atari8. Join #Atari8 on port 6667 (EFNet) and enjoy (if you
meet somebody there).

There should be a small bot called XE_BOT on this channel. While on
channel #Atari8 use the command
/msg XE_BOT help
for more information.

The latest information on #Atari8 and the XE_BOT may be found here:
http://www.uci.agh.edu.pl/student/robo1grp/tatar/public_html/Atari/irc.html

Channel #Atari8 and the XE_BOT are the work of Tomasz Tatar,
mailto:tatar@student.uci.agh.edu.pl.

Subject: 8.1) What is the CAIN Newsletter?

The Central Atari Information Network Newsletter is the monthly online
magazine of the Cleveland Free-Net Atari SIG. The editor is Mark
Leair of the Atari SIG. 8-bit computers support is provided by Michael
Current and Craig Lisowski. For information, write to the Atari SIG at
mailto:xx004@cleveland.freenet.edu.

Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into
100% printable ASCII characters, so that the file may be posted or e-mailed
anywhere a text message can go. The 8-bit Atari is perfectly capable of
UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
Merit/UMich: Archivers/uudecode.bas, Archivers/uudecode.doc
Boston: comm/uudecode.lst, comm/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
Merit/UMich: Archivers/yau.arc
Boston: comm/yau.uue, comm/yaue.uue, comm/yau.doc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
Merit/UMich: Utilities/uue.arc

Dumas UU-coder by John Dunning - should work w/BART-style split files.
Merit/UMich: Cc65/dumasuu.arc

Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that is common in the MS-DOS world. This is done to make the file shorter, so it takes up less space on your disk and it takes less time to transfer between computers. The archives contains several 8-bit Atari archivers fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
Merit/UMich: Archivers/superarc.arc - both Super Un-Arc & Super Arc
Archivers/suprarc2.arc - Super Arc
Archivers/supunarc.com - Super Un-Arc
Archivers/supunarc.uue - Super Un-Arc
Boston: {comm,util}/superarc.uue, {comm,util}/superarc.doc

Subject: 9.3) Okay, how about a .dcm file?

A .dcm file is a format unique to the 8-bit Atari which is used to convert entire disk images into files. To work with .dcm files you'll need:

Disk Communicator 3.2 by Bob Puff.
Merit/UMich: Archivers/dskcom32.arc or Archivers/diskcomm.arc (same thing!)
Boston: {util,comm}/diskcomm.uue

Subject: 9.4) What is an .xmo file?

.xmo stands for XMODEM. The idea was that the file was not plain text, but was a binary file. As a binary file, it had to be downloaded using a file transfer protocol such as XMODEM. The use of ".xmo" as a filename extender was popular once, but has been discouraged for years.

Subject: 10.1) What 8-bit Atari emulators exist for other computing platforms?

These are the emulators that are usable.

1) ST Xformer 2.55, from Branch Always (see companion Vendor/Developer List for complete contact info). A freeware 8-bit Atari emulator for the Atari ST.

Merit/UMich: /atari/Emulators/stxf255.lzh

2) PC Xformer, from Branch Always (see companion Vendor/Developer
List for complete contact info). The 8-bit Atari emulator for
DOS/Windows/OS/2. Versions 2.0 and 2.5 are freeware; 3.0 is the commercial
version.

The following further info on PC Xformer provided by Bill Kendrick,
mailto:kendrick@sonoma.edu. Contact him for his Newbie/Emulator FAQ.

2.0 emulates an Atari 800. It requires about 300K of
free memory, 320x200x256 (MCGA/VGA/SVGA) graphics, and a 286 CPU.
It does not support ROM files, disk image swapping within the
program, player/missile graphics collision detection, sound,
PC joystick support, modem/printer support, but is free.

2.5 is the replacement for 2.0. It emulates either an Atari 800
or an Atari 800XL. It requires about the same as 2.0. It does
support ROM files and the PC speaker is used to emulate the old
Atari 400/800 internal speaker clicks. It is also free.

3.0 is the first commercial release. It emulates an Atari 800,
800XL, or 130XE (128K RAM; I heard it was to do 320K but I think
that was reduced). It requires a 386 and 512K of memory. It
supports Sound Blaster, player/missile graphics collision detection,
modem/printer and PC joystick support. It
comes with a disk with the software, an ammendum to the printed
documents, and a bunch of Atari 8-bit software (example programs:
demos/games, and a few useful utilities). It supports disk swapping
through a (currently) simple menu.

All versions support .XFD (Xformer disk) format disk images, and
all versions of PC Xformer support SIO2PC disk images (.ATR's).

PC Xformer 3.0 comes with a 36-page printed manual and reference.
It includes appendicies explaining graphics, sounds, colors, BASIC,
subdirectory paths (for MSDOS which in turn explains SpartaDOS/MyDOS),
a quick keyboard reference, ATASCII characters (all 128 drawn out),
the Atari editor, error codes, file IO (commands, devices, XIO calls)
as well as giving breif information on how to contact other Atari
users, common file extenders, and it includes a LARGE glossary
explaining Atari BASIC / TurboBASIC XL commands, Atari computer
terms, and general computer terms.

Merit/UMich: Xf2/xf2.zip, Xf2/xf25.zip

Of importance to PC Xformer users is:
DcmToDsk, freeware by Jason Duerstock. It converts most .DCM files into
SIO2PC .ATR's for use with SIO2PC and PC Xformer.
Merit/UMich: Sio2pc/dcm2dsk2.zip

Subject: 11.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal
programs available.

BobTerm 1.22, shareware by Bob Puff
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; excellent for BBSing
Merit/UMich: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
Merit/UMich: Telecomm/k65v37.arc - latest version
Telecomm/k65doc.arc - documentation
Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Combination VT100, XMODEM, Kermit; buggy at file Xfers
Merit/UMich: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Excellent at VT100 on the XEP80; 1200bps top speed
Merit/UMich: Telecomm/vt850b1.arc

FlickerTerm 80 0.37, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus

Merit/UMich: Telecomm/ft80v037.arc

Ice-T 1.0 by IceSoft (Itay Chamiel)
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: XMODEM download
Autodial: No
Backscroll buffer: yes (One screen)
Capture-to-disk: No
Summary: Excellent for high-speed VT100 emulation
Merit/UMich: Telecomm/icet.arc

Subject: 11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with an
Atari-format diskette. The following require a DOS and disk drive on the
Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
Merit/UMich: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
Merit/UMich: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
Merit/UMich: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett and Mark Vallevand - The latest version!
Merit/UMich: Diskutils/myutil.zip
PVV: utilities/disk/myutil.zip

While the above work with SS/DD 180K Atari-format disks, the following
combination of utilities can be used to work with SS/SD 90K Atari-format
disks, and is currently the best bet for reading SS/ED 128K Atari-format
disks.

AnaDisk 2.07, shareware by Sydex - Reads/Writes "any" 5.25" diskette
Merit/UMich: Xf2/anad207.zip, Xf2/anadisk.txt
Deana by Nate Monson - converts AnaDisk dump files from Atari format
Merit/UMich: Xf2/deana.com, Xf2/deana.txt

Explanation --> According to mailto:preston.f.crow@dartmouth.edu,
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.
For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

Subject: 11.3) Can I read/write MS-DOS disks on an 8-bit Atari?

a) Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050 drive or equivalent. Very limited.
Merit/UMich: Diskutils/mule.arc, Diskutils/mule.exe, Diskutils/mule.txt

b) SIO2PC, described elsewhere in this FAQ List (section 12.4), can be used to read/write to a hard drive connected to an MS-DOS system. This can also be a very effective file-transfer solution.

c) The XF551 3.5" Upgrades from Computer Software Services (see the companion vendor/developer list) allow the Atari XF551 disk drive to read 720K 3.5" MS-DOS disks.

d) The Floppy Board, the add-on to the Black-Box from Computer Software Services (see the companion vendor/developer list), allows both low density (360K 5.25", 720K 3.5"), and, in the case of the Deluxe Version, high density (1.2M 5.25", 1.44M 3.5") external MS-DOS-standard floppy drives to be used on the Atari. A utility is included to read/write MS-DOS formatted floppies in all supported densities.

Subject: 11.4) How do I transfer files using a null modem cable?

This section by mailto:cb541@cleveland.Freenet.Edu (James R. Gilbert)

A: Simply put, you need a terminal program and an RS 232 port on each computer. The RS 232 ports need to be connected together using a 'null modem cable'.

For up to 4800 bps, no flow control lines need be connected. Just cross the transmit and receive lines and join the grounds together. (Transmit is pin #2, receive is pin #3 and ground is pin #7 on the 25-pin port.)

The right hand pin on the 'long' side of a female 'D' connector is #1. There are 13 holes on this 'long' side, 12 holes on the 'short' side. The numbers go from #1 on the right to #13 on the left on the 'long' side and from #14 to #25 from right to left on the 'short' side. #25 is closest to being under #13. A male connector is the mirror image of this.

Most terminal programs allow a null connection, without a carrier detect. Notably, '850 Express!' does not.

A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors and some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modem and plugging in the null modem cable. This also avoids the

confusion of the wide variety of serial port jacks on
different computers. Almost all computers connect into
the modem via a DB25 connection.

The SIO port on the Atari cannot be used directly. An
850 Interface Module, P:R:Connection, Multi I/O, Black
Box (by Computer Software Services) or similar device
that provides an RS232 port must be used.

On the Atari, the port is a female DB9. So you need a
male DB9 to male DB25 modem cable to connect to your
modem. So why not use this cable as your null modem
cable as well?

For higher speed connections, above about 9600 bps on the
8-bit, you need the flow control lines. You also need
a Multi I/O or Black Box, which use the PBI (parallel bus),
then you can go higher than 9600 bps.

Following are pin assignments for a DB25 pin RS 232 C
port.
13 1
o o o o o o o o o o o o o
o o o o o o o o o o o o
25 14

(Above is female, male is mirror image.)

1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

A high speed cable would need not only pins 2 and 3 crossed
but also pins 4 and 5 as well as 6 and 8. Or better
yet, make a true 25 wire, straight through cable and use
a commercial null modem. A commercial null modem is
just a small device with the correct lines already
crossed.

(DTE = Data Terminal Equipment, i.e., your computer.
DCE = Data Communications Equipment, i.e., your modem.)

Subject: 12.1) What 5.25" floppy disk drives are available?

Major contributors to this section:
mailto:Krishna@max.tiac.net (Glenn M. Saunders)
mailto:tatar@student.uci.agh.edu.pl (Tomasz M. Tatar)

mailto:Masstorage@closer.brisnet.org.au (James Bradford)
mailto:conradus@plearn.edu.pl (Konrad M. Kokoszkiewicz)

==> Atari 810
SS SD 19.2Kbps standard

==> Happy 810
SS SD Warp speed

==> Atari 1050
SS SD/ED 19.2Kbps standard

==> Happy 1050
SS SD/ED/DD Warp speed US Doubler/19.2 and 52k. track
buffering

==> Super Archiver 1050
SS SD/ED/DD Ultra Speed 50+K

==> Speedy 1050
SS SD/ED/DD 78K mode (European) unknown DOS restrictions

==> Supermax 1050
SS SD/ED/DD 19.2k and 52k (ultra speed)
by Super products. Compatiable with superdos and US Doubler

==> Lazer 1050
SS SD/ED/DD Another Happy clone; Compatible w/ US Doubler

==> Atari XF551
SS/DS SD/ED/DD 38K burst mode usable only with SpartaDOS X,
SuperDOS 5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2. XF DS system now
considered "standard".

==> CSS XF551
SS/DS SD/ED/DD US Doubler compatible. Updates drive to work
better and faster. Also 3.5" upgrade available

==> Percom Various/RFD
Various. Any IBM mech from SS/SD 5.25 to 720K 3.5" NOTE: no ED
19.2K standard only. Unique DS system

==> Percom AT-88
SS SD

==> Percom AT88-S1PD
printer port

==> Trak ATD1
SS SD

==> Trak ATD2
SS SD/DD
Built in Diagnostics. Track indicator. Write protect switch. Built in
parallel printer interface. 2k printer buffer (expandable). Optional

Turbo software on Eprom.

==> Trak AT-1
SS SD/DD Slave

==> Indus GT
SS SD/ED/DD Synchromesh mode usable with SpartaDOS X and
DOSXL only.

==> Astra Double-D?
SS/DS SD/DD? standard /LEDs and such

==> Rana 1000
SS SD/ED/DD standard /LEDs and such can format disks on a
stand alone basis

==> TOMS 720
double head disk drive, 5.25", with mounted interface Centronics,
chips: CPU 8085, WD2797, PIA 8255 (for handle Centronics), 32 KB ROM, 8 KB RAM
ROM contains: OS of drive, MYDOS 4.50 and some utilities (copy, format, etc.)
ROM is seen by computer as drive D1: (if drive is open), and D3: (when drive
has number D1:) or D4: (when drive has number D2:). It makes possible load DOS
from ROMdisk during booting system.
Formats of disks:
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
Transmition modes:
- normal - 19200 bps
- Turbo - 70000 bps
- Ultra Speed - 70000 bps
Also tracks buffering.

==> AS SN-360
double head disk drive, 5.25", CPU 8051, controler WD2797
19200 bps
Available formats:
- SS/SD - (FM) single sided, single density - 90 KB
- SS/ED - (MFM) single sided, enhanced density - 130 KB
- SS/DD - (MFM) single sided, double density - 180 KB
- DS/DD - (MFM) double sided, double density - 360 KB

==> TOMS 710
(The newest polish disk drive and probably the best one)
Similar to TOMS 720, one more format:
- double sided, 80 tracks, IBM (720 KB)
Transmition modes:
- standard 19200 bps

- TOMS Turbo (loaded from ROMdisk if drive is open) - 67000 bps
- Ultra Speed (QMEG-OS, SpartaDOS) - 67000 bps
Also tracks buffering.
ROMdisk contain:
- MYDOS 4.50
- COPY
- INIT
- TURBO - turn on/off TOMS Turbo mode
- BASIC - turn on/off Atari Basic
- AUTORUN.SYS - ramdisk
- README
Also TOMS Navigator instead of DUP.SYS. It is program similar to Norton
Commander on PCs.
IBM-ST copier on additional disk.

==> LDW Super 2000
SS SD/ED/DD 19200 bps or 38000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA-2001
SS SD/ED/DD 19200 bps or 38000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA-2002
SS/DS SD/ED/DD 19200 bps, 70000 with SpartaDOS
CPU 8040, ROM 4 KB, RAM 256 B

==> Floppy board various
Any standard very fast parallel
DOS-transparent. Requires Black Box. DS system configurable for
XF Percom or ATR style

==> HDI various
Any standard very fast SIO? European

==> SWP ATR-8000
Any standard standard except 1.2 meg and unique DS system
(HD) nice Z80 CP/M system in which CP/M drive acccess is parallel only
thus faster.

==> Atari 1450XLD drives
DS SD/ED DD? standard, requires DOS4. unusual DS system
Only prototypes exist.

==> KARIN MAXI
Double head disk drive 360 KB/5,25" or 720 KB/3,5", controller WD 1772.
Available formats:
= standard SS/SD 90 KB
= standard SS/ED 130 KB
= standard SS/DD 180 KB
= 'cylindric' DS/DD 360 KB (XF-551 uncompatible)
= 'cylindric' DS/QD 720 KB (TOMS-compatible; 720 KB drives only)
Any other capabilities depend on a special software.

Transmission mode:
- parallel: real speed 11.25 kilobytes per second with DOS or 22.5 kilo-
bytes per second with special track-copier.
Notes:
Because of the 1772-registers available in 6502 i/o pages ($D100),
the KARIN MAXI drives look full-programmable.
Preferred systems: My-DOS, SDX.

==> XFD-601B
Double head 360 KB/5,25" disk drive. Controller WD 1772, CPU 8051.
Available formats:
- standard SS/SD 90 KB
- standard SS/ED 130 KB
- standard SS/DD 180 KB
- standard DS/DD 360 KB (XF-551 compatible)
Transmission modes:
- normal 19200 bps
- Top Drive 1050 70000 bps
- Indus GT (synchromesh) 70000 bps (GTSYNC.COM and INDUS.SYS are not necessary;
full-compatibel with the SDX)
- Ultra Speed 70000 bps (full-compatible with the older SpartaDOS)
Notes:
Customized sector skew. In fact, the XFD-601B is a original clone of the
XF-551.

==> XFD-602B
The two XFD-601B drives in the one unit.

Subject: 12.2) How can I use 3.5" floppy disks with my 8-bit Atari?

to be written. volunteers?

- Amdek
- XF551 upgrades
- Floppy Board

==> Atari XF521
3.5" system Unreleased

Subject: 12.3) What do I need to connect a hard drive to my 8-bit Atari?

original by mailto:Krishna@max.tiac.net (Glenn M. Saunders)

Corvus ? 10 megabytes Fast but still relatively
slow I/O, kludge through
joystick ports for 800.
Rare
Supra/K-P N/A various Some limitations on drive
type and size and total
number of drives in sys.

FTe Multi I/O various 256 byter per sector
restriction. 256K and
1 meg ramdisk models.
Printer and modem, modem
will handle 19.2K bps
CSS Black Box various Will handle all SCSI drives.
Allows 9 drive access for
MYDOS. Currently the only
modem interface with CTS/RTS
hardware flow control. 19.2K
ready.
SWP ATR-8000 unknown limits Rare daughterboard for hard
drives. I/O is probably
fairly slow on this baby and
there may be DOS restrictions.

==> IDE/AT-BUS hard disk (still under construction)

Subject: 12.4) How can I use an IBM-PC as a storage device for my Atari?

Original by Dave Paterson, mailto:d.paterson2@genie.geis.com

SIO2PC is a cable and software combination that lets you use your PC as up to 4 drives for your 8-bit. Drives can be SD, ED, DD or custom sizes up to 16 megs. SIO2PC also lets you redirect the printer output to your PC printer or to a file on the PC. High speed drives are emulated (a la US Doubler).

All these functions are transparent at the Atari end; you never notice the difference between SIO2PC and regular drives, except that the SIO2PC drives are faster than any others (except Ramdisks and PBI interface drives).

SIO2PC 3.19i is shareware by Nick Kennedy.
Merit/UMich: Sio2pc/sio319i.exe

Of importance to SIO2PC users is:
DcmToDsk, freeware by Jason Duerstock. It converts most .DCM files into SIO2PC .ATR's for use with SIO2PC and PC Xformer.
Merit/UMich: Sio2pc/dcm2dsk2.zip

Subject: 13.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g is disk-based; SpartaDOS X 4.21 is cartridge-based and includes many additional features. SpartaDOS is available from Fine Tooned Engineering (see companion vendor/

developer list); MYDOS 4.53/4 is freeware from Wordmark Systems (Charles Marslett and Bob Puff).
It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the archives.
Merit/UMich: Os/dos25.arc (DOS 2.5)
Merit/UMich: Fte/fte32g.arc (SpartaDOS 3.2)
Merit/UMich: Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Subject: 13.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 Personal Computer (1979) 8-16K, membrane keyboard, 400/800 OS
800 Personal Computer (1979) 8-48K, two cartridge slots, 400/800 OS
1200XL Home Computer (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL Home Computer (1983) 16-64K, BASIC, PBI, XL OS
800XL Home Computer (1983) 64K, BASIC, PBI, XL OS
800XE Home Computer (1987?)same as 130XE but 64K. Mostly eastern Europe.
65XE Personal Computer (1985) same as 800XL minus PBI
130XE Personal Computer(1985) same as 65XE with 128K plus ECI
XE Game System (1987) same as 65XE plus Missle Command, detach keybd

Peripherals:
410 Program Recorder -Japan and Hong Kong versions
810 Disk Drive -SS/SD 90K with DOS 1 or DOS 2.0S,MPI&Tandon vers.
820 Printer -40 col.
822 Thermal Printer -40 col.
825 80-Column Printer -req. 850
830 Acoustic Modem -300 baud req. 850, with Telelink I
835 Direct Connect Modem -300 baud, with Telelink II
850 Interface Module -4 9-pin serial, 1 15-pin parallel ports, beige & black metal versions
1010 Program Recorder -Sanyo and Chelco versions
1020 Color Printer -40 col., print/plot in 4 colors
1025 80-Column Printer -7-pin dot matrix
1027 Letter-Quality Printer-80 col., letter quality
1029 Printer -7-pin dot matrix, same as Commodore MPS-801
1030 Direct Connect Modem -300 baud, with ModemLink
1050 Disk Drive -SS/ED 128K with DOS 3 or DOS 2.5
1064 -64K RAM module for 600XL
XC11 Program Recorder
XC12 Program Recorder
XM301 Modem -300 baud, with XE Term
XMM801 Printer -80 col. Ribbon: Mannesman/Tally MS80
XDM121 Printer -80 col.letter quality. Ribbon: Silver Reed CF130
XF551 Disk Drive -DS/DD 360K with DOS XE
XEP80 Interface Module -80 col. video display and DB25 parallel port

SX212 Modem -1200 baud, rarely with SX-Express! package

Atari 8-bit vaporware computers: (note some are more vaporous than others)
1200 1200XL internally, many slight cosmetic differences
800XLF 800XL incorporating a FREDDY chip (as in the XE's)
1250XLD Earlier concept of the 1450XLD
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL Earlier concept of the 1450XLD
1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D
1090 XL Expansion System-for PBI, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XTM201 -non-impact printer
XTC201 -non-impact color printer

Subject: 13.3) What are the power-supply requirements for my Atari components?

As with the rest of this FAQ list, please let me know if any of this information conflicts with the units you have. I'm also not sure how much of this section is valid outside North America. If it's not valid where you are, I need to hear from you!

The most important information is the voltage (in volts) required, and whether you need a transformer (AC output) or an adapter (DC output). The power (in watts) and current (in amperes) specifications of the original equipment as presented here should be regarded as minimum values. Higher-than-specified power and current capacities are entirely usable, and often preferable because such supplies run cooler and last longer.

Power (in watts) = current (in amps) * voltage (in volts)

9 V AC 5.4 VA (600 mA) Atari#CO62195 transformer:
1030

9 V AC ???? VA (??? A) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL,256K FTe MIO
9 V AC 18 VA (2.0 A) Atari#CA014748 transformer:
400,800,810,822,850,1010,1200XL,256K FTe MIO
9 V AC 18 VA (2.0 A) Atari#CA016804 transformer:
400,800,810,822,850,1010,1200XL,256K FTe MIO
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551,256K FTe MIO

9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551,256K FTe MIO

9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027

24 V AC 3.6 VA (150 mA) Atari#CA016751 transformer:
830

5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982 adapter:
600XL,800XL,65XE,130XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CA024814 adapter:
600XL,800XL,65XE,130XE,XE Games System
5 V DC ??? A (??? W) Atari#CO81982 adapter:
XL/XE

6 V DC 300 mA (1.8 W) Atari#??????? adapter:
"410P"

9 V DC 500 mA (4.5 W) Atari#CO16353 adapter:
XEP80,SX212,2600
9 V DC 500 mA (4.5 W) Atari#CA014034 adapter:
XEP80,SX212,2600

9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,1 Meg FTe MIO,5200
11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter:
Indus GT

5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297 adapter:
1400XL,1450XLD

These draw their power from the SIO +5 V:
XM301 (60 mA),XC12;FTe P:R: Connection

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

The power supply requirements for the following are still needed:
??? V DC ???? A (???? W) Atari#CA060535 adapter:
835

XC11 program recorder (no brick needed -> internal or SIO source?)

Subject: 13.4) What are the pinouts for the...?

Serial I/O (SIO) Port (all machines):
2 4 6 8 10 12

1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400, North American 600XL, XE Game System):
3 1
5 4
2
1. Composite Luminance (not on 600XL)
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL,1200XL; grounded on 600XL)

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6

3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
1. (Joystick) Forward Input
2. (Joystick) Back Input
3. (Joystick) Left Input
4. (Joystick) Right Input
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)

49. Audio input 50. GND

--850 R1-4 pinouts from: mailto:generic@rahul.net (Chris Rosenthal)
R1: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Data Terminal Ready (DTR, Ready Out)
2. Carrier Detect (CRX, In)
3. Send Data (out)
4. Receive Data (In)
5. Signal Ground
6. Data Set Ready (DSR, Ready In)
7. Request to Send (RTS, Out)
8. Clear to Send (CTS, In)

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

--850 P: pinout from: Jim Evans, mailto:donor@max.u.washington.edu
P: Parallel port (850 Interface Module):
8 7 6 5 4 3 2 1
15 14 13 12 11 10 9
1. Data Strob
2. D0
3. D1
4. D2
5. D3
6. D4

7. D5
8. D6
9.
10. Data pins pull up +5V
11. Ground
12. Fault
13. Busy
14. -
15. D7

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

Subject: 13.5) What BBS software can be used on the Atari?

This section by mailto:winston@merk.com (Winston Smith)

Here is the run down of ATARI 6502 8-BIT BBSes that I am aware of:

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
This BBS was written in BASIC by the Atari Computer
Enthusiasts computer club (was it the Michigan chapter?). It included
designs for a ring-detector. You needed a sector editor and had to
allocate message space by hand, hex byte by hex byte.

o FoReM BBS -- Friends of Rickey Moose BBS.
At the time, there were a lot of BBSes around
called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS
was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed
in BASIC and was somewhat crashy. I think that this is the
great-grandparent of the FOREM-XE BBSes that survive today.

Matt Singer, mailto:msinger@oe.fau.edu writes:
FoReM BBS derived from an early AMIS. When multiple message areas were
added the name was extended to FoReM 26M. Then, When OSS released BASIC
XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most
of the Assembler routines (where is he now?).

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported
features such as intra-line editors. Unfortunately, the coding of the
ABBCS was really poor. You could practically blow on your keyboard and
crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston,
Massachusetts, USA, area. I'm not sure whether his BBS for the
Atari 8-bit has been placed into the public domain or not. This BBS was
the first to support a RAMdisk, which Paul Swanson called a "V:" device
for "virtual disk". This BBS was written in Atari BASIC and required a
joystick hardware "dongle" device. This was notable as being one of the
first Atari 8-BIT BBSes that could actually go for a week without having
to be rebooted. Pointers to the message base were kept in an Atari "very
long string" (for which Atari BASIC is famous). The BBS would only have
problems (for the most part) if this string became corrupted.

o ATKEEP -- An Atari 8-bit version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of
the commercial BASIC XE cartridge to run. This BBS program was very
popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It
expects to be running under a SpartaDOS environment. This was a problem
until very recently, when the disk-based version of SpartaDOS was
re-released as shareware. This BBS program uses a "modem clock string"
rather than an R-Time 8 cartridge in order to retrieve the current time.
It also comes with an Atari BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC XE.
This version of FOREM BBS requires the commercial BASIC XE
cartridge in order to run. It is in the public domain and can import and
export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only,
control ATASCII graphics are reserved for message data-structure bytes).
FOREM-XE BBS is still currently in use as we speak, and may be reached via
the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in
effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS,
which is the Keith Ledbetter companion project of the EXPRESS!-TERM
terminal program of days gone by. I am not familiar with this program. I
think that it is written in Action! and only supports XMODEM Checksum
transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE--
demo version of the OASIS BBS program. OASIS is very crash-resistant and
comes with a "dial out" screen so that the Sysop can use the BBS as a
terminal program to call and fetch files without having to bring the BBS
down and reload a terminal program. OASIS supports "Door programs" which
it refers to as "OASIS PAL modules". This OASIS demo module comes with an
excellent message system. The OASIS file system is one of the most
complicated that I have ever seen. It consists of "file libraries" with
suites of "file types". There is quite a bit of overhead involved in
performing a download (which may be a good thing, as it discourages file
hogs). There is a commercial version of OASIS called "OASIS IV" that

performs networking. There was an OASIS network between Boston, Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word of the OASIS IV developers reaches the network from New Zealand or Canada.

o Frank Walters BBS -- I know nothing about this BBS except that Frank Walters wrote it.

OASIS IV, CARINA, and BBS-EXPRESS-PROFESSIONAL! are all commercial programs. I haven't heard anything about OASIS IV and CARINA for a while, but PRO!-BBS is still a viable commercial enterprise last that I had heard.

Subject: 14.1) What vendors, developers, or publishers support the 8-bit Atari?

1) See the "Atari 8-Bit Computers Vendors and Developers List." The latest version may be obtained in the following locations:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html
news:comp.sys.atari.8bit news:comp.answers news:news.answers
mailto:mail-server@rtfm.mit.edu, message says:
send usenet/news.answers/atari-8-bit/vendev
quit

You can also ask me for a copy at mailto:mcurrent@carleton.edu

2) "The Official **AC** Vendor List" is maintained by Atari Classics magazine's Advertising Editor, Bob Scholar, mailto:r.scholar@genie.geis.com. This list focuses on North America, but all sources listed have been personally confirmed by the AC staff.

Subject: 14.2) Where is my nearest 8-bit Atari BBS?

The "ATARI CLASSICS Atari Bulletin Board System listing" is maintained by Lawrence Estep, AC's Telecommunications Editor, mailto:71450.1050@compuserve.com.

Subject: 14.3) Where is my nearest 8-bit Atari user group?

An 8-bit Atari user group listing is maintained by Atari Classics magazine's Exchange Editor, James King, mailto:jeking7@delphi.com.

Subject: 14.4) How do I use my new or emulated Atari?

"The Unofficial Atari 8bit Newbie / Stupid Question / Emulator Help FAQ" is maintained by Bill Kendrick, mailto:kendrick@sonoma.edu. You can write to Bill at New Breed Software, 59 Palm Lane, Novato, CA 94945.

Subject: 14.5) What prominent Atarians are reachable by e-mail?

The "Who's Who in the Atari Community E-Mail Directory" listing covers people involved in all of the Atari computing and gaming platforms. This file is maintained by Len Stys, SIG Manager of the Cleveland Free-Net Atari SIG. Write to the Atari SIG at mailto:xx004@cleveland.freenet.edu.

End of atari-8-bit/faq

1849. Re: What can y'all tell me about ACTION! ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 18:20:07 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <133905@cup.portal.com>
Source record: 93972

Tim; The two worst things about Action! are it's price, ~$50, and it's manual. Figure with some of the other languages like built in basic or C being available for free, you have to have a significant performance increase for as many people who do use it. I went overboard myself & when someone was selling a used cart for $30 I bought it as a back-up just so I'd never be without one. I'm actually learned ML before I learned basic, so it's not like I can't go for the speed of ML *if* I want to. I also have the Atari ED/ASM cart, Mac/65, an a couple of disk based macro assemblers, but I'm one of those guys who can never find his disk of macros so having the near equivalent of ML macros in a cart is the best solution. I'd guess I can do an Action! program in about 1/10th the time it takes me to do the same thing in M/L, maybe 1.5X basic since you lose the immediate mode. You end up with code that on average is about 70% the speed of M/L. The programs HomePak & Express were done in Action! so for modems at least, you're good out to 2400 baud with out problems.
The nag Wagner had about it being a mix of languages is right, but not really a problem. The authors just used descriptive keywords rather then cryptic operators in combination with a streamlined subroutine calling convention to get a language that reads like Basic or Pascal, but runs faster then C. IMO: It has a better interface to M/L then any other language I've used. If you want to imbed code in a routine, you just use brackets [104 104] as an example anywhere in your source code & the compiler just ignores any syntax & figures you know what you're doing. The language is HIGHLY structured. You have to define everything before you use it.

```
PROC Blah0()
;whatever
RETURN
PROC Blah1()
Blah0()
RETURN
```

Works while

```
PROC Blah1()
Blah0)
RETURN
PROC Blah0()
;whatever
RETURN
```

does not. <left out (in the example, that would really make it not work>
The editor is the best & the speed of the compiles is great. I had one demo I did for a friend that was about 90k of source code. Only took 6 minutes to compile from ramdisk. Most of the stuff you can compile right from memory so there isn't any of the C cycle i.e. load editor & write program, exit editor & invoke compiler, load editor & fix code, ...
In addition to the $$$ Action! does take a commitment in time to learn.

Probably a month of every other night of fooling around before you get comfortable. It's a lot easier to learn if you already know C or Pascal. There's stuff available like a PD runtime package, programs to let you compile to disk, increase the number of variables you have in a program. Not all this stuff is documented so the only way to find out how to do something is to ask.
Rick

1850. Re: Atari 400/800 Donkey Kong

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 18:54:54 UTC
From: krieg@allmalt.cs.uwm.edu
Message-ID: <3j2ftu$8tu@uwm.edu>
Source record: 93973
Cross-posted to: comp.sys.atari.8bit,alt.games.video.classic,rec.games.video.atari

Does this game have an ending? It shows the "How High Can You Go" screens
between levels, but I never managed to get a stack of Kongs greater than what
would fit on 1 screen (was it 4?). If you get past level 4, how do the Kongs
stack? If the game has an ending, what is it?
--
= Andrew Krieg | =
= krieg@ct.med.ge.com | Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@allmalt.cs.uwm.edu| - Astoroth =

1851. Re: CSS Black Box for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 19:30:04 UTC
From: tirvin@lmsc.lockheed.com
Message-ID: <3j2hvs$lum@butch.lmsc.lockheed.com>
Source record: 94098

In article <Pine.SUN.3.91.950301064205.23534F-100000@PEAK.ORG>, James Wood
<jamesw@PEAK.ORG> says:
>
>
>
>On 28 Feb 1995, Ralph Barbagallo wrote:
>
>> What is a Black Box? I was at a flea market a few days ago...

>I was at an electronics surplus store in Portland last weekend (HUGE
>place with everything a guy could want). I saw something called a "Black
>Box" that was a huge, ugly serial contrivance. Believe me, that's not
>the "Black Box" that we talk about here on the Atari forums....if we saw
>the same thing. That Black Box looked like junk!!
>
>The Atari Black Box is flat, and shaped like the letter "T" (sort of).

I can't imagine seeing a Black Box at a flea market. After all, what is
the Black Box but an after-market enhancement to a system which was dead
(to the masses) before it really came out? People weren't buying Black
Boxes in 1982...

That implies that the only people who would have *bought* Black Boxes
were probably dedicated 8-bitters, few (if any) of whom would dare to
junk it at a flea market.

This may explain why private parties almost never sell used software and
hardware for the 8-bit which came out after the 8-bit platform lost its
widespread commercial viability. Almost everything you see for sale
(with respect to private party ads for used merchandise) is selling
software and hardware which was purchased by people who were more likely
to junk them once faster/more powerful stuff came along. Hence Bill's
surprise that someone was selling a used Black Box, I'd imagine...

--
Tim

1852. ACTION!, fix 800 and SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 20:32:09 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Mar01.152607.19021@wariat.UUCP>
Source record: 93975

Comments on three threads. ACTION! is a relatively easy language to
use and compiles to very fast executable code. It doesn't support
floating point, but you could write your own routines access the
floating point in ROM. I enjoy it. It is very easy to put in line
machine code in.
Itay's 800: This probably won't help, because you can't get another
800 to do what I'm talking about. The 800 is fun to do basic, don't
know much figuring out where the problem is because it is modular
in construction. You can swap out the power supply board, mother
board and ROM/RAM board and isolate the problem (if of course, you
have a second 800.) The 'personality' board, RAM, and ROM boards
can even narrow further your search for the problem. Since your
800 comes up eventually, I suspect a power supply board problem.
J. King's trying a null modem with SIO2PC:
I don't know beans about SIO2PC, but I would remind Mr. King
that 850 Express does not allow null modem connections, use
BobTerm.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

1853. Re: 130xe programming

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 20:51:49 UTC
From: cmwagner@gate.net
Message-ID: <3j2mp5$jec@tequesta.gate.net>
Source record: 93976

In article <3j2bo3$3r9@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu wrote:
: because that's exactly what they did!

Keyword was tried. <grin, just kidding> I honestly never used Action!, but I can usually pick up any language with a resource of source code.

Pascal, to me, looks like an extension of BASIC, so I bet it is easier to learn than C, but I feel that C is more flexibile, especially with things like pointers, which come in handy very often.

--
cmwagner@gate.net http://www.gate.net/~cmwagner

1854. Re: SIO2PC Cable

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 21:08:08 UTC
From: richard@rtubb.demon.co.uk
Message-ID: <794092088snz@rtubb.demon.co.uk>
Source record: 94067

In article <Z2yUvA9EBh107h@rcp.co.uk> ivan@rcp.co.uk "Ivan Mackintosh" writes:

> Has anyone got a spare working SIO2PC cable that they wish to part
> with? - I am willing to pay.

I wouldn't mind one fairly cheap as well if anybody has the knack of
making these widgets. However, I spoke to Derek Fern, who still supports
the 8-bit extensively, recently and he gave me the number of a chappie
who sells the cables with software for around 25 UKP I think. He is

DAVE UIENS (0191) 271 0086

Again though, if anybody sells these cheaper, I'm a definate buyer!!

Cheers, Ric.

==
Richard Tubb - InterNet: richard@rtubb.demon.co.uk
or - FidoNet : 2:2500/177.6

1855. Re: What can y'all tell me about ACTION! ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 21:08:52 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3j2np4$ct7@nic-nac.CSU.net>
Source record: 93977

(I love Action! :) I'm glad this thread came up :))

Rick, you said: "I had one
demo I did for a friend that was about 90k of source code. Only took
6 minutes to compile from ramdisk."

>> 90K << of source code!?

How big was the executable!? And what was it!? :) :) :)

Of course, I've probably done 30-40K programs (BBS for example) but ..
6 minutes? Hmm.. wow. And you didn't run out of variable space (I HATE
that! >:^(It should kill decs when it sees a new PROC (except for globals)
(or does it already?))

You also, said:
"programs to let you
compile to disk, increase the number of variables you have in a program."

1) Where can I get the compile-to-disk mod?
2) I didn't notice the increase # of vars. mod when I first read it, but..
as you can tell, I'd like to know where I can get THIS to!? (When
adding RunTime.Act, it adds to the variable list vs. renames built-ins..
(built-ins are one of the few "exceptions" in Action! but it is of course
the most useful; makes it a tad more BASIC-like)
(On a side note, I wish the editor would let one "hide" parts of the code;
ie, if I want "IO.ACT" inside my code (NOT via an INCLUDE which slows it
down), I'd probably not want to have to stare at it :))

"the only way to find out how to do
something is to ask."

I'm asking! I'm asking!

The only mod I've seen for Action! is a TSR-style addition to the editor,
Control+? (Shift+Control+/) displays free mem in the editor (/compile space).

Later!
-bill

1856. Re: Old 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 21:45:28 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Mar01.164138.25044@wariat.UUCP>
Source record: 93980

I dunno. About fixing an 800. Here I go again. American Technavision
has a complete 800 4 piece set of power supply board, mother board,
RAM/ROM board and a Rev B 10k operating system board, I think the
Antic, GTIA personality plug in board (not sure about that one.)
for $19.95. USA 1-510-352-3787. Probably does someone in Israel
absolutely no good to know this.
I don't work for or endorse Amer. Tech. I have found them to be
courteous and reasonable.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

1857. Atari 7800 system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 21:48:05 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3j2q2l$4l@ccshst05.cs.uoguelph.ca>
Source record: 94103

Due to space reasons, I'm forced to sell my beloved Atari 7800 system. While I'm willing to let it go to the person who makes me the best offer, please keep a couple of things in mind:

1. I understand the value of depreciation on electronic equipment. However, I did spend more than $1200 on this setup in total (ie. prices, shipping, taxes, phone calls etc) and would be rather offended if someone offered me $75 for the set. Many of the games and items are quite rare.

2. Buyer agrees to pay shipping. I'd prefer UPS because it's insurable and cheaper than POSTAL mail.

3. If you are interested in buying the system and selling the parts to make a profit, please look elsewhere. The disturbing trend of people buying up rare carts and then inflating their prices *REALLY* bugs me. I bought these games for entertainment purposes and would like to sell them to someone who will play them, not sell them.

4. I may be interested in selling things individually, but people who offer to pay for the full set will get priority. It makes things less complicated this way.

5. Please only make bids if you're serious. I have had problems with people making bids and then not following through later. This causes me, and serious bidders consternation.

Thanks! Now ... onto the "collection."

Hardware:
==========

1. Atari 7800 console - hasn't got an expansion port, but does play "Robot Tank." The only 2600 cart I've had trouble with is "Decathalon" which sometimes works and sometimes doesn't. Has original Box and manual.

2. Later model power supply. The one that came with the unit was one of the original flimsy ones which died quickly. It's replacement is a more durable one.

3. Two Proline Controllers.

4. Two Joypad Controllers. These are the little NES-type pads seen in the Atari Advantage posters. They are *VERY* rare and cost me a pretty penny earlier this year (ie. $30 US + shipping & handling).

5. One Epyx 500JX Joystick - shaped to fit in your hand.

6. TV Hook-up supplies.

7. Light Gun.

8. Four modular cartridge library cases. One of them has never been used.

9. All three issues of the "Atarian" video game magazine.

Software (7800 Games)
=====================
All games have instructions, a few still have boxes.

1. "Ace Of Aces"
2. "Alien Brigade" (rare)
3. "Asteroids"
4. "Ball Blazer"
5. "Basketbrawl" (rare)
6. "Commando" (rare)
7. "Crack'ed"
8. "Crossbow"
9. "Dark Chambers"
10. "Double Dragon" (VERY rare)
11. "Fatal Run" (rare)
12. "Fight Night"
13. "Food Fight"
14. "Ikari Warriors" (rare)
15. "Jinks" (rare)
16. "Joust"
17. "Karateka"
18. "Kung Fu Master" (extremely rare)
19. "Mat Mania Challenge" (rare)
20. "Ms. Pac-Man"
21. "Mean 18 Ultimate Golf" (Very rare)
22. "Midnight Mutants" (rare)
23. "Motor Psycho" (rare)
24. "Ninja Golf" (rare)
25. "One On One Basketball"
26. "Pete Rose Baseball" (rare)
27. "Planet Smashers" (rare)
28. "Pole Position II"
29. "Robotron 2084"
30. "Scrapyard Dog" (rare)
31. "Summer Games" (rare)
32. "Super Huey"
33. "Tower Toppler"
34. "Winter Games" (rare)
35. "Xenophobe"
36. "Xevious"

Software (2600 Games)
=====================
1. Adventure
2. California Games
3. Double Dragon
4. Kangaroo

5. Midnight Magic
6. Off The Wall
7. Pac-Man

In addition to these carts, I may have other 2600 and 7800 games
to throw in, if other net deals fall through. If you're interested in
this package, please E_Mail me. Thanks!

>> Mark <<

--
==
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"Very funny Scotty! Now ... beam down my clothes!!!"

*** OLD BUT FUN COLLECTION ***
(Atari 7800, Atari Lynx, Sega Master System, Tandy Colour Computer 3)
==

1858. Re: SIO2PC Suggestion(s)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 21:58:03 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D4s7os.5B8@itex.jct.ac.il>
Source record: 94004

James King (jeking7@delphi.com) wrote:
: I'll have to try that.. Didnt know the SIO2PC would work as a nullmodem
: cable also.

The weird thing is, you need an interface hooked up (P:R: or 850) even
though the SIO2PC hooks up through the SIO!
Is there any way to bypass the R: handler, to gain speed?
What I need is info on how to set baud, and to output and input plain
single bytes.. I tried poking around with a memory map, but trial and
error didn't work. I don't have suitable resources for programming the
SIO hardware! Can anyone help? I program assembly.

-itay

Itay Chamiel @ far.away.beyond.the.sea | " " -anonymous
Friendly comments: bruck@brachot.jct.ac.il | "and on on this.. thing.. Page
Unphriendly flames: askbill@microsoft.com | Samuel McConnell." -Henrietta

1859. Re: Ram upgrade suggestions

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 22:35:21 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3j2sr9$1284@hearst.cac.psu.edu>
Source record: 93858

Ben Corr (bjcorr@delphi.com) wrote:
: [just finished adding SuperVideo and SuperAudio to every 8bit computer
: >I own (130xe's, 800xl's, 65xe's and one 600xl (what a pain!))
: >
: >--
: > @ @ @ ------------------------------------ @ @ @
: > @ @ @ James King - jeking7@delphi.com @ @ @
: > @ @ @ ------------------------------------ @ @ @
: >
: James is it possible to get the specs for the Super Audio and Video
: upgrades from you? I want to do this for a couple of my
: machines and have no clue where to find the details!
: bjcorr@delphi.com

Er, super Audio? You mean Gumby?

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
----
Carts: 2600 104; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600 1; 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1;
800 2; 1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 w/Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

1860. Re: 165 error code?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-01 23:25:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <1MAR199518254110@pavo.concordia.ca>
Source record: 93981

In article <3j29vv$1ih8@tequesta.gate.net>, chaos@oo.com (chaos) writes...
> Greetings people,
>
> Hmm, i have a little problem here. On the local 8bit bbs in my
>area, i found an arc'd file with a buch of memory upgrades. [as some of
>you may recall, i was looking for memory upgrades for my xegs] anyways i
>un arced the files, and the file i need is called this,
>
>065xe130.mem
>
> Now, if i try to copy it to the screen (e:) or to the printer, or
>even to try to rename the damn file, it gives me an 165 error..[the
>manual says the 165 error is illegal charater for a file name]
>
> is this because there is a 0 in front of the file name? how do i
>view this sucker?
>
If you're using DOS 2.0, 2.5 or MyDos, files can not begin with a number.
SpartaDos doesn't mind. There is a hack (a couple of POKEs, I believe) that
does permit you to use numbers - if you went to BASIC, did the pokes,
returned to DOS and renamed the file you'd be OK. I'll look through Mapping
and see if I can find the addresses.

NB: What version of DOS are you using?

Dave

1861. Re: 165 error code?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 00:21:06 UTC
From: chaos@oo.com
Message-ID: <3j331i$2aoq@tequesta.gate.net>
Source record: 93985

PATERSON, DAVID ANDREW (da_pate@pavo.concordia.ca) wrote:
: In article <3j29vv$1ih8@tequesta.gate.net>, chaos@oo.com (chaos) writes...
: > Greetings people,
: >
: > Hmm, i have a little problem here. On the local 8bit bbs in my
: >area, i found an arc'd file with a buch of memory upgrades. [as some of
: >you may recall, i was looking for memory upgrades for my xegs] anyways i
: >un arced the files, and the file i need is called this,
: >
: >065xe130.mem
: >
: > Now, if i try to copy it to the screen (e:) or to the printer, or
: >even to try to rename the damn file, it gives me an 165 error..[the
: >manual says the 165 error is illegal charater for a file name]
: >
: > is this because there is a 0 in front of the file name? how do i
: >view this sucker?
: >
: If you're using DOS 2.0, 2.5 or MyDos, files can not begin with a number.
: SpartaDos doesn't mind. There is a hack (a couple of POKEs, I believe) that
: does permit you to use numbers - if you went to BASIC, did the pokes,
: returned to DOS and renamed the file you'd be OK. I'll look through Mapping
: and see if I can find the addresses.

: NB: What version of DOS are you using?

: Dave

i usually just use dos 2.5 or MYDOS since i dont wanna pay 50
dollars for spartados orwhatever vender prices are going these days. And
since i only have 2 1050 drives and no harddrive, i really just use dos
2.5 more than anyhing.

1862. AtariWriter files

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 00:37:45 UTC
From: kssimon@indiana.edu
Message-ID: <kssimon-0103951937450001@3-1.free.i.net>
Source record: 93986

Hi! I have an Atari 800 and 130XE(?) system at home. With the works--
850 interface, Indus disk drives and acoustic(!) 300 baud modem.
I have a lot of old work that I did using AtariWriter.

Is there any way to upload these files as text files, so that I
can download them to my Macintosh? It's been so long since I have
used AtariWriter that I don't remember its capabilities. I can't
imagine it could save a file as plain text. Not to mention ASCII
text.

Does anyone know what an AtariWriter file looks like when it's
uploaded as text? Is it too thick with code to bother?

Thanks for any help...

Ken

--
Kenneth Simon
Student Legal Services
Bloomington, Indiana USA

Internet e-mail: kenneth@speedway.net
home page: http://nickel.ucs.indiana.edu/~kssimon/home.html

1863. About the 1029 printer

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 00:52:56 UTC
From: ziggy29@rahul.net
Message-ID: <3j34t8$rin@hustle.rahul.net>
Source record: 93987

I was flipping through the last Best Electronics catalog (or a photocopy of it, anyway) and they show a picture of an Atari 1029 printer. The caption under the printer stated that they weren't sold in the U.S.

Last week, I was at an electronics junk store and I happened to see...an Atari 1029 printer.

Are these things rare? Not that they're particularly collectible, but I am curious. (It didn't have a price, but I'd guess they would sell it for about $5.) Were they European? And how do they differ from the 1025, the other 80-column dot matrix printer of that "era"?

I thought *nothing* about that 1029 until I saw that Best caption. Now I'm curious about how that printer wound up in California...

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Programmer/Analyst/Dino Jockey/ * GCS: !h s:+ !g au+ w+ C++$ v++ w+ U N++
* Husband/Net Geek/ASGX '65 Cabal * W po+ t+@ Y+ j++ B-- e+++ u** r+++ y+++

1864. Re: 165 error code?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 01:16:46 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3j369u$1a2o@hearst.cac.psu.edu>
Source record: 93988

chaos (chaos@oo.com) wrote:

: : Dave

: i usually just use dos 2.5 or MYDOS since i dont wanna pay 50
: dollars for spartados orwhatever vender prices are going these days. And
: since i only have 2 1050 drives and no harddrive, i really just use dos
: 2.5 more than anyhing.

SpartaDos is FREE.

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---
Carts: 2600 104; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600 1; 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1;
800 2; 1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 w/Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

1865. Re: AtariWriter files

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 01:18:08 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3j36cg$1a2o@hearst.cac.psu.edu>
Source record: 93989

Kenneth Simon (kssimon@indiana.edu) wrote:
: Hi! I have an Atari 800 and 130XE(?) system at home. With the works--
: 850 interface, Indus disk drives and acoustic(!) 300 baud modem.
: I have a lot of old work that I did using AtariWriter.

: Is there any way to upload these files as text files, so that I
: can download them to my Macintosh? It's been so long since I have
: used AtariWriter that I don't remember its capabilities. I can't
: imagine it could save a file as plain text. Not to mention ASCII
: text.

: Does anyone know what an AtariWriter file looks like when it's
: uploaded as text? Is it too thick with code to bother?

: Thanks for any help...

Atariwriter + had a save ascii function. I don't know about
the original version. Of course, you might just be able to
print the file to the disk drive then transfer the files
to the Mac.
--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---
Carts: 2600 104; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600 1; 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1;
800 2; 1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 w/Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

1866. Re: Bob Klaas of Pro!/KPI goes PC!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 02:43:28 UTC
From: James King <jeking7@delphi.com>
Message-ID: <Z61YlCo.jeking7@delphi.com>
Source record: 93865

My guess is that BBS Express Pro! will stay with Klaas and KPI until
he bails 100%. My last chat with him seemed to indicate that he wouldnt
be selling Pro! but would let it continue at its present rate
of decline.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

1867. Nullmodem via SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 02:45:31 UTC
From: James King <jeking7@delphi.com>
Message-ID: <Z69Y9ej.jeking7@delphi.com>
Source record: 93863

Not sure if my last post made it out, but I'm unable to nullmodem
using the SIO2PC cable.

On the PC side, I get a NO CARRIER and OFFLINE status when I try to
xfer files. I'm able to type between the 8bit and PC just fine, but
xfers just wont work.

Any ideas?

Somebody mentioned that the SIO2PC would act as a simple NULLMODEM cable.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

1868. Re: AtariWriter files

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 03:46:19 UTC
From: fbnx@aol.com
Message-ID: <3j3f2b$kst@newsbf02.news.aol.com>
Source record: 93862

I've got pretty much the same setup - a 1200XL with an Atari 830 acoustic modem in one room, and a Mac 512Ke in the other. When I want to exchange text files, I take my phone at the Atari end off the hook and let the line go dead. Next, I load up Bobterm and set the 830 modem to originate mode. I then run to my Mac and load up my terminal software (I like Red Ryder), and connect to my Atari with the ATDT command. Once they acknowledge each other, I use XMODEM to transfer files back and forth. AtariWriter files come over nicely as plain text.

Good luck - I'm sure it'll work.

Mark

1869. Re: CSS Black Box for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 05:00:16 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <133974@cup.portal.com>
Source record: 93990

There was another out fit that used the name Black Box, sounds like that's what you could have see at the flea market. Most of the stuff was just level conversion or format conversion i.e. RS232 in, current loop out or something like that. I saw one of their catalogs & they must of had 30 pages of that kind of stuff.
Rick

1870. Re: 130xe programming

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 05:29:49 UTC
From: snyder10@rs4.tcs.tulane.edu
Message-ID: <3j3l4d$kkg@rs10.tcs.tulane.edu>
Source record: 93993

In article <133801@cup.portal.com> Rick_Michael_Cortese@cup.portal.com writes:
>find there's no measurable difference in speed. It does have some overhead
>since it calls everything via a JSR, but as long as don't do anything unusual
>like call the block move 8,000 times to move 8,000 bytes, it's generates

You can get around the JSR call if you're including an ml block of code
by doing something like

```
Proc GoDos=*()
[$A2 $FF $9A $6C $0A $00]
Return
```

This puts your ml code "inline" and just that one change made my finished
compiled code 35 bytes smaller...

>of Action! code, just ask Bill for his /html/ reader. I think the language
>itself was done by Clint <something???> and Charles Marslett of MyDOS fame.
>Them boys really new how to write good code!

I believe that was Clint Parker, used to call his BBS in a lot in years
past...

Mike

1871. Re: 165 error code?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 05:44:50 UTC
From: cmwagner@gate.net
Message-ID: <3j3m0i$p8r@tequesta.gate.net>
Source record: 93994

In article <3j369u$1a2o@hearst.cac.psu.edu>, heller@akh104.rh.psu.edu wrote:
: SpartaDos is FREE.

When I bought it it was $19.95, but I could download it from aaue, in other words it is Shareware. And I believe it still is...

--
cmwagner@gate.net http://www.gate.net/~cmwagner

1872. 850 Interface modem and printer cables?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 06:20:57 UTC
From: joneil@infi.net
Message-ID: <3j3ohd$8r2@lucy.infi.net>
Source record: 93996

Does anyone know where I might find a diagram for building
an interface cable for the 850 interface and my modem and printer?
I'm using a Practical Peripherals PM14400FXMT modem and a
HP Deskjet 540 printer. I know I can buy these cables from
several companies but funds are quite tight! And just to verify,
the serial ports on the 850 are not standard and require a special
cable to work with PC style external modems, right?

Thanks!
joneil@infi.net

1873. Re: 8-bit mods

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 06:47:41 UTC
From: bjcorr@delphi.com
Message-ID: <9503020129591.DLITE.bjcorr@delphi.com>
Source record: 93999

```
>hehehehe. You're joking, right?
>
>Gordie Meyer is the Assistant Manager of the Atari Advantage right here
>on Delphi. Send a mail message to "biblinkski" and you'll have
>Gordie!
>
>--
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - jeking7@delphi.com @ @ @
> @ @ @ ------------------------------------ @ @ @
>
Yeah, found that out! To many dead brain cells I guess....
bjcorr
```

1874. Re: SIO2PC on a 12meg 486

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 06:47:57 UTC
From: bjcorr@delphi.com
Message-ID: <9503020129592.DLITE.bjcorr@delphi.com>
Source record: 94001

>Ben: Mike @ FTE gave Nick Kennedy a SDX cart, I assumed to get
compatibility
>problems licked, but no news. It seems to work fine with drive D1:, but
>anything else & I have problems. It not to bad since I can just switch
>logical drive numbers on the clone, but it would be nice. I guessed the
>problem is SDX tries to switch high speed everytime it accesses a drive.
>By the time the clone's serial port recovers from the command or different
>baud rate, it misses the next command & times out. I don't think you can
>disable the SIO.SYS file in the SDX & still have it work. Would be nice to
>test out the theory though. There's other problems that I have trouble
>with, like trying to mix MyDOS directories with SD, but that's with any
>drive.
>Rick
>
Makes sense, I thought the problemns would stem from X not using SIO, but
the Sparta Ultra speed I/O makes my system barf and gag almost every time.
I thought patching X for SIO would fix it, but now I see that it won't be
that simple. Too bad.
bjcorr@delphi.com

1875. Re: Ram upgrade suggestions

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 06:48:09 UTC
From: bjcorr@delphi.com
Message-ID: <9503020129593.DLITE.bjcorr@delphi.com>
Source record: 94002

I am not sure if the Superaudio upgrade is the Gumby upgrade! I have read of both the Superaudio and Supervideo upgrades here several times, but don't have access to the mags that detail these. How about it James? Is Superaudio and Gumby the same?
bjcorr@delphi.com

1876. Re: 165 error code?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 06:48:26 UTC
From: bjcorr@delphi.com
Message-ID: <9503020129594.DLITE.bjcorr@delphi.com>
Source record: 94003

>In article <3j29vv$1ih8@tequesta.gate.net>, chaos@oo.com (chaos) writes...
>> Greetings people,
>>
>> Hmm, i have a little problem here. On the local 8bit bbs in my
>>area, i found an arc'd file with a buch of memory upgrades. [as some of
>>you may recall, i was looking for memory upgrades for my xegs] anyways i
>>un arced the files, and the file i need is called this,
>>
>>065xe130.mem
>>
>> Now, if i try to copy it to the screen (e:) or to the printer, or
>>even to try to rename the damn file, it gives me an 165 error..[the
>>manual says the 165 error is illegal charater for a file name]
>>
>> is this because there is a 0 in front of the file name? how do i
>>view this sucker?
>>
>If you're using DOS 2.0, 2.5 or MyDos, files can not begin with a number.
>SpartaDos doesn't mind. There is a hack (a couple of POKEs, I believe)
that
>does permit you to use numbers - if you went to BASIC, did the pokes,
>returned to DOS and renamed the file you'd be OK. I'll look through
Mapping
>and see if I can find the addresses.
>
>NB: What version of DOS are you using?
>
>
>Dave
>
The pokes from basic are;
POKE 3818,33
POKE 3822,123
This allows any ASCII characters in a file name except Inverse and character
graphics.
bjcorr@delphi.com

1877. Re: 165 error code?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 07:06:34 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3j3qpq$8l9@nic-nac.CSU.net>
Source record: 94055

When you said "NB", were you referring to me??

If so, I've used:

Atari DOS 2.5
MyDOS 4.53/4

Of course, I've played with other DOSes, but I stick with MyDOS these days.

-bill!

1878. Re: 165 error code?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 07:08:36 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3j3qtk$8p9@nic-nac.CSU.net>
Source record: 94056

(I guess David didn't mean me when he said "NB", BUT...)

Chaos (NB I guess!?), SpartaDOS is freeware now from FTe.. It's at the
Archives!

Also, I forgot to mention, Atari DOS 2.5 DOES allow numbers in the beginning
of file names! At least the copy >I< got with my 1050 back about 10 or
so years ago!

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
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1879. Re: Commodore 1902A Monitor for Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 07:21:16 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950301231746.18264B-100000@PEAK.ORG>
Source record: 93995

On 28 Feb 1995, Jeff Potter wrote:

> In article <D4B8MD.B84@iglou.com>, bmarcum@iglou.iglou.com (Bill Marcum) writes:
> |>
> |> You would need to do a little rewiring to get video OR audio from a 400.
> |> It might work if you just wired a connector to the RF modulator inputs.
>
> Won't work. The 400 video circuit has terribly poor drive capability,
> just enough to drive the RF modulator. Definitely not enough to power
> a composite monitor directly (I tried). An article in ANTIC describes
> how to kluge it up. Basically you recreate the 800's 4-bit D/A and
> output amplifier, so it's not trivial, but doable.
>

You technical folks are always over my head here, so perhaps I shouldn't even post this.... But, I saw a "macho" 400 one time that had 64K, a neat keyboard (not the B-key, which had small, misplaced keys), and a 3rd party thing called "Xtravideo" - which routed an ugly black cable out of a notch cut in the side of the case... monitor hookup. I never saw another; these must not have been popular.

James

1880. Re: 850 Interface modem and printer cables?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 07:22:36 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3j3rns$9bl@nic-nac.CSU.net>
Source record: 94058

How could you be too stingy to get a Centronics printer cable from
American Technavision!? :) They're having an 8-bit liquidation (I gues
trying to fill up with PC stock? :))

Anyway, "#A340 850 or P:R: Connection To Centronics Printer Cable"
$4.95.

Unfortunately, $6 shipping/handling and 8.25% sales tax for CA residents,
but other stuff they have for ultra cheap includes:

games for $2.50, $3, $4, and $5

Bookkeeper Kit WITH CX85 KEYPAD $8.95
Visicalc for $6.95 (w/ manual)
Trakball for $8.95
books for $6.95 (MappingXLXE), $4.00 and $2.50
1050 drive mech for $15!
SIO cables: $1.50 each or TEN FOR $10!
40 pin LSIC chip SETs (CPU/GTIA/ANTIC/PIA/POKEY) for $4.95 or TEN sets
for $37.50!

I'm getting a coupla games (Pac Man, F15 Strike Eagle), Mapping XL/XE
unless anyone thinks it's a waste of $7 (I already have Mapping (original)),
10 SIO cables, 1 set of LSICs, and a Trakball.

That's about $35 + $10 shipping/tax

not too bad.. esp. for >TEN< cables.. that could run $30 regularly anyway! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
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Wow! Emacs!

1881. Re: CSS Black Box for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 07:30:45 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <ho+71qt.lmcclure@delphi.com>
Source record: 93997

In a message dated 2-28-95, Ralph Barbagallo said:

"What is a Black Box?"

The Black Box for the 8-bit Atari is a device sold by CSS that provides an RS-232 port, parallel port, and SCSI controller, as well as a connector for CSS's floppy board. (The Floppy Board is an add-on that allows for the use of standard 5.25" and 3.5" drives, including high density mechanisms).

"I was at a flea market a few days ago and I saw something called the Black Box. It was really heavy, and seemed to have some RS232 ports or something on the back."

Hmmm...doesn't sound much like a CSS Black Box. As I understand it, it uses edge connectors for the ports, and the power supply is an external power pack, which would make the Box itself rather light. Also, the case is an optional item.

1882. Re: 130xe programming

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 07:30:46 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3j3s76$9lv@nic-nac.CSU.net>
Source record: 94059

```
Pascal has pointers, right?

Action! has pointers too... hell, this is a fun one:

Proc ABC()
; do stuff
Return

Proc XYZ()
; do stuff
Return

Proc ABCXYZ() ; Action! gurus, can I just do a Card?

Proc Main()
; do stuff
; at one point, either:
ABCXYZ=ABC
; or
ABCXYZ=XYZ
; and then
ABCXYZ()
Return

That way, you can do an IF/THEN to decide WHERE to go only when you NEED
to decide, and then the jump TO the procedure is faster... ie,

If Something Then ABCXYZ=ABC Else ABCXYZ=XYZ Fi
...
ABCXYZ()

rather than

...
If Something Then ABC() Else XYZ() Fi

Which, depending on how often you have to actually JUMP to one of those
procedures, can comparitively REALLY slow down the program!

Also, other cool pointerish things are:

Byte Color0=708,Color1=709,LMar=82,RMar=83
Card ScBase=88

and then replace code like:

Poke(709,lum)

with
```

Color1=lum

which is MUCH faster (no param passing or Jumping)

oh, and of course; normal pointers :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
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1883. Hidden analog inputs on XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 07:31:58 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <ho-YFum.lmcclure@delphi.com>
Source record: 93998

A question:

When the change was made from the 4 controller ports on the 400/800 to the two on the XL and XE series, the bits that were freed on the 6520 eventually were used for RAM upgrades.

But what happened to the pot (i.e., analog or paddle) inputs on those two ports provided by the POKEY? Do they sit isolated inside the machine, untapped after all these years?

1884. Re: 130xe programming

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 07:33:30 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3j3sca$9qo@nic-nac.CSU.net>
Source record: 94000

Mike, that "*".. that has eluded me.

Is THAT what shrunk code by 35 bytes? Or just the fact that it's inline.

Another cool Action! trick:

```
PROC VBI()
; do VBI stuff
[ JMPI OldVec ]

...

Proc SetVBV()
; set VBV stuff including assign OldVec to the current VBI vector
Return
```

The "JMPI" is DEFINEd as hex code.

Action! could be better; see some posts I'll make tomorrow if I remember :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, HyperIt!, HTML8bit, Geneocide, Adventure XL, & more!
Currently playing with (procrastinating on everything ELSE :)) an assembler
I made for a CPU which only exists as a Runtime program on the Atari. :)
FUn fun fun!

1885. Atari Modems for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 08:19:26 UTC
From: lelie@smail.srl.ford.com
Message-ID: <lelie.817.00046A40@smail.srl.ford.com>
Source record: 93783

Guess what? I found my 2 old modems. They are available. Please make offer.

MPP 1000C w/terminal cart.

MPP 1000E w/ Smart terminal disk.

Larry Elie
lelie@smail.srl.ford.com

1886. Re: different graphic modes in the same scanline

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 11:38:27 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <1995Mar2.113827.16997@ericsson.se>
Source record: 94066

CONRADUS@PLEARN.EDU.PL (Konrad Kokoszkiewicz) writes:

>The trick used by Our5oft is very simple:

>1) we are waiting for desired scanline
>2) then we use some NOP's as delay into scanline
>3) we are swichting on the GR.9 using GTIACTL (called GPRIOR) register
>4) then we use some NOP's again
>5) then we are switching GTIA back to the GR.8 (in the same scanline)

>The GTIA-chip becomes "stupid" and produces GR.15.

There's one thing I don't understand. Does the CPU really get access to
the bus after mode 9 or 8 has been switched on? I though it had to
wait for horizontal blanking. But if that is the case, the CPU cannot
access the control register and switch to a different graphics mode
before the scan line is finished.

>Konrad
>conradus@plearn.edu.pl

Anders Skelander

1887. Relocatable handler table on XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 11:47:55 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.181.000BCCCC@genesis.informatik.rwth-aachen.de>
Source record: 94079

Hello !!!

I've heard so much about the relocatable handler table on the XL-machines
but couldn't get any closer information about it !
Is anyone here able to tell me what the function of this table is and how do
I use it ?

Thanks
Matt

1888. 600 XL memory upgrade with two chips

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 12:14:43 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.182.000C3F25@genesis.informatik.rwth-aachen.de>
Source record: 94060

Hello !!!

Here is how to do it !
All you will need are two dynamic RAM 4464 (64*4 bit) and a piece of cable.

First open the computer.
Then pull out the old RAMs U11 and U12 (both 4416).
Now pull out U5, U6 (Multiplexer , LS 158/157) and U18.
Now you have to lift up some pins of these chips so that they won't have any
contact to the socket if they are plugged in again !
Be very careful so that no pin can break ! (If it does it's not the worst
case, all chips are standard ones and you should get them for around a
Dollar).
These are PIN 9 of U 18
PIN 10 of U 6
PIN 3 of U 5
Be careful to choose the right PINs.
Then put the chips back in the sockets, may be you have to cut the PINs a
little bit so that they have no contact to other chips !!!
Then connect

PIN 3 of U 5 with PIN 15 of U 15
PIN 10 of U 6 with PIN 9 of U 15
PIN 9 of U 18 with PIN 7 of U 18

Now you're only have to plug in the RAMs (of course the new 4464 ones).
Then put in power and monitor jack and switch on the computer.
When the "READY"-prompt is shown the upgrade is completed - turn computer
off, put it thogether (keyboard and so on) and run the self test -
48 K of memory are shown .
If the self test is running or the charakters look strange, something with
the multiplexers must be wrong - check if you have choosen the right
pins.
If the computer will not start up - turn off and check all connections.

If have upgraded now two 600 XL this way and have had no errors (except one
choosing the wrong PIN for the multiplexers - but this is causing no damage
and now it runs very good).

I've only shown a very cheap way to upgrade a 600 XL - I'm not guilty if you
will do anything wrong and so be careful !!!

Matt

1889. Re: 165 error code?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 12:53:50 UTC
From: James King <jeking7@delphi.com>
Message-ID: <p+0Ztmu.jeking7@delphi.com>
Source record: 94062

Just for your information, SpartaDos is now shareware and can be
downloaded of umich or any reputable 8bit Atari BBS. (MINE!) [grin]

The Atari Connection BBS
801-969-1468
300-14.4k
--James King
jeking7@delphi.com
--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

1890. Re: SIO2PC on a 12meg 486

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 12:56:10 UTC
From: James King <jeking7@delphi.com>
Message-ID: <pc9YFOq.jeking7@delphi.com>
Source record: 94063

I cant use my SDX with the SIO2PC - it just wont access...

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

1891. Re: Ram upgrade suggestions

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 12:57:28 UTC
From: James King <jeking7@delphi.com>
Message-ID: <pe9YV2g.jeking7@delphi.com>
Source record: 94064

Nope, SuperAudio (not really that super, actually) is quite different
and less complicated than the Gumby.

SuperAudio(?) consists of one .01uF cap. soldered inline on a resistor --
it provides deeper tones, less background static noise, and a clearer
crisper audio.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

1892. Re: Connecting 2 Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 12:58:35 UTC
From: James King <jeking7@delphi.com>
Message-ID: <pe1al0r.jeking7@delphi.com>
Source record: 94065

YOu can get a two slave MUX system brand new for what $149.00 now-a-days.
Each additional slave unit (cartridge and rom) costs less than what I
paid for them at under $90.00 now..

--James King
jeking7@delphi.com
--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

1893. Re: SIO2PC Suggestion(s)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 13:00:47 UTC
From: James King <jeking7@delphi.com>
Message-ID: <pe15F2v.jeking7@delphi.com>
Source record: 94061

I have both a PR:C and ATR8000 connected to the machine that runs the
SIO2PC. The problem appears to be on the PC side - as it doesnt
see carrier detect, so upon trying to xfer files immediately says
NO CARRIER and OFFLINE.

If I could force CD HIGH on the PC side, it would probably work, but
PCPLUS 2.01 doesnt have such an option - and I prefer to use it for
nullmodeming, as I've built LMODEM into it.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

1894. Re: Karatika! (tips, details?)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 15:11:27 UTC
From: tomoug@auto-trol.com
Message-ID: <1995Mar2.151127.11145@auto-trol.com>
Source record: 94068

In article <lelie.814.00184940@smail.srl.ford.com> lelie@smail.srl.ford.com (Larry Elie) writes:
>In cleaning out all my old Atari stuff for sale, I happened on my old
>Karatika. I showed my daughters, who thought it was 'way coooool', until they
>tried it. I never DID finish. Can someone give me a few tips. It took me an
>hour to get good enough to just get into the building, and the second
>encounter with the falcon did me in. I can't find the docs (I don't even
>remember getting them... I got the disc used with a ton of magazines & books
>some time ago from a friend getting out of Atari, perhaps I'm not even using
>the joystick right), and I don't know how to change levels. I just keep
>getting weaker... and weaker... and...
>
>Larry Elie
>lelie@smail.srl.ford.com
>

I did manage to finish this game once. I made it to the princess several times, but most times she killed me. I never could make it very far using the joystick. I needed to use the keyboard. The Q, A & Z keys perform high, middle and low punches, and the W, S & X keys perform high, middle and low kicks. In thinking about it I may have the kicks and punches reversed. The space bar switches between running and fighting stance the left and right arrow keys move the player left and right. I don't remember which key causes you to bow, but that is important when you get to the princess. I found that my best strategy was to wait for the attackers to move toward me and then kick them as they were moving. Fighting the bird is the hardest part of this game. One other note: after the bird in the building there is a gate made of bars. If this gate closes on you you are dead! The secret is to pass the gate while it is opening, so get it to close without getting killed, stay close and move through it while it is opening.

I took this game as a challenge, but once I won, each game is the same, so I lost intrest in it. I enjoyed this game, but it wouldn't make my top ten list.

Tom Oughton
tomoug@auto-trol.com

1895. Re: SIO2PC on a 12meg 486

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 15:25:29 UTC
From: jasond@uranus.kendall.mdcc.edu
Message-ID: <3j4o19$63l@kendall.mdcc.edu>
Source record: 94080

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: SIO2PC emulates CIO, not SIO. It's at the hardware level! All SIO2PC soft-

I think you have this backwards. SIO2PC emulates SIO, not CIO.

: ware does is look at the SIO port; whether they were caused by SIO or by a
: direct CIO call it doesn't matter, it just responds if it needs to.

Jason

1896. Re: SIO2PC Suggestion(s)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 15:28:41 UTC
From: ipoorten@cs.vu.nl
Message-ID: <D4tKBu.3BI@cs.vu.nl>
Source record: 94092

bruck@brachot.jct.ac.il (Elad Bruck) writes:

>The weird thing is, you need an interface hooked up (P:R: or 850) even
>though the SIO2PC hooks up through the SIO!
>Is there any way to bypass the R: handler, to gain speed?
>What I need is info on how to set baud, and to output and input plain
>single bytes.. I tried poking around with a memory map, but trial and
>error didn't work. I don't have suitable resources for programming the
>SIO hardware! Can anyone help? I program assembly.

I have written a plain O.S. independent serial port driver last week which
outputs or inputs a byte stream of fixed length to the serial port at any
baudrate you want. Currently I'm writing the documentation to which I want
to add _all_ technical aspects and also an example SIO driver which uses
this serial port driver. I hope to release it (as PostcardWare :) within
a few weeks.

>-itay

grtz,
Ivo

1897. Re: 850 Interface modem and printer cables?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 15:33:43 UTC
From: ipoorten@cs.vu.nl
Message-ID: <D4tKK9.3K3@cs.vu.nl>
Source record: 94069

kendrick@zippy.sonoma.edu (William Kendrick) writes:

> 1050 drive mech for $15!
> SIO cables: $1.50 each
> 40 pin LSIC chip SETs (CPU/GTIA/ANTIC/PIA/POKEY) for $4.95

I think I'll get some of these too, before it's too late! Especially the
chipset can be very useful! I think it's time to order some catalogs
overseas :-)

>-bill!
>kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
>William (Bill) Kendrick / | \ ** New Breed Software **
>Soon: My WWW page, HyperIt!, HTML8bit, Geneocide, Adventure XL, & more!
>Wow! Emacs!
^^^^^^

Are you going to port Emacs ?

Ivo

1898. Re: About the 1029 printer

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 15:37:10 UTC
From: MBITDC9306@titan.newi.ac.uk
Message-ID: <9503021402.AA28634@dylan.newi.ac.uk>
Source record: 94078

> I was flipping through the last Best Electronics catalog (or a photocopy
> of it, anyway) and they show a picture of an Atari 1029 printer. The
> caption under the printer stated that they weren't sold in the U.S.

That's right, they weren't.

> Last week, I was at an electronics junk store and I happened to see...an
> Atari 1029 printer.
>
> Are these things rare? Not that they're particularly collectible, but
> I am curious. (It didn't have a price, but I'd guess they would sell it
> for about $5.) Were they European? And how do they differ from the 1025,
> the other 80-column dot matrix printer of that "era"?

As far as I'm aware they were 'European'. I've got one but really
they are a bit crap and only capable of uni-directional printing
(i.e. they only print in one direction across the paper) and they are
noise as hell. I also think that they only had 7 or 8 pins instead of
9!

For $5, though, they're ideal for printing out program listings and
for making cheap test runs (I'm not going to use my Inkjet to test
alignments and so forth ;-)

David Davies
The Atari Classic Programmer's Club
David Wyn Davies
---
e-mail: mbitdc9306@newi.ac.uk

I have opinions on EVERYTHING ...
For more info, start a debate today!

1899. 65xe supervideo upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 15:49:51 UTC
From: jeking@xmission.com
Message-ID: <3j4pev$2pp@news.xmission.com>
Source record: 94091

After performing the SuperVideo and SuperAudio hacks on my XL's and 130xe's, I noticed that no such upgrade
was created for the 65xe. The internals of the 65xe are closer to the 130xe, but have several
components unique to the 800xl.

Will the 130xe video hack or the 800xl video hack work on the 65xe? This 65xe has horriblly blurry
video and it would be nice to upgrade it.

Any comments greaty appreciated.

1900. Re: What can y'all tell me about ACTION! ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 17:00:06 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <133997@cup.portal.com>
Source record: 94070

RE: 90k source. The actual code in the program was probably only about 1k, everything else was just 3 Graphics(15) screens converted to Byte Array data. By sliding the target of a brute force move I had a dancing Mickey Mouse moving accross the screen in Energiser Bunny fashion. If I had it to do over I would probably go for a redefined character set/Gr.(12) screen, but it was before I really learned how to do the conversion. With the runtime package & all the graphic data the final program was about 30k. Not exactly an example of good programming, but my friend's children loved it. Rick

1901. Re: SIO2PC as nullmodem

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 17:20:12 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <133998@cup.portal.com>
Source record: 94081

James; I have had that no carrier detect problem with some hacked
null modem cables I've made & what worked best was configuring the
clone for an unlisted modem & using old software on the Atari, like
Amodem 4.2 that would let you force terminal mode.
Rick

1902. Re: Hidden analog inputs on XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 17:40:09 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <133999@cup.portal.com>
Source record: 93879

The extra pots are there, you just have to 1st bend the pins out since they
are tied to the +5V supply pins [8,9,10,11] I think. 2nd run one of
the translator programs. The xl/xe changed the OS so they aren't read, the
translator/800/400 I have puts them back on. I'd guess if you wanted to
read Pokey directly, you wouldn't have to use a translator, but it's a
quick & dirty way of getting the pots working. The regular pots have a
1.8k resistor in series with their input so you may want to add that to
be on the safe side.
Rick

1903. Atari 1029 printer

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 17:46:13 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <1CAB34E1DF5@east-01.novell.leeds.ac.uk>
Source record: 93877

As far as I am aware the 1029 printer was only ever sold in Europe, mainly the UK and Germany. It is a dot matrix model but only has 7pins and as such it is incompatible with virtually every piece of commercial software that requires graphical output. One or two programs have provided support for, these include Mini Office II, Print-LAB, Super Print-Lab XE and most of the later word processors had a driver for it.
The print quality is poor and it is slow and noisy, but it had the advantage of plugging straight into the SIO chain and thus it was popular in the UK, it was also quite cheap #130 ish when other printers were at least #150!

Derek Fern in the UK now has a range of colour ribbons for the 1029, so it might breath new life into it yet!

As to how one got into the US, your guess is as good as mine!

Richard Gore
chmrig@leeds.ac.uk

1904. FS: Atari system

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 18:24:36 UTC
From: roa@galen.med.Virginia.EDU
Message-ID: <D4tsH1.C5D@murdoch.acc.Virginia.EDU>
Source record: 93882
Cross-posted to: misc.forsale.computers.other.misc,comp.sys.atari.8bit

For Sale:

Atari 800XL
Atari 1050 Disk Drive
Koala Pad w/ Koalapainter Cartridge
Atari 1030 Modem??
MPP-1150 Parallel Interface Printer Interface
4 Joy Sticks (2 Spectravideo, 1 Archer, 1 Wico)
Cartidges: Logic Levels, Memory manor
Disks: Atari Writer, Home Pak, Dos, and some 34 disks with more games(on
both sides) than you can shake a stick at.
With all books and manuals.

$75 + $5 shipping

Bob Anderson
roa@virginia.edu
--
"I have been told that men are natural warriors and killers and that
women are naturally kind, natural mothers, the protectors of stray
cats and waifs." - Jack O'Connor - Complete Book of Shooting - 1965

1905. GOODBYE

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 20:02:55 UTC
From: phackney@krisalis.demon.co.uk
Message-ID: <794174575snz@krisalis.demon.co.uk>
Source record: 93761

Just a quick note to all you guys who use this group for re-awakening my interest in the Atari 8-bit.Unfortunately the NET-GOD here has thrown a wobbler:refusing to download this group.Anyone wishing to discuss the 8-bit should email me direct.

Cheers,
--
P. Hackney
(phackney@krisalis.demon.co.uk)All views are mine - don't blame anyone else!

1906. Re: 130xe programming

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 20:42:21 UTC
From: cmwagner@gate.net
Message-ID: <3j5ajd$1f18@tequesta.gate.net>
Source record: 94071

In article <3j3s76$9lv@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu wrote:
: Also, other cool pointerish things are:
: Byte Color0=708,Color1=709,LMar=82,RMar=83
: Card ScBase=88

Yikes! Looks like a hybrid. I can't tell what's a pointer and what's a variable (no need to get into pointer to this, or that crap, because in C everything is pointers).

: Color1=lum

Let's say you wanted Color1 to be a simple variable? How would you do that? I guess it would have to be something like INT, ?? BYTE in C is a CHAR, in most cases, but it is unstandard. Oh well. Either way I still like C more than Action! or Pascal, but I suppose that is because I use C. I can't really stand Pascal, but that is a personal preference.

--
cmwagner@gate.net http://www.gate.net/~cmwagner

1907. Re: Ram upgrade suggestions

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 21:12:15 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3j5cbf$jgv@hearst.cac.psu.edu>
Source record: 93891

James King (jeking7@delphi.com) wrote:
: Nope, SuperAudio (not really that super, actually) is quite different
: and less complicated than the Gumby.
:
: SuperAudio(?) consists of one .01uF cap. soldered inline on a resistor --
: it provides deeper tones, less background static noise, and a clearer
: crisper audio.

How about some more details....

SuperAudio huh? I don't think that merrits the name SUPER.
--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---
Carts: 2600 104; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600 1; 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1;
800 2; 1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 w/Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

1908. Re: 850 Interface modem and printer cables?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 21:15:09 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3j5cgt$jgv@hearst.cac.psu.edu>
Source record: 93890

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: How could you be too stingy to get a Centronics printer cable from
: American Technavision!? :) They're having an 8-bit liquidation (I gues
: trying to fill up with PC stock? :))

You mean they will no longer sell the ol' Atari stuff? 8~(
--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---
Carts: 2600 104; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600 1; 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1;
800 2; 1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 w/Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

1909. Looking for PPP connexion on my STe

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 21:46:50 UTC
From: polom@matrix.fdn.fr
Message-ID: <5183488@matrix.fdn.fr>
Source record: 94093

Hi, there...

I'm looking for a PPP connexion kit for Atari...
I have a STe with 2 megs and am wondering if there is
somewhere a kit that could allow me to connect easily to my
Internet Provider's nodes...
I have found a software called TUW122 but it requires hard
changes and an ethernet card...
Is it also possible to find IRC, Gopher, WWW clients ?

Thanx... Marc.

/\
/-- /\ / /\ /\|\ / /\ | / /_ /_ |/ /\ | /
/ \/ /__ \/ / \ /__ \/ |/ \ / | \/ \/
polom@matrix.fdn.fr
['lightmen': try joshua@matrix.fdn.fr] [ignorants: try wargames@tape.vcr]

Backup not found. (A)bort (R)etry (V)alium

1910. Can we start a demo list?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 21:47:19 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950302132912.25671B-100000@PEAK.ORG>
Source record: 94077

I like to collect the 8-bit demos, and it seems that I have several nice ones (Can't look now, since the 8-bit is away at Puff's). However, I always wonder what I'm missing.

Wouldn't it be great to assemble a list of all the best 8-bit demos there are? Like I've said before, friends who uses PCs with VGA sometimes play with my 800XL system, and are impressed with the graphics capbilities some of these demos display. I'd like to make sure I have all that are available. I will check the Umich archive, but it would be great if everybody could suggest what they believe to be the best demos.

Also, there may be some newbies who are unaware of the presence of the demos. As we've seen recently, there are some people acquiring 8-bit Ataris for the first time (as a 2nd, 3rd...etc computer) who would probably be impressed with the demos.

I can recall some of the old standbys that nobody should be without.

1) "Boink" - 8-bit version of Amiga bouncing ball demo (by Xanth?)
2) "Fujiboink"- the spinning, bouncing Atari fuji with 256-color scroll one side. (a favorite!)
3) Swandemo- the one included with the Xformer emulator. Little white swan flies over a spinning Atari fuji with 256-color scroll.
4) Hyperboink- Like 8-bit boink, but speed can be adjusted faster or slower. Can go VERY fast!
5) CESDEMO- I've seen it called "Robodemo." Screens alternate between a walking robot (coming towards you) and a spaceship flying through space. Very nice! From 1985 CES?????

Are those the extent of the high-quality domestic demos?

There are many FINE European demos by Germans, Polish, Hungarians. They're harder to find, and most notably, many exist without everyone's knowledge of them. WHAT'S YOUR FAVORITE???

There's one called "Cool Emotion" that's Hungarian, and suppsosed to be out-of-site. I've never seen it, though. Anybody know of it?

James

1911. Hello Europe.

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 21:51:00 UTC
From: DAG.HUGDAHL@flight.org
Message-ID: <6c9_9503030106@flight.org>
Source record: 93755

Quoting From: mathniss@link.xs4all.nl (Mathy Van Nisselroy)

MV>- PabQWK doesn't like huge messages (like FAQ's). If this happens I loose
MV> everything from that message on. Or I have to "sector edit" the whole
MV> file, changing "inverse lowercase c" to ATASCII Returns and shortning the
MV> whole file (copying 1000+ DD sectors to screen is not funny. And I don't
MV> have to memory or the word processor to handle files like these)
MV> And SpartaDOS is not the easiest format when it comes to "cutting files in
MV> halve and throwing away the first part.

This is an old message, but I thought I would reply anyway. I used to
have the same problems with PabQwk and long messages - the following messages
after the FAQ would become unreadable. The problem seemed to fix itself
when the BBS I used to read this newsgroup changed message format and QWK
mail doors. I still can't read all of the FAQ but I can read the following
messages. If you have the option to use another QWK mail door, try it. It
may "fix" the problem you are having.

-Dag-

---
* PabQwk 2.0 #23 * Hey!^ Don't pick^up th@t phone#$%& NO CARRIER
---------- -//- ----------
Internet: DAG.HUGDAHL@flight.org
| FlightLine BBS 612.544.5118 <> note: the views of this |
| airline-generl.aviation-flsim <> user are strictly his own. |
---------- -//- ----------

1912. Re: WTB: MIO ZIP ram chips..

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 22:08:12 UTC
From: potter@escmail.orl.mmc.com
Message-ID: <3j5fkc$2uv@theopolis.orl.mmc.com>
Source record: 94088

In article <3ivqbm$i3m@hearst.cac.psu.edu>, heller@akh104.rh.psu.edu (Andrew K. Heller) writes:
|> Anybody know where I can purchase some of these strange/rare
|> chips?
|>

Can you give us a part number? Or at least the organization (e.g. 1M x 1) and speed?

--
Jeff Potter
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

1913. Re: Need 1050 ED disk VTO

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 23:04:55 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3j5iun$6ie@link.xs4all.nl>
Source record: 93898

r >From: richczeta@aol.com (RichCZeta)s.aol.com!not-for-mail
r >Subject: Re: Need 1050 ED disk VTOC in
r >Date: 13 Feb 1995 21:34:27 -0500
r >
r > (STUFF DELETED)
r >
r >However, it's still a mystery to me how Mydos uses the last 3
r >bytes of a sector. I had thought the file# & forward pointer were
r >combined into one 16 bit forward pointer, but...
r >
r >Also I could use info on the contents of Mydos's boot sectors.
r >Thanks for any help!
r >
r >richczeta@aol.com

MyDOS does NOT use a filenumber - just the "forward pointer" (= next sector#)
- therefore it can use 16 bits for the "next sector"-number. The last 8 bits
are used to tell you how many of the available bytes are used.

Sorry, can't help you on the boot sector info. But if you find out something,
please tell us.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

1914. Sector Link Bytes

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 23:04:57 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3j5iup$6ih@link.xs4all.nl>
Source record: 93899

e >From: ehalliwe@emh.kunsan.af.mil (Earl C Halliwell)
e >Subject: Sector Link Bytes
e >Date: 14 Feb 1995 12:38:29 -0600
e >
e >> However, it's still a mystery to me how Mydos uses the last 3
e >> bytes of a sector. I had thought the file# & forward pointer were
e >> combined into one 16 bit forward pointer, but...
e >>
e >> richczeta@aol.com
e >
e >MyDOS uses the link bytes exactly the same as Atari DOS, EXCEPT that
e >the file number is thrown out, so all 16 bits can be used for link
e >data.
e >
e >So, the last three bytes of each data sector are:
e > #1: bytes used
e > #2: next sector (high byte)
e > #3: next sector (low byte)

Hmm, the last byte is the "bytes used" number.

e >A few years ago I wrote a little utility (Link Basher) that lets you
e >trace and modify sector link data in single or double density, using
e >10- or 16-bit link bytes. Also allows for viewing and extracting
e >raw sector data. I think it's up on GEnie somewhere.
e >
e >--
e >Clay Halliwell • ATARI XL/XE DO + THE
e >ehalliwe@emh.kunsan.af.mil • 8 - B I T S M A T H
e >Lonersoft ... Solutions you don't want, for problems you don't have!

You mean it can add or throw away the link data? Automaticly? Per file?
What's the name of this utility? I want it, I need it, it's the utility I've
searched for for years.

Note to SysOp Bernard of BECO-TEL: PLEASE?!?!?!?!?!?

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

1915. Re: Hello Europe.

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 23:06:22 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3j5j1e$6ku@link.xs4all.nl>
Source record: 93895

k >From: kendrick@zippy.sonoma.edu (William Kendrick)nic-nac.CSU.net!zippy.sonom
k >Subject: Re: Hello Europe.
k >Date: 14 Feb 1995 03:46:53 GMT
k >
k >:) Mathy:
k >
k >Drop SpartaDOS
k >Drop PabQWK
k >
k >Heheheh :)
k >
k >Don't drop the girl of course!
k >
k >
k >-bill!
k >kendrick@vax.sonoma.edu ��� kendrick@zippy.sonoma.edu Got a new .plan!
k >William (Bill) Kendrick / ☺ \ ** New Breed Software ** Finger me at VAX
k >Coming soon: my WWW home page!

Howdy Bill

PabQWK is the easiest (make that: least difficult) way for me to read UseNet
and get Email.
PabQWK is fastest when run under SpartaDOS.
(as I probably said earlier, I LOVE MyDOS and I HATE Sparta. (Don't know if
your history teachers ever told you about the time when the Greeks ruled
Europe? Well, there was a place/province called Sparta at that time, where
every man was trained to be a very tough soldier. Time repeats itself.)

About the girl, don't know if I told this here before, but I know this tall,
beautiful, intelligent, blond girl for whom I'd drop not only MyDOS, but even
my 8 bit. (and they're the only ones I've got)

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

1916. Re: Hardware Upgrade FAQ

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 23:06:23 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3j5j1f$6l0@link.xs4all.nl>
Source record: 93893

k >From: kendrick@zippy.sonoma.edu (William Kendrick)
k >Subject: Re: Hardware Upgrade FAQ
k >Date: 19 Feb 1995 08:27:59 GMT
k >
k > (stuff deleted)
k >
k >FInally, GameLink wasn't mentioned, nor Transkey or the "8-bit in a PC case"
k >upgrade; and the fact that ICD originally release R-Time-8 and that BEST had
k >a RT8 clone planned was never mentioned.
k >
k >Just thought I'd stick my nose in it :)
k >
k >-bill!
k >kendrick@vax.sonoma.edu ��� kendrick@zippy.sonoma.edu Got a new .plan!
k >William (Bill) Kendrick / \ ** New Breed Software ** Finger me at VAX
k >Coming soon: my WWW home page!

Did he mention that CSS also had an Rtime 8 card planned???

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

PS when is somebody gonna come up with the idea to create a stereo (GUMBY compatible) upgrade to the Parrot II?

---
* PabQwk 2.0 *

1917. Re: What can y'all tell me about ACTION! ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 23:20:17 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <134005@cup.portal.com>
Source record: 94089

Bill; I was checking through some of my old Action! disks, not sure I'll
be able to find everything you need but...
The programs you really need are RTSCAN & the one that doubles the amount
of symbol table space. If you use the PD RT pack, it pretty much takes
up most of the slots, but the symbol table thing makes it easy to avoid
having to even edit the RT pack. The RTSCAN program is just used when you're
ready for your final compile, up until then you should just be using the
cart routines anyway. RTSCAN produces a list of every PROC that is called
in the program. What I do is have the list in one edit window, the RT pack in
another. I then use the cut & paste function to jump from one window to the
next with the routines I need. If I recall correctly, you should always
have CPY_PARMS or something like that no matter what the docs say. The
compile to disk thing is cute, but IMO: Not really documentated & I've
never had a program that used up all the available memory+ needed the
cart space. I'll try to find/uue the stuff, but I probably won't get
to it this week.
Rick

1918. Re: Nullmodem via SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 23:43:47 UTC
From: Peter@bell.demon.co.uk
Message-ID: <794187827snz@bell.demon.co.uk>
Source record: 94104

In article <Z69Y9ej.jeking7@delphi.com> jeking7@delphi.com "James King" writes:

> Not sure if my last post made it out, but I'm unable to nullmodem
> using the SIO2PC cable.
>
> On the PC side, I get a NO CARRIER and OFFLINE status when I try to
> xfer files. I'm able to type between the 8bit and PC just fine, but
> xfers just wont work.
>
> Any ideas?
>
Looking at my SIO2PC cable, it has no connection to the DSR or DCD pins, if
you leave these open, then they read as offline and no carrier.

It probably will work, you just need to get the comms program to accept
data without the modem controls being in the 'correct' state. If there
is a hardware handshake option in the term. program, try turning it off.

Pete
--
Peter Bell <peter@bell.demon.co.uk>

1919. Re: What can y'all tell me about ACTION! ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 23:50:18 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3j5ljq$ikn@nic-nac.CSU.net>
Source record: 94090

```
Hey Rick, I have and use RTScan.. but I am VERY interested in the symbol
table space increaser! :)

thanx!
-bill
```

1920. Re: 130xe programming

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-02 23:52:59 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3j5lor$ipo@nic-nac.CSU.net>
Source record: 94094

```
I can do this:

byte mycolorvalue, colorregister1=709, clock=20
byte myscreen, thescreen=88, mydlist, thedlist=560

It's all in the "="'s part.

Cool, huh?

At least ACTION! is smart enough to know where commands end, UNlike C..;

C sucks;
nobody likes it anymore;

just kidding;

-bill!;
```

1921. Re: Need 1050 ED disk VTO

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-03 00:11:01 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3j5mql$6vi@link.xs4all.nl>
Source record: 94072

```
r >From: richczeta@aol.com (RichCZeta)s.aol.com!not-for-mail
r >Subject: Re: Need 1050 ED disk VTOC in
r >Date: 13 Feb 1995 21:34:27 -0500
r >
r > (STUFF DELETED)
r >
r >However, it's still a mystery to me how Mydos uses the last 3
r >bytes of a sector. I had thought the file# & forward pointer were
r >combined into one 16 bit forward pointer, but...
r >
r >Also I could use info on the contents of Mydos's boot sectors.
r >Thanks for any help!
r >
r >richczeta@aol.com
```

MyDOS does NOT use a filenumber - just the "forward pointer" (= next sector#)
- therefore it can use 16 bits for the "next sector"-number. The last 8 bits
are used to tell you how many of the available bytes are used.

Sorry, can't help you on the boot sector info. But if you find out something,
please tell us.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

1922. Sector Link Bytes

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-03 00:11:04 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3j5mqo$6vm@link.xs4all.nl>
Source record: 94073

e >From: ehalliwe@emh.kunsan.af.mil (Earl C Halliwell)
e >Subject: Sector Link Bytes
e >Date: 14 Feb 1995 12:38:29 -0600
e >
e >> However, it's still a mystery to me how Mydos uses the last 3
e >> bytes of a sector. I had thought the file# & forward pointer were
e >> combined into one 16 bit forward pointer, but...
e >>
e >> richczeta@aol.com
e >
e >MyDOS uses the link bytes exactly the same as Atari DOS, EXCEPT that
e >the file number is thrown out, so all 16 bits can be used for link
e >data.
e >
e >So, the last three bytes of each data sector are:
e > #1: bytes used
e > #2: next sector (high byte)
e > #3: next sector (low byte)

Hmm, the last byte is the "bytes used" number.

e >A few years ago I wrote a little utility (Link Basher) that lets you
e >trace and modify sector link data in single or double density, using
e >10- or 16-bit link bytes. Also allows for viewing and extracting
e >raw sector data. I think it's up on GEnie somewhere.
e >
e >--
e >Clay Halliwell • ATARI XL/XE DO + THE
e >ehalliwe@emh.kunsan.af.mil • 8 - B I T S M A T H
e >Lonersoft ... Solutions you don't want, for problems you don't have!

You mean it can add or throw away the link data? Automaticly? Per file?
What's the name of this utility? I want it, I need it, it's the utility I've
searched for for years.

Note to SysOp Bernard of BECO-TEL: PLEASE?!?!?!?!?!?

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

1923. filenumbers

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-03 00:11:05 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3j5mqp$6vo@link.xs4all.nl>
Source record: 94074

e >From ehalliwe@emh.kunsan.af.mil Tue Feb 14 06:26:34 1995
e >Subject: filenumbers
e >To: mathniss@link.xs4all.nl
e >Date: Mon, 13 Feb 1995 21:26:34 -0900 (KST)
e >
e >Mathy,
e >
e >I wrote a program a few years ago that lets you examine and modify the sector
e >link data on single or double density disks. Would you like me to uuencode y
e >a copy?
e >
e >--
e >Clay Halliwell ATARI XL/XE DO + THE
e >ehalliwe@emh.kunsan.af.mil 8 - B I T S M A T H
e >Lonersoft ... Solutions you don't want, for problems you don't have!

Howdy Clay

Yes, please do. I've been looking for such a file for years. I've even tried
to put together some code myself, but I guess I have to sit down and read one
of the articles in one of the old magazine's (read: I really don't get it!)

Sorry I didn't Email this back to ye', but to make sure you get this, I have
to do it this way. (PabQWK only allows addresses one character shorter
than yours :-) and my internet provider (read his hard/software) still confuses
me. I'm not sure all my Email gets out.)

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

1924. Re: Hello Europe.

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-03 00:12:19 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3j5mt3$71h@link.xs4all.nl>
Source record: 94075

k >From: kendrick@zippy.sonoma.edu (William Kendrick)nic-nac.CSU.net!zippy.sonom
k >Subject: Re: Hello Europe.
k >Date: 14 Feb 1995 03:46:53 GMT
k >
k >:) Mathy:
k >
k >Drop SpartaDOS
k >Drop PabQWK
k >
k >Heheheh :)
k >
k >Don't drop the girl of course!
k >
k >
k >-bill!
k >kendrick@vax.sonoma.edu ��� kendrick@zippy.sonoma.edu Got a new .plan!
k >William (Bill) Kendrick / ⌐ \ ** New Breed Software ** Finger me at VAX
k >Coming soon: my WWW home page!

Howdy Bill

PabQWK is the easiest (make that: least difficult) way for me to read UseNet
and get Email.
PabQWK is fastest when run under SpartaDOS.
(as I probably said earlier, I LOVE MyDOS and I HATE Sparta. (Don't know if
your history teachers ever told you about the time when the Greeks ruled
Europe? Well, there was a place/province called Sparta at that time, where
every man was trained to be a very tough soldier. Time repeats itself.)

About the girl, don't know if I told this here before, but I know this tall,
beautiful, intelligent, blond girl for whom I'd drop not only MyDOS, but even
my 8 bit. (and they're the only ones I've got)

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

1925. Re: Hardware Upgrade FAQ

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-03 00:12:21 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3j5mt5$71k@link.xs4all.nl>
Source record: 94076

k >From: kendrick@zippy.sonoma.edu (William Kendrick)
k >Subject: Re: Hardware Upgrade FAQ
k >Date: 19 Feb 1995 08:27:59 GMT
k >
k > (stuff deleted)
k >
k >FInally, GameLink wasn't mentioned, nor Transkey or the "8-bit in a PC case"
k >upgrade; and the fact that ICD originally release R-Time-8 and that BEST had
k >a RT8 clone planned was never mentioned.
k >
k >Just thought I'd stick my nose in it :)
k >
k >-bill!
k >kendrick@vax.sonoma.edu ��� kendrick@zippy.sonoma.edu Got a new .plan!
k >William (Bill) Kendrick / \ ** New Breed Software ** Finger me at VAX
k >Coming soon: my WWW home page!

Did he mention that CSS also had an Rtime 8 card planned???

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

PS when is somebody gonna come up with the idea to create a stereo (GUMBY compatible) upgrade to the Parrot II?

---
* PabQwk 2.0 *

1926. My 400's keyboard is possessed!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-03 00:34:35 UTC
From: ziggy29@rahul.net
Message-ID: <3j5o6r$7n1@hustle.rahul.net>
Source record: 93888

I bought a 400 yesterday (well, okay, I bought a PS, peripheral cables and paddle controllers for $5 and the 400 and 410 just happened to come with it). It plays cartridge games just fine. Out of curiosity, I popped in a BASIC cartridge and noticed something funny:

The keyboard works fine until I hit RETURN. Then everything gets scrambled. For example, I could enter

10 XYZ

and the display would read (something like)

/$$5$ - 0E#

Which is just "ERROR - XYZ" in garbled code.

Something about hitting RETURN seems to affect something (GTIA, perhaps?)

If I type "ERROR - XYZ" after I've already hit return, I get precisely what I've listed above--"/$$5$ - 0E#".

Anyone seen anything like this before?

I doubt that a 400 is worth fixing unless the problem is in a $2 part and I can fix it myself...any ideas out there?

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Programmer/Analyst/Dino Jockey/ * GCS: !h s:+ !g au+ w+ C++$ v++ w+ U N++
* Husband/Net Geek/ASGX '65 Cabal * W po+ t+@ Y+ j++ B-- e+++ u** r+++ y+++

1927. Re: About the 1029 printer

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-03 00:41:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <2MAR199519415949@pavo.concordia.ca>
Source record: 93887

In article <3j34t8$rin@hustle.rahul.net>, ziggy29@rahul.net (Tim Irvin) writes...
>I was flipping through the last Best Electronics catalog (or a photocopy
>of it, anyway) and they show a picture of an Atari 1029 printer. The
>caption under the printer stated that they weren't sold in the U.S.
>
>Last week, I was at an electronics junk store and I happened to see...an
>Atari 1029 printer.
>
>Are these things rare? Not that they're particularly collectible, but
>I am curious. (It didn't have a price, but I'd guess they would sell it
>for about $5.) Were they European? And how do they differ from the 1025,
>the other 80-column dot matrix printer of that "era"?
>
>I thought *nothing* about that 1029 until I saw that Best caption. Now I'm
>curious about how that printer wound up in California...
>
I've seen 1029s in Canada. They seem to be an improvement on the 1025, since
the 1029 does support bit mapped graphics. Never actually used one myself,
though I do have a 1025.

Dave

DA_PATE@pavo.concordia.ca

1928. Re: Ram upgrade suggestions

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-03 00:45:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <2MAR199519454619@pavo.concordia.ca>
Source record: 93878

In article <9503020129593.DLITE.bjcorr@delphi.com>, bjcorr@delphi.com (Ben Corr) writes...
>I am not sure if the Superaudio upgrade is the Gumby upgrade! I have read of
>both the Superaudio and Supervideo upgrades here several times, but don't
>have access to the mags that detail these. How about it James? Is Superaudio
>and Gumby the same?
>bjcorr@delphi.com
>
SuperAudio is a Ben Poehland hack to improve the standard audio output. He
came up with it the old fashioned way - poke around insed the computer until is
sounds better. All it is is the addition of a single cap.

Gumby grafts a second pokey into your machine giving stereo sound. I think
that the gumby design includes addtional caps to improve the output, but it
has been a while since I looked at the plans.

Dave
DA_PATE@pavo.concordia.ca

1929. Re: 165 error code?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-03 00:50:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <2MAR199519500709@pavo.concordia.ca>
Source record: 93889

In article <3j3qpq$8l9@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu (William Kendrick) writes...
>When you said "NB", were you referring to me??
>
>If so, I've used:
>
> Atari DOS 2.5
> MyDOS 4.53/4
>
>Of course, I've played with other DOSes, but I stick with MyDOS these days.
>
>-bill!
>
NB = Latin "Nota Bene" = Note well

BK = "Bill Kendrick" = New Breed Software

Dave

DA_PATE@pavo.concordia.ca

1930. Re: SIO2PC Suggestion(s)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-03 00:56:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <2MAR199519561060@pavo.concordia.ca>
Source record: 93894

In article <pe15F2v.jeking7@delphi.com>, James King <jeking7@delphi.com> writes...
>I have both a PR:C and ATR8000 connected to the machine that runs the
>SIO2PC. The problem appears to be on the PC side - as it doesnt
>see carrier detect, so upon trying to xfer files immediately says
>NO CARRIER and OFFLINE.
>
>If I could force CD HIGH on the PC side, it would probably work, but
>PCPLUS 2.01 doesnt have such an option - and I prefer to use it for
>nullmodeming, as I've built LMODEM into it.
>
Personally, I'd go for the brute force approach - install a switch on the SIO2PC
cable that sets CD HIGH. For normal sio2pc operations, just flip it back.

Dave

1931. Re: Can we start a demo list?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-03 00:58:52 UTC
From: ez040248@jane.ucdavis.edu
Message-ID: <3j5pkc$r6t@mark.ucdavis.edu>
Source record: 93896

James Wood (jamesw@PEAK.ORG) wrote:

: Are those the extent of the high-quality domestic demos?

: There are many FINE European demos by Germans, Polish, Hungarians.
: They're harder to find, and most notably, many exist without everyone's
: knowledge of them. WHAT'S YOUR FAVORITE???

: There's one called "Cool Emotion" that's Hungarian, and suppsosed to be
: out-of-site. I've never seen it, though. Anybody know of it?

: James

The graphics demo that I think is the most impressive is of a
monochrome display of the waves that result when a drop of liquid hits a
still body of liquid. The moving display uses shading effectively to
create depth, but I think the program requires all of the memory of an
Atari 130 XE.
Danny Webster

1932. Does MYDOS use file#'s?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-03 01:37:23 UTC
From: richczeta@aol.com
Message-ID: <3j5rsj$53h@newsbf02.news.aol.com>
Source record: 93897

I'm having a little difficulty figuring out the format of the non-data bytes of a MYDOS disk sector. I thought that MYDOS would need a 16 bit "forward pointer" to access all 64K possible sectors; breaking the 10 bit 1023 sector Atari DOS limit. But as far as I can tell, MYDOS uses the upper 6 bits of the first non-data byte as a file number the same as Atari DOS. What gives? How does MYDOS keep track of which sectors belong to which file (and their sequence) on differently sized disks? And does it always use a file#?

richczeta@aol.com

1933. Re: 850 Interface modem and printer cables?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-03 02:07:20 UTC
From: James King <jeking7@delphi.com>
Message-ID: <Ju5btE4.jeking7@delphi.com>
Source record: 93901

Incorrect, the notice I got from American Technavision stated clearly
that they'd continue to sell Atari equipment - but were liquidating
as much stuff as possible.

It also stated in bold that they WERE NOT GOING OUT OF BUSINESS!

--James King
jeking7@delphi.com
--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

1934. Re: 165 error code?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-03 05:24:33 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3j696h$3rh@nic-nac.CSU.net>
Source record: 94082

Damnit Dave, if I wanted to LEARN stuff, I'd go to sch... oh wait...

1935. Re: Can we start a demo list?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-03 05:28:44 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3j69ec$40e@nic-nac.CSU.net>
Source record: 94083

If you're talking about VBLITZ (which shows a checkerboard landscape of water-droplet-waving water squares and 5.25" disk squares), that's just all play-back animated anyway, but still pretty cool.

I've never gotten it to run properly but once extracted the picture-data and made a simple RAM-disk-based TurboBASIC XL viewer for it.

I tried loading it on my Newell-256K-upgraded 800XL I just got but it didn't work! It didn't work with a RAMbo 256K 1200XL either. I guess even the Newell isn't 100% XE (ANTIC paging) compatible either, eh? Or is there a "switch" or mode or something I can set somewhere? ANYWHERE!?!?! :)

Ever seen any of the >VECTOR DEMOS<!? Or the Bitter Reality Rzog Plazma demo? NiCE

Cool Emotions' authors (Hard Soft) are planning another demo some time too..

I wish there were MORE cool-coders from Europe with 'net access.. I heard Hard might even lose theirs! :(:(:(

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, HyperIt!, HTML8bit, Geneocide, Adventure XL, & more!

1936. Re: Ram upgrade suggestions

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-03 05:33:08 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3j69mk$475@nic-nac.CSU.net>
Source record: 94084

I might want SuperAudio for my 800XL. I find it's much quieter than my 1200XL.

Anyone got a good 800XL keyboard (with boxed Ctrl characters on the keycaps) they'd like to give me? :) (Actually, maybe first I should clean this one; it seems to stick a little.. but still. I want a BETTER one!)

Hey, David (you're doing the Hardware FAQ right?) I forget, is the 1200XL keyboard on an 800XL upgrade listed in your FAQ?! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
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1937. Re: 850 Interface modem and printer cables?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-03 05:40:46 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3j6a4u$4if@nic-nac.CSU.net>
Source record: 94085

NO I'M NOT GOING TO PORT EMACS! :)

Hey, didn't someone already sorta do that. Some Atari DOS or MyDOS
Unix clone for the Atari (I remember when I first used Unix I recognized
the "ls" "rm" etc. commands) came with an emacs wanna-be.

Of course, back then I didn't know what emacs was or how to use it.

Now I just don't know how to use it (well, kinda :))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, HyperIt!, HTML8bit, Geneocide, Adventure XL, & more!

1938. Re: 850 Interface modem and printer cables?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-03 05:45:22 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3j6adi$4m2@nic-nac.CSU.net>
Source record: 94086

The ATV flyer says:

"Everything must go! Massive Inventory Available"

under the large: "ATARI 8-BIT LIQUIDATION SALE"

Below that, it says:

"Liquidation Prices Effective 03/01/95"

"Greetings Atari enthusiasts and dealers! Established in 1973, American Techna-Vision has been proud to present you with the Worlds largest 8-bit inventory for many years. Enclosed in this flyer, you will find not only the lowest prices you have ever encountered on these products, but also several new products that indicate the changing computer market. We currently have tens of thousands of Atari 8-bit items in stock. We have a good stock on every item listed in this flyer. However times are changing, and we must make room in our warehouse for the ever expanding market. [Read: IBM :)] Warehouse space is at a premium, and we cannot guarantee pricing or availability after 05/31/95. WE ARE NOT GOING OUT OF BUSINESS. We hope to be able to support the 8-bit market [cool] after this date and for as long as possible with your help. All 8-bit items are new and all products are fully guaranteed. All software titles are commercial products."

There ya have it. What I got in the mail

Excuse any trash around "the 8-bit market [cool] after this date";
the modem went FACHZZZZ

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, HyperIt!, HTML8bit, Geneocide, Adventure XL, & more!
Whoa...

1939. Re: Karatika! (tips, details?)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-03 05:50:00 UTC
From: pbhoeff@io.org
Message-ID: <3j6am8$s47@ionews.io.org>
Source record: 94087

In article <1995Mar2.151127.11145@auto-trol.com>,
Tom Oughton <tomoug@auto-trol.com> wrote:
>I did manage to finish this game once. I made it to the princess several
>times, but most times she killed me.

Act like a gentleman and she won't kick yer b*lls off. :-)

i.e. Don't approach the nice lady in a fighting stance.

"On the net, everyone knows if you're illiterate."
Bret Hoeffler / pbhoeff@io.org (in Toronto, Ontario, Canada)

1940. Re: 130xe programming

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-03 06:29:58 UTC
From: cmwagner@gate.net
Message-ID: <3j6d16$10bi@tequesta.gate.net>
Source record: 93903

In article <3j5lor$ipo@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu wrote:
: It's all in the "="'s part.
: Cool, huh?

Not really. I sometimes like to define preset integer's, with this it is
a two step process, declare and define.

: At least ACTION! is smart enough to know where commands end, UNlike C..;

Action! does the same thing that C does, and so does BASIC, and Pascal,
but they all use different methods, Action! uses the EOL character to
seperate commands, C uses the semicolon, BASIC uses the colon, and I have
no clue what Pascal uses. But I am willing to bet that Action! isn't
smart enough to know where commands end, go ahead and try to do something
like a FOR-NEXT loop without ever pressing an EOL and put an IF THEN
all on the same line. It will probably complain of a syntax error.

This is just a guess, but I am sure of it. C uses the semicolon to
seperate commands, so you can do something like this all on one line:

```
for(p=buf;*p!=0;p++); p--;
```

Which would have p pointing to buf, find the NULL (assuming it's an array
of char's) and point to the last char in that array of chars, so it would
be pointing to the 'd' in the above line (in the word would). I guess it
was designed purely for that reason, you actually don't need ANY EOL chars
in C, you could code like that if it makes you happy, but the code looks
pretty disgusting. But I don't really know of any programming language
that can for FACT distinguish between a command or a syntax error, most
languages would produce a syntax error. Even an assembler would.

Just remember, I am not trying to rag on Action!, I was never intending
that, but we were trying to establish something along the lines of what
is the easier to use, and I was trying to make the point that it is more
of what you already know. Like C is easier for me to use than assembler
or Pascal, mostly because I have used C and have never really used Action!
or Pascal. But I would be interested in Action!, since there really isn't
that good of a port of C on the Atari. One comes close, but is still
lacking. I heard C/65 was good, but never checked it out.

--
cmwagner@gate.net http://www.gate.net/~cmwagner

1941. Re: 130xe programming

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-03 07:21:02 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3j6g0u$946@nic-nac.CSU.net>
Source record: 93904

```
Oh! Watch what you say before you talk, man! :)

In Action!, the following is FINE; it cares NOT and compiles perfectly:

proc a() byte b for b=1 to 10 do printbe(b) od return

this is identical to:

proc a()
byte b

for b=1 to 10 do
printbe(b)
od
return

and:

proc a()

byte b

for b=1 to 10 do printbe(b) od

return

Also, you CAN declare constants when declaring a variable:

byte a=[10]

printbe(a)

would result in 10

NOT the value stored in memory location 10
and NOT some arbitraty value which happened to be in the memory location
which Action! gave "a" when you ran the program

I actually never use value assignment when declaring; I usually do the
set just before the code which is about to use it; for example, in my
"Simple CPU" runtime (I made an assembler for a simple 10-register + 2 stack
based architecture) I do this just before I actually start executing:

for a=0 to 9 do
register(a)=0
od
pc=0
stacksize=0
pcstacksize=0
```

Of course, I write my code in more readable case: :)

```
For A=0 To 9 Do
Register(A)=0
Od
```

etc

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
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1942. Re: Sector Link Bytes

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-03 08:09:06 UTC
From: richczeta@aol.com
Message-ID: <3j6ir2$bit@newsbf02.news.aol.com>
Source record: 93756

I have just written a little utility to edit Atari Dos 2.x and Mydos 4.5 virtual disks. (for the Macintosh) I've run into a little problem however...

My original assumption was that Mydos uses the last 3 bytes of a sector exactly as Atari Dos, except that the 6 bit file # becomes the highest six bits of the "forward pointer". However, experimentation revealed that Mydos kept using file numbers, even with virtual disks of more than 720 or even 1024/1040 sectors. (I first thought maybe Mydos only would do this with 720 sector disks) Except for the file#, the link# appears exactly as it should. WHY is this happening? How could Mydos use a greater than 1024 sector disk with the file#'s still used?

BTW: I'm using Mydos 4.50 and PCXFormer 2.5 for this.

richczeta@aol.com

1943. Re: 130xe programming

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-03 09:08:53 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3j6mb5$1ag1@hearst.cac.psu.edu>
Source record: 93762

Chad Wagner (cmwagner@gate.net) wrote:

: Just remember, I am not trying to rag on Action!, I was never intending
: that, but we were trying to establish something along the lines of what
: is the easier to use, and I was trying to make the point that it is more
: of what you already know. Like C is easier for me to use than assembler
: or Pascal, mostly because I have used C and have never really used Action!
: or Pascal. But I would be interested in Action!, since there really isn't
: that good of a port of C on the Atari. One comes close, but is still
: lacking. I heard C/65 was good, but never checked it out.

How is LightSpeed C for the Atari?

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---
Carts: 2600 104; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600 1; 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1;
800 2; 1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 w/Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

1944. Re: the Great PRO! board search

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-03 09:29:24 UTC
From: Amos.Jackson@flight.org
Message-ID: <fb3_9503031226@flight.org>
Source record: 93781

You running a PRO board with Ledbetter's last upgrade?

MAN!!!! Your missing ALOT!! PRO has changed drastically since Letbetter sold the rights to Steve Carden.

PRO is now a MUCH more powerful system than it used to be. It's also much faster, and it has grown in size as far as how many files come in the package.

I'm not sure, but you may (if interested) be able to get an upgrade from Steve for $25.00 (although I'm not sure) because your already an owner. I'm up to PRO version 4.0b, and 5.0 may be on the market (not sure about that -- been offline too long).

If you ever have some time during the day on weekends, call my bbs 612-221-9895, and I'll show you some things you may not have seen for PRO.

Amos Jackson
---------- -//- ----------
Internet: Amos.Jackson@flight.org
| FlightLine BBS 612.544.5118 <> note: the views of this |
| airline-generl.aviation-flsim <> user are strictly his own. |
---------- -//- ----------

1945. Remaining System Upgrades (was Re: Commodore 1902A Monitor for Atari?)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-03 16:03:56 UTC
From: ziggy29@rahul.net
Message-ID: <3j7elc$ike@butch.lmsc.lockheed.com>
Source record: 93857

In article <Pine.SUN.3.91.950301231746.18264B-100000@PEAK.ORG>, James Wood <jamesw@PEAK.ORG> says:

>
>On 28 Feb 1995, Jeff Potter wrote:
>
>> In article <D4B8MD.B84@iglou.com>, bmarcum@iglou.iglou.com (Bill Marcum) writes:
>> |>
>> |> You would need to do a little rewiring to get video OR audio from a 400.
>> |> It might work if you just wired a connector to the RF modulator inputs.
>>
>> Won't work. The 400 video circuit has terribly poor drive capability...

>
>You technical folks are always over my head here, so perhaps I shouldn't
>even post this.... But, I saw a "macho" 400 one time that had 64K, a
>neat keyboard (not the B-key, which had small, misplaced keys), and a 3rd
>party thing called "Xtravideo" - which routed an ugly black cable out of
>a notch cut in the side of the case... monitor hookup. I never saw
>another; these must not have been popular.

I know the feeling. I'm actually a budding technical wannabe with respect to hardware hacks. With a somewhat broken 400 in my possession now, I have a "laboratory" to work with, so to speak. It's hardly a heartbreak if I hack the 400 to its total death. (It works well as a cartridge game player, but that's it.) I'm hoping I can fix that thing--not because I really care to have a working 400 (16K and membrane keyboard? Yuck), but because that could give me the experience/confidence necessary to perform hacks and upgrades on my 800 and 800XL successfully.

Now that I've pieced together a system (and then some--I have a 1050 with two more on the way and *four* 1010s), I have only a few needs remaining, and I'd appreciate comments on how I should proceed. The various FAQs have told me a fair amount about this stuff. In many cases, there are several options available in the upgrade FAQ. Here are my more immediate needs/wishes:

* Modem. I'd like at least a 2400 baud modem hooked up; 9600 or 14.4 would obviously be preferable. Would a 9600/14.4 modem require additional equipment/hacks than 2400? If so, 2400 will suffice for now (it's not like I'm Web surfing on the Atari, and files for the 8-bit tend to be much smaller. I still have 14.4 on the Windows box).
What equipment will I need? An 850? A P:R: connection? Those tend to be ~$50 from what I've seen. Is there any cheaper way to connect a

> 1200 baud modem to the 8-bit?

* Hard disk drive. I have an unused 60 MB partition on a hard drive in an Intel box. I believe SIO2PC would allow me to use this, but it would require that I keep our second Intel box (I'd rather sell it and buy more cool 8-bit stuff :)). Is there anything which would let me connect a small external hard drive (IDE/MFM/RLL/et cetera) to the Atari as a dedicated hard disk drive? [Before I can sell the second Windows box, I *must* have a modem with comm software up and running on the Atari--my wife and I are frequently online at the same time and I really would like to save our marriage.]

* Monitor. The RF output to the TV sucks. Come to think of it, the TV sucks. Rather than buy another TV, I'd like to get the video output to a color monitor--but sound must be supported *somewhere*, and with quality at least equal to that coming out of the TV. Ideas here would be welcome. Oh, and I'd really like to get 80 column output--at least for communi-cations and perhaps word processing.

Once I get this stuff, it's sayonara to our second Intel box. Take that, Bill Gates. (phhhbt)

--

Tim Irvin, ziggy29@rahul.net (posting from a different account but wishing to direct correspondence to this one)

1946. Re: GOODBYE

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-03 17:01:27 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3j7i17$s9t@nic-nac.CSU.net>
Source record: 93859

Hey, you don't need to worry about not getting c.s.a.8! Somewhere in the c.s.a.8 FAQ there's a description on how to get the group THROUGH e-mail! :)

Good luck!

-bill
kendrick@zippy.sonoma.edu

1947. Re: Karatika! (tips, details?)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-03 18:21:26 UTC
From: jrogers@banyan.usace.mil
Message-ID: <3j819q$bue@spk41.usace.mil>
Source record: 93870

tomoug@auto-trol.com (Tom Oughton) wrote:
>In article <lelie.814.00184940@smail.srl.ford.com> lelie@smail.srl.ford.com (Larry Elie)
writes:
>>...
>>Larry Elie
>>lelie@smail.srl.ford.com
>...
>remember which key causes you to bow, but that is important when you
>get to the princess. I found that my best strategy was to wait for
>...

Bowing does nothing when you get to the princess. You just need to make
sure that you are running, not walking.

>I took this game as a challenge, but once I won, each game is the same, so
>I lost intrest in it. I enjoyed this game, but it wouldn't make my
>top ten list.
>Tom Oughton
>tomoug@auto-trol.com
>

I agree that this game had very little replay value, but it still makes my top ten list. :)

Jon Rogers
jrogers@usace.mil

1948. Re: SIO2PC Cable

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-03 18:24:26 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <134053@cup.portal.com>
Source record: 93780

RE: Richard Tubb, 25 UKP? Unless I have my international money conversions off or the guy is including a computer with that sio2pc cable, he's way high! I'll ack the guy may be making 40k UKP for a living as an engineer so he doesn't want to work for less then he already makes, but I could teach a chimp to make those cables. Figure a MAX232 chip in US dollars is only $2, PC board $.89, 4 caps about $1, box & cables maybe another $4. That implies he's charging about 1 UKP for each solder connection he<or she> makes. If you find out the price is really lower or includes shipping or some other perk, please post or email me so I can get my blood pressure back down!
Rick

1949. New newsletter "DIRT CHEAP COMPUTER REVIEW"

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-03 18:30:57 UTC
From: jens4813@hgc.edu
Message-ID: <1995Mar3.183057.6837@merlin.hgc.edu>
Source record: 93786

I am attempting to start a new newsletter called

DIRT CHEAP COMPUTER REVIEW

The topics to be covered are:

1. In-expensive Computer Hardware platforms that are
capable of doing the basics. I.E. Wordprocessing, Games, and
modem communication.

2. Free or extremely inexpensive software for the systems
reviewed in 1.

3. Cost-effective peripherals that do the work for less.

4. Exact sources for the above.

I would appreciate any comments about this newsletter. Please email
me to jens4813@mstr.hgc.edu.

Also if you would like to write an article I would be pleased to publish
it in the newsletter. For the first six months this is a free newsletter.
If enough people express interest I will start mailing it to individuals
vis US postal service.

1950. New newsletter "DIRT CHEAP COMPUTER REVIEW"

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-03 18:33:51 UTC
From: jens4813@hgc.edu
Message-ID: <1995Mar3.183351.8848@merlin.hgc.edu>
Source record: 93855

I am attempting to start a new newsletter called

DIRT CHEAP COMPUTER REVIEW

The topics to be covered are:

1. In-expensive Computer Hardware platforms that are
capable of doing the basics. I.E. Wordprocessing, Games, and
modem communication.

2. Free or extremely inexpensive software for the systems
reviewed in 1.

3. Cost-effective peripherals that do the work for less.

4. Exact sources for the above.

I would appreciate any comments about this newsletter. Please email
me to jens4813@mstr.hgc.edu.

Also if you would like to write an article I would be pleased to publish
it in the newsletter. For the first six months this is a free newsletter.
If enough people express interest I will start mailing it to individuals
vis US postal service.

1951. Re: 850 Interface modem and printer cables?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-03 20:56:00 UTC
From: tirvin@lmsc.lockheed.com
Message-ID: <3j7vp0$lhv@butch.lmsc.lockheed.com>
Source record: 93856

In article <3j6adi$4m2@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu (William Kendrick) says:
>
>The ATV flyer says:
>
>"Everything must go! Massive Inventory Available"
>
>under the large: "ATARI 8-BIT LIQUIDATION SALE"
>
>Below that, it says:
>
>"Liquidation Prices Effective 03/01/95"

[American Technavision sale details deleted]

Now, if I could just get through to them so I can ask for
a copy of the flyer...

It's not a lot of fun when dialing from a pay phone and
entering the calling card number 20 times or more and *still*
not being able to get through...

--

1952. De Re Atari, A Dilema

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-03 21:12:15 UTC
From: nerini@primenet.com
Message-ID: <nerini.11.000D2EE2@primenet.com>
Source record: 93866

Hey folks, I've got a little moral dilema here, and would like some general opinions, before I make up my mind on what to do.

To preface, I love my Atari, but I _DO_ consider it more of a collectors item than a living system. and As such, I'll buy all the software I can, but won't limit my collection of rare material/software to purchases.

But, here's my dilema. Quite by accident recently, I discovered my City library had a copy of De Re Atari. In storage of course. When I went down there to check it out, the lady said, "Ok, come back in 5 minutes and I'll have it for you." 20 minutes later she returns with the book, and says "Sorry about the wait, I had trouble finding it. It 'fell' into a bin marked 'recycle'." Well, I have the book now, and considering the rareness of it, should I keep the book and pay them, or is this just screwing over other Atari fans too much?

1953. Action! commands

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-03 21:20:12 UTC
From: KENDRICK@sonoma.edu
Message-ID: <950303131936.20409728@sonoma.edu>
Source record: 93867

Very quickly, the Action! built-in functions/procedures in the library include:

```
Print / PrintE - string
PrintB / PrintBE - byte
PrintC / PrintCE - card (unsigned word) the "E" means "with end-of-line"
PrintI / PrintIE - int (signed word)
PrintD / PrintDE
PrintBD / PrintBDE the same as above except to specific I/O device channels
PrintCD / PrintCDE
PrintID / PrintIDE
PrintF - formatted
Put / PutE - put byte
PutD / PutDE - put byte to device
InputB / InputBD - read byte string
InputC / InputCD - read card string
InputI / InputID - read int string
InputS / InoutSD - read character string
Open / Close
Note / Point
XIO
Graphics
SetColor
color - this is a system variable, actually
Plot / DrawTo
Fill
Locate
Sound / SndRst
Paddle / PTrig
Stick / STrig
SCompare
SCopy / SCopyS
SAssign
StrB / StrC / StrI
ValB / ValC / ValI
Rand
Break
Error - system variable
Peek / PeekC
Poke / PokeC
SetBlock / Zero / MoveBlock
Device - system variable
Trace - system variable
List - system variable
EOF
```

There ya go!
Later!

-bill
kendrick@vax.sonoma.edu
kendrick@zippy.sonoma.edu

1954. Re: 165 error code?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-04 01:23:27 UTC
From: chaos@oo.com
Message-ID: <3j8fef$144b@tequesta.gate.net>
Source record: 93860

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: Damnit Dave, if I wanted to LEARN stuff, I'd go to sch... oh wait...

WHoah..sparta is free? i didnt see the damn thing on umich..whats
the filename for it?

<grumble>

1955. Re: De Re Atari, A Dilema

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-04 01:36:05 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <pc2Zl49.ransom22@delphi.com>
Source record: 93861

Will Nerini <nerini@primenet.com> writes:

>But, here's my dilema. Quite by accident recently, I discovered my City
>library had a copy of De Re Atari. In storage of course. When I went down
>there to check it out, the lady said, "Ok, come back in 5 minutes and I'll
>have it for you." 20 minutes later she returns with the book, and says
>"Sorry about the wait, I had trouble finding it. It 'fell' into a bin marked
>'recycle'." Well, I have the book now, and considering the rareness of it,
>should I keep the book and pay them, or is this just screwing over other Atari
>fans too much?

Well, De Re isn't rare at all. B&C has tons of them. Check the
FAQ for their address, phone #, etc. They're available for $14.95,
brand new.

-Joe
--
____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

1956. Karateka

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-04 04:38:06 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9503042233.AA08308@emh.kunsan.af.mil>
Source record: 93868

Just for the record, you do not have to bow to Princess Mariko to keep her from kicking you in the face. All you have to do is walk up to her. Approach her in a combat stance though, and she'll take you down. Common sense, really.

--
Clay Halliwell | ATARI XL/XE DO + THE
ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
Lonersoft ... Solutions you don't want, for problems you don't have!

1957. 1050 Drive problemn

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-04 04:49:47 UTC
From: bjcorr@delphi.com
Message-ID: <9503032327591.DLITE.bjcorr@delphi.com>
Source record: 93869

Okay guys, got a problemn. I picked up a 1050 drive at a used computer store today (finally, no more single density!), took her home and fired her up. Lights come on, disk spins and settles. Booting gets me a screenful of garbage. Okay, I boot from the 810, get a directory from the 1050, I get a 144. I clean the heads. Same results. So I delve deeper into the heart of the beast and find the 4 pin connector at J10 is backwards! (I'm fairly sure of this comparing it to J11.J12 and J14.) So I turn it around. Now lights go on, but NO disk spin, ever. Head jumps around (as before) but no spin.
So I assume something is fried, probably due to the reversed plug, but what? Is this perhaps fixable by me or do I have to send it in? Any educated guess's out there?
And yes, when I turned the plug around to the original (reversed) position the disk spins as before.
The drive is a Tandon unit and appears unmodified, has the version K ROM.

Any help/advice appreciated!
bjcorr@delphi.com

1958. New newsletter "DIRT CHEAP COMPUTER REVIEW"

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-04 05:06:24 UTC
From: Michael.Fitzpatrick@flight.org
Message-ID: <a74_9503041226@flight.org>
Source record: 93790

```
If you start this please be better than your predecessors such as Antic,
Analog, Compute, A.I.M., and the first Atari Classic. They all folded after a
subscription and/or a renewal subscription was sent. Anymore, with older and
obsolescent computers don't expect to make money treat, treat your endeavor as
a labor of love with a total commitment.
---------------------------- -//- ----------------------------
Internet: Michael.Fitzpatrick@flight.org
| FlightLine BBS 612.544.5118 <> note: the views of this |
| airline-generl.aviation-flsim <> user are strictly his own. |
---------------------------- -//- ----------------------------
```

1959. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-04 05:07:16 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3j8si4$8vp@lastactionhero.rs.itd.umich.edu>
Source record: 93871
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw------- lenn 2018 Feb 28 14:51 ./8bit/Demos/gtrack.txt
-rw-r----- lenn 24416 Feb 28 14:49 ./8bit/Demos/gtrack1a.dcm
-rw-r----- lenn 24410 Feb 28 14:49 ./8bit/Demos/gtrack1b.dcm
-rw-r----- lenn 24393 Feb 28 14:49 ./8bit/Demos/gtrack1c.dcm
-rw-r----- lenn 24379 Feb 28 14:49 ./8bit/Demos/gtrack1d.dcm
-rw-r----- lenn 23229 Feb 28 14:50 ./8bit/Demos/gtrack1e.dcm
-rw-r----- lenn 24362 Feb 28 14:50 ./8bit/Demos/gtrack2a.dcm
-rw-r----- lenn 24327 Feb 28 14:50 ./8bit/Demos/gtrack2b.dcm
-rw-r----- lenn 8602 Feb 28 14:50 ./8bit/Demos/gtrack2c.dcm
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

1960. CX85 Keypad

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-04 06:17:08 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9503050012.AA10664@emh.kunsan.af.mil>
Source record: 93872

I just aquired a CX85 numeric keypad. I'd love to add support for this little beauty to FlickerTerm, but don't seem to have any information on how to do so.

How the heck do you read this thing? Scanning the joystick port almost works, but some of the keys generate the same values.

--
Clay Halliwell | ATARI XL/XE DO + THE
ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
Lonersoft ... Solutions you don't want, for problems you don't have!

1961. Re: the Great PRO! board search

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-04 06:57:37 UTC
From: atari8@netcom.com
Message-ID: <atari8D4wM01.7HJ@netcom.com>
Source record: 93789

In article <fb3_9503031226@flight.org> Amos.Jackson@flight.org (Amos Jackson) writes:
>You running a PRO board with Ledbetter's last upgrade?
>
>MAN!!!! Your missing ALOT!! PRO has changed drastically since Letbetter sold
>the rights to Steve Carden.

Hey! I still run that from time to time... though I did just put in an order
for BBS Pro multiline this afternoon...

>I'm not sure, but you may (if interested) be able to get an upgrade from Steve
>for $25.00 (although I'm not sure) because your already an owner. I'm up to
>PRO version 4.0b, and 5.0 may be on the market (not sure about that -- been
>offline too long).

An update disk from version 3.2c of the core can be had for $25...other
than that it will cost $39.95 to move up to Pro.

Mike

1962. Re: different graphic modes in the same scanline

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-04 07:00:14 UTC
From: jharris@cup.portal.com
Message-ID: <134091@cup.portal.com>
Source record: 93873

>The GTIA-chip becomes "stupid" and produces GR.15.

Konrad,

I'm curious about how you discovered this technique?

Back in '87 or '88, I wrote a character generator with the intention of being able to include Gr.9 pics into a screen of Gr.8 based text. I was surprised to find that I could not switch back to Gr.8 once GTIA had been switched on. Thus, I had to force all graphics to be aligned with the right edge of the screen, but did get the benefit of being able to put in Gr.15 pics as well as the Gr.9 ones!

I remember thinking that no one else would probably ever discover this strange quirk of the machine. Hat's off to you!

John Harris - jharris@cup.portal.com

1963. Re: Hardware Upgrade FAQ

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-04 07:38:47 UTC
From: snyder10@rs6.tcs.tulane.edu
Message-ID: <3j95e7$9nk@rs10.tcs.tulane.edu>
Source record: 93874

m >Did he mention that CSS also had an Rtime 8 card planned???
m >---
m > * PabQwk 2.0 *

I don't recall seeing it listed though I might have overlooked it
at the time...the one from Best did sound interesting, however, as
there was talk that it would fit within the case of the computer
and not as a cart.

Mike Todd

BTW you really should reg that copy of PabQwk...:>

---
* PabQwk 2.0 #9 * Tagline Lotto: ########## <- Scratch here to reveal prize.

1964. Re: 1050 Drive problemn

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-04 07:39:41 UTC
From: cmwagner@gate.net
Message-ID: <3j95ft$1qo3@tequesta.gate.net>
Source record: 93875

In article <9503032327591.DLITE.bjcorr@delphi.com>, bjcorr@delphi.com wrote:
: 144. I clean the heads. Same results. So I delve deeper into the heart of
: the beast and find the 4 pin connector at J10 is backwards! (I'm fairly
: sure of this comparing it to J11.J12 and J14.) So I turn it around. Now

There was always one connector that is backwards, and it is probably J10,
when I cracked mine open I thought the same thing, but it works fine
backwards, it must have been a design error. So I would flip that back
around. Just for the record, 144 is Device Done Error (Bad Sector/Disk
is Write Protected), which I found on my unit that the write protect sensor
went bad. But you said you get this error while trying to read from the
disk. It is possible that the disk is bad, or possibly the read/write head
is intepreting it as garbage (broken), or who knows. Have you tried
formatting a disk with this unit?

With mine I was always able to read, just could never write, and when
I bought another Atari and got back into it then I fixed it.

You might want to just get an entirely new mech, since that is usually
the problem, and takes the least amount of knowledge to fix. But I heard
that is about $25 from ATV.

--
cmwagner@gate.net http://www.gate.net/~cmwagner

1965. Re: Can we start a demo list?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-04 07:55:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <4MAR199502553245@pavo.concordia.ca>
Source record: 93788

In article <3j69ec$40e@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu (William Kendrick) writes...
>If you're talking about VBLITZ (which shows a checkerboard landscape of
>water-droplet-waving water squares and 5.25" disk squares), that's just
>all play-back animated anyway, but still pretty cool.
>
>I've never gotten it to run properly but once extracted the picture-data
>and made a simple RAM-disk-based TurboBASIC XL viewer for it.
>
Near as I can tell, Vblitz flips between the pages for Antic while leaving the CPU tied in to the main bank. Most upgrades tie the Antic page to the CPU page which may work for most programs (including the wedge) but won't work if the program tries to run a program at the same address as the screen in the bank select area.

Dave

DA_PATE@pavo.concordia.ca

1966. Re: Remaining System Upgrades (was Re: Commodore 1902A Monitor for Atari?)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-04 08:01:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <4MAR199503013118@pavo.concordia.ca>
Source record: 93787

In article <3j7elc$ike@butch.lmsc.lockheed.com>, ziggy29@rahul.net writes...
>
>* Modem. I'd like at least a 2400 baud modem hooked up; 9600 or 14.4
>would obviously be preferable. Would a 9600/14.4 modem require
>additional equipment/hacks than 2400? If so, 2400 will suffice for
>now (it's not like I'm Web surfing on the Atari, and files for the 8-bit
>tend to be much smaller. I still have 14.4 on the Windows box).
>What equipment will I need? An 850? A P:R: connection? Those tend to
>be ~$50 from what I've seen. Is there any cheaper way to connect a
>> 1200 baud modem to the 8-bit?
A few months ago plans were posted for a cable to go from SIO to RS232; I think
I can find a copy and mail it to you. The main component is a MAX232, same
chip as in sio2pc
>
>* Hard disk drive. I have an unused 60 MB partition on a hard drive in
>an Intel box. I believe SIO2PC would allow me to use this, but it
>would require that I keep our second Intel box (I'd rather sell it and
>buy more cool 8-bit stuff :)). Is there anything which would let me
>connect a small external hard drive (IDE/MFM/RLL/et cetera) to the Atari
>as a dedicated hard disk drive? [Before I can sell the second Windows
>box, I *must* have a modem with comm software up and running on the
>Atari--my wife and I are frequently online at the same time and I really
>would like to save our marriage.]
For a hard disk, there are a few options:
The MIO II from FTe (release date: 1 April) will support IDE drives.
The original MIO, KP interface and Black Box all support MFM drives (I think).

Hope this helps a bit,

Dave

DA_PATE@pavo.concordia.ca

1967. Two replies to Bill Kendrick...

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-04 11:33:13 UTC
From: CONRADUS@PLEARN.EDU.PL
Message-ID: <199503041132.FAA08549@mail.cs.utexas.edu>
Source record: 93876

1. "simply genial" in my English means "quite phenomenal" in normal English.

2. I take the full responsibility for your troubles with SHAKE.ARC. You lost about 1/2 hour of your morning, I lost about 2 hours trying to convert the SHAKE demo into a DCM-file. I am not too nervous, but finally I realised that my DiskComm3 (downloaded from MERIT, of course) didn't work (You can depack a DCM file, but you can't convert a disk into a file) with my computer. So I used the SCOPY including it in the archive. I didn't realise that there were Atarians, who didn't have SpartaDOS now, at the end of 20-th century. Sorry for your troubles, Bill.

BTW: I don't know, why the SHAKE demo don't work with your computer. Yesterday I extracted it from *.VOL file back to the disk, and it booted up properly.

Konrad
conradus@plearn.edu.pl

1968. Atari/Commodore Software & Accessories Sale-3/4/95 update

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-04 13:42:58 UTC
From: Lawrence Estep <71450.1050@CompuServe.COM>
Message-ID: <3j9qp2$g8e$1@mhadg.production.compuserve.com>
Source record: 93880
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

FOR SALE - ATARI/COMMODORE ACCESSORIES

Commodore VIC-1541 Disk Drive (USED) $20.00
Atari CO17945 9v AC power supplies (NEW) $7.50 ea. (1010/1020/1050,etc.) (2)
Computer to TV switch box for Atari game and computer systems $1.50
Atari Basic cartridge CXL4002 (USED) $2.00
Atari CO61982 XE/XL Power supply (NEW) $15.00

FOR SALE - NINTENDO ACCESSORIES

Nintendo Zapper light gun (NEW) $10.00
Nintendo Cleaning Kit (NEW) $7.50

FOR SALE - ATARI 8-BIT SOFTWARE

Get Rich! Insurance Planning (Arrays Software), Megafont II/II+/Font Simulator Package (XLent Software), Winter Challenge, Indus DOS XL Master Disk/GT Estate Word Processor Package $4 each or all 4 for $12.50

F-15 Strike Eagle (Microprose) $5.00

USED: Math Encounter (cartridge), Spy Strikes Back & Spy's Demise (Penguin) $3.00 each

Pensate (Penguin) $4.00
Computer Baseball (SSI) $4.00
Encounter at Questar IV (Artworx) $3.00

FOR SALE - COMMODORE 64/128 SOFTWARE

F-15 Strike Eagle (Microprose) $5.00
The Filer (Spinnaker) $3.00
Bop 'N Rumble (Mindscape) $5.00
Pensate (Penguin), Computer Baseball (SSI) $4.00 each

USED: Professional Gambler (Load & Go) $2.00
USED: Spy Strikes Back (Penguin), Spy's Demise (Penguin) $3.00 each

Brand new software (software/docs only-no packaging):
Beyond The Black Hole (Software Toolworks) $6.00
Clubhouse Sports (Mindscape) $4.00
Crime Stopper (Hayden Software) $2.50
Dig Dug (Thunder Mountain) $4.00
Double Dragon II:The Revenge $4.00
General Knowledge Builder (Disk-count Software) $2.00
Mind-Roll (Epyx) $3.00
Navcom 6 (Cosmi) $2.50

Payday (Gametek) $5.00
Robocop (Data East USA) $5.00
Shoot 'Em Up Construction Kit (Accolade) $5.00
Sorry! (Gametek) $5.00
Take Down (Gamestar) $4.00
Thing On A Spring (Epyx) $2.50
Top 20 Software Tools (Cosmi) $5.00
20 Solid Gold Entertainment Hits (Cosmi) $5.00

I will consider package offers on C-64/128 software.

All items are brand new in original boxes unless noted.

Shipping charges based on size of order.
If interested, please contact Lawrence Estep at 71450,1050 on
CompuServe or 71450.1050@COMPUSERVE.COM on Internet.

--

Lawrence Estep / 71450.1050@COMPUSERVE.COM
Remember...Friends Don't Let Friends Drive Drunk!!!

1969. Re: SIO2PC Suggestion(s)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-04 14:29:18 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D4x6wu.2tz@nntpa.cb.att.com>
Source record: 93883

In article <pe15F2v.jeking7@delphi.com>,
James King <jeking7@delphi.com> wrote:
>I have both a PR:C and ATR8000 connected to the machine that runs the
>SIO2PC. The problem appears to be on the PC side - as it doesnt
>see carrier detect, so upon trying to xfer files immediately says
>NO CARRIER and OFFLINE.
>
>If I could force CD HIGH on the PC side, it would probably work, but
>PCPLUS 2.01 doesnt have such an option - and I prefer to use it for
>nullmodeming, as I've built LMODEM into it.
>

In addition to the post in response about tieing CD high with a
switch, you could also use the standard loopback control
connection of tieing pins 6+8+20 together (DTR from 20 feeds back
to DSR and CD on 6 and 8) Continue with tieing lines 4 and 5
together (feeds back RTS to CTS), and you've fooled any terminal
software into blind sending data.

--
Richard Dell

1970. Where to find PC-Xformer?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-04 15:21:24 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3ja0hk$e9u@cxc1.cl.msu.edu>
Source record: 93884

Is it on Atari Archive? I looked in the 8bit directory, but didn't see it.
Suggestions?

--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

1971. Re: Remaining System Upgrades (was Re: Commodore 1902A Monitor for A

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-04 15:44:30 UTC
From: James King <jeking7@delphi.com>
Message-ID: <Jy64tFO.jeking7@delphi.com>
Source record: 93885

Funny that this thread should come up, as yesterday I came upon a 400
that had been modified with a dual video/audio cable. It provided
clear and sharper video than the standard plug that comes with the 400..

--James King
jeking7@delphi.com
--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

1972. Re: De Re Atari, A Dilema

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-04 15:54:40 UTC
From: James King <jeking7@delphi.com>
Message-ID: <JQ761ZI.jeking7@delphi.com>
Source record: 93886

Keep the book and pay your libraries cover charge plus handling fee
(probably less than $20.00 total)

Considering it took 20minutes to find the book, it's doubtful anybody
else has ever requested it - or ever will.

I had this dilemma once and kept and PAID FOR the book from a local
library. Dont regret the decision, as they were going to throw it out..

--James King
jeking7@delphi.com
--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

1973. Re: 1050 Drive problemn

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-04 19:39:00 UTC
From: bjcorr@delphi.com
Message-ID: <9503041416591.DLITE.bjcorr@delphi.com>
Source record: 93881

>In article <9503032327591.DLITE.bjcorr@delphi.com>, bjcorr@delphi.com
wrote:
>: 144. I clean the heads. Same results. So I delve deeper into the heart of
>: the beast and find the 4 pin connector at J10 is backwards! (I'm fairly
>: sure of this comparing it to J11.J12 and J14.) So I turn it around. Now
>
>There was always one connector that is backwards, and it is probably J10,
>when I cracked mine open I thought the same thing, but it works fine
>backwards, it must have been a design error. So I would flip that back
>around. Just for the record, 144 is Device Done Error (Bad Sector/Disk
>is Write Protected), which I found on my unit that the write protect sensor
>went bad. But you said you get this error while trying to read from the
>disk. It is possible that the disk is bad, or possibly the read/write head
>is intepreting it as garbage (broken), or who knows. Have you tried
>formatting a disk with this unit?
>
>With mine I was always able to read, just could never write, and when
>I bought another Atari and got back into it then I fixed it.
>
>You might want to just get an entirely new mech, since that is usually
>the problem, and takes the least amount of knowledge to fix. But I heard
>that is about $25 from ATV.
>
>--
>cmwagner@gate.net http://www.gate.net/~cmwagner
>
Actually, new mechs are only $17.50 at ATV! Yay! Yes, Ive tried formating
disks, no go. And it will read disks when I do a directory, I just get
garbage. I thought about a new mech, just didn't want to shell out the cask
till I was pretty sure that it would solve the problemn. Thanks for the
post!
bjcorr@delphi.com

1974. Re: Two replies to Bill Kendrick...

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-04 20:12:20 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3jahj4$2su@nic-nac.CSU.net>
Source record: 93796

Hey Konrad.. thanks for the notes. I apologize for being a jerk; it's just I've had a very bad week for some reason; my fuse has been shorter than a bomb's in Cooltris. :) Heheh.. sorry.

Anyway, so... is there ANYONE out there who'd consider converting SHAKE to a DCM?

I've SEEN Shake, I THINK; but it was small, all one part (loaded once) and was part of the larger "PARTRO" demo disk.

Thanx in advance!

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, HyperIt!, HTML8bit, Geneocide, Adventure XL, & more!

1975. Re: Where to find PC-Xformer?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-04 20:13:01 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3jahkd$2t0@nic-nac.CSU.net>
Source record: 93794

PC Xformer 2.5 is: xf25.zip at Umich in:

atari/8bit/Xf2/

good luck!
-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, HyperIt!, HTML8bit, Geneocide, Adventure XL, & more!

1976. Re: SIO2PC Suggestion(s)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-04 20:17:35 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3jahsv$2uq@nic-nac.CSU.net>
Source record: 93795

All this talk about Carrier Detect (CD) and SIO2PC makes me wonder..

has anyone tried sucking files out of a CD-ROM with SIO2PC?

I see NO reason this shouldn't work other than the obvious: it's on a DOS box

What type of good CD ROMs are out there (as if I'll have a CD ROM drive
for my computer) which "we" could use?

I KNOW there a GIF collections; I mean, we ALL know that! >:^)
Are there WAV/MOD collections?
Any way to extract text (or more) data out of Encyclopedia disks!? :)
Of course, that would require a different SIO2PC (either one made for
a specific CD ROM (not likely) or a version which converts a DOS dir.
into an Atari DOS dir and is smart enough to know how to fetch files
when asked to w/o needing to "install" them; hey, why not 1-sector
length files in the VTOC and then SIO2PC does that "I'll go 'round and
'round" trick like it normally does with [I]nstalled files?)

Anyway.. curious.. any luck w/ this, folks?

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, HyperIt!, HTML8bit, Geneocide, Adventure XL, & more!

1977. Atari titles 5 bucks

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-04 21:40:52 UTC
From: davidn9000@aol.com
Message-ID: <3jamp4$6dq@newsbf02.news.aol.com>
Source record: 93892

Atari items For Sale

All software on original disks and with complete documentation.

Solo Flight
Broadsides
Maxi Golf
Karateka
Pool 400
*Forms Generator
*Silent Butler
*Home Filing Manager
*Homepak
*Micro Filer
*Timewise
Computer Quarterback
Galaxian
Flight Simulator II
*Atariwriter
*Atari Proofreader
*NewsStation
Pro Football Facts/Predictions
*Home Financial Mgt
Night Raiders
Championship Golf

$5 each for above games, $7 each productivity (marked with *)

Atari 7800 Game Carts: $5 each LIKE NEW. Reg. card/docs/box.
Ballblazer
Xevious
Joust

Add $2 for 1st game/ $1 each additional game for US Priority Mail (2
days).
Email to DavidN9000@aol.com if interested.

Thanks,
David Newman

1978. Atari 8bit Logo - list of keywords

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-04 23:22:55 UTC
From: joepower@ix.netcom.com
Message-ID: <3jasof$46s@ixnews2.ix.netcom.com>
Source record: 93900
Cross-posted to: comp.sys.atari.8bit,comp.lang.logo

I happened to have an old copy of an Atari Logo reference booklet. Enclosed is the bulk of it. There is a 1983 copyright notice from Logo Computer Systems Inc., 9960 Cote de Liesse, Lachine Quebec, Canada H8T 1A1

I hope this helps.

ATARI Logo Primitives (for Atari 8-bit systems)

Note: A number sign (#) indicates a procedure which can take any number of inputs. If you give it other than the number indicated, you must enclose the entire expression in parenthesis. An asterisk (*) indicates an editing command which works both inside and outside the editor. The procedures which output TRUE if some condition is met output FALSE otherwise.

Turtle Graphics

ASK turtlenumber list asks the turtlenumber(s) to run the instructions in list

BACK, BK distance moves the turtle distance steps back

BG outputs the number representing the background color

CLEAN erases graphics screen w/o affecting turtle's state

COLOR outputs the number representing the current turtle's color

CS erases graphics screen and moves the turtle to [0 0] with a heading of 0

EACH list makes each turtle seperately run the commands in list

EDSH shapenumber starts the Atari Logo editor, displaying the shape of shapenumber requested

FORWARD, FD distance moves the turtle distance steps forward

GETSH shapenumber returns a list of 16 numbers; these numbers correspond to the bits in the shape

HEADING outputs the current turtle's heading

HOME moves the current turtle(s) to [0 0] and sets heading to 0

HT makes the current turtle(s) invisible

LEFT, LT turns turtle degrees left (counter-clockwise)

PC pennumber outputs number representing pen color of pennumber

PE puts pen eraser down

PEN outputs pen state (PD, PU, PE, or PX)

PENDOWN, PD puts turtle's pen down

PENUP, PU raises turtle's pen

PN outputs the pen number (0..2) currently in use

POS outputs coordinates of turtle's position

PUTSH shapenumber shapespec gives shapenumber the form of shapespec

PX puts reversing pen down

RIGHT, RT degrees turns turtle degrees right (clockwise)

SETBG colornumber sets background to colornumber (0..127)

SETC colornumber sets current turtle(s) to colornumber

SETH degrees sets current turtle's heading to degrees

SETPC pennumber colornumber sets pennumber (0..2) to colornumber (0..127)

SETPN pennumber sets the pen to pennumber (0..2)

SETPOS position moves the turtle to position

SETSH shapenumber sets the shape of the current turtle to shapenumber

SETSP speed sets current turtle's speed (-199..199)

SETX x moves the turtle horizontally to x-coordinate x

SETY y moves the turtle vertically to y-coordinate y

SHAPE outputs the number representing the shape of the
current turtle

SHOWNP outputs TRUE if turtle is shown

SPEED outputs speed of current turtle

ST makes the turtle(s) visible

TELL turtlenumber(s) addresses all following commands to turtlenumber(s)

WHO outputs number of current turtle

WINDOW makes graphics screen a window of an expanded turtle
field. The screen is cleared.

WRAP makes turtle field wrap around edges of screen. The
screen is cleared.

XCOR outputs turtle's x-coordinate

YCOR outputs turtle's y-coordinate

Words & Lists

ASCII character outputs ASCII code for character

BUTFIRST, BF obj outputs all but first element of obj

BUTLAST, BL obj outputs all but last element of obj

CHAR n outputs character whose ASCII code is n

COUNT obj outputs the number of elements in obj

EMPTYP obj outputs TRUE if obj is empty

EQUALP obj1 obj2 outputs TRUE if inputs are equal

FIRST obj outputs first element of obj

FPUT obj list outputs list formed by putting obj on front of list

LAST obj outputs last element of obj

LIST obj1 obj2 outputs a list of its inputs

LISTP obj outputs TRUE if obj is a list

LPUT obj list outputs list formed by putting obj on end of list

MEMBERP obj list outputs TRUE if obj is an element in list

NUMBERP obj outputs TRUE if obj is a number

SE obj1 obj2 outputs list of its inputs (if words) or the members
of its inputs (if lists)

WORD word1 word2 outputs word made up of inputs

WORDP obj outputs TRUE if obj is a word

obj1 = obj2 outputs TRUE if obj1 equals obj2

Variables

MAKE name obj makes name refer to obj

NAMEP name outputs TRUE if name has a value

THING name outputs object referred to by name

```
------------------------------------------------------------------------------
Arithmetic Operations
------------------------------------------------------------------------------

COS n outputs cosine of n degrees

INT n outputs integer portion of n

# PRODUCT a b outputs product of its inputs

RANDOM n outputs a random integer between 0 and n - 1

REMAINDER a b outputs remainder of a divided by b

RERANDOM makes RANDOM behave reproducibly

ROUND n outputs n rounded off to the nearest integer

SIN n outputs sine of n degrees

SQRT n outputs the square root of n

SUM a b outputs the sum of its inputs

a + b outputs a plus b

a - b outputs a minus b

a * b outputs a times b

a / b outputs a divided by b

a < b outputs TRUE if a is less than b

a > b outputs TRUE if a is greater than b

a = b outputs TRUE if a equals b

------------------------------------------------------------------------------
Defining & Editing Procedures
------------------------------------------------------------------------------

EDIT, ED name(s) starts Logo editor with named procedure(s)

EDNS starts Logo editor with all variables in the workspace

END ends the procedure definition started by TO

TO name (inputs) begins defining procedure name

------------------------------------------------------------------------------
Flow of Control & Conditionals
------------------------------------------------------------------------------

COND condnumber outputs TRUE if the particular condition specified by
condnumber is occurring

IF pred list1 (list2) if pred is TRUE, run list1 otherwise run list2 if it
exists
```

OUTPUT, OP obj returns control to caller, with obj as output

OVER turtlenumber pennumber Outputs number symbolizing collision between turtlenumber and pennumber

REPEAT n list runs list n times

RUN list runs list; outputs what list outputs

STOP stops procedure and returns control to caller

TOUCHING turtlenumber1 turtlenumber2 outputs number symbolizing collision between turtlenumber1 and turtlenumber2

WAIT n pauses for n 60ths of a second

WHEN condnumber list sets up a when demon so whenever condition condnumber occurs, list is run

WHEN condenumber [] clears (stops) WHEN demon for condnumber

Logical Operations

AND pred1 pred2 outputs TRUE if all inputs are TRUE

FALSE outputs the word FALSE. Special input for AND, IF, NOT and OR

NOT pred outputs TRUE if pred is FALSE

OR pred1 pred2 outputs TRUE if any inputs are TRUE

TRUE outputs the word TRUE. Special input for AND, IF, NOT and OR

The Outside World

CT clears text section of the screen

FS devotes entire screen to graphics

JOY joysticknumber outputs the current position of joysticknumber

JOYB joysticknumber outputs TRUE if button on joysticknumber is pressed

KEYP outputs TRUE if a key has been typed but not yet read

PADDLE paddlenumber outputs rotation on dial of paddlenumber

PADDLEB paddlenumber outputs TRUE if button on paddlenumber is pressed

PRINT, PR obj prints obj followed by carriage return (strips off outer brackets of lists)

RC outputs character read by the current device (default
is keyboard). Waits if necessary.

RL outputs line read by the current device (default is
keyboard). Waits if necessary.

SETCURSOR position puts cursor at position

SETENV voice duration sets envelope of voice for TOOT so volume reduces by
one unit every duration

SHOW obj prints obj followed by carriage return (doesn't strip
off outer brackets)

SS (Ctrl S) splits screen: top for graphics, bottom for text

TOOT voice freq volume duration produces sound on voice of frequency
freq and volume for a given duration

TS (Ctrl T) devotes entire screen to text

TYPE obj prints obj leaving cursor at end of line

Workspace Management

ERALL erases everything from workspace. Frees up all nodes.

ERASE, ER name(s) erases named procedure(s)

ERNS name(s) erases named variable(s)

ERPS erases all procedures

NODES outputs the number of free nodes

PO name(s) prints definition of named procedure(s)

POALL prints definitions of all procedures and values of all
names

POD condnumber prints WHEN demon condnumber currently in action

PODS prints out all active WHEN demons

PONS prints names and values of all variables

POPS prints definitions of all procedures

POTS prints title lines of all procedures

RECYCLE performs a garbage collection

Files

CATALOG device: displays names of all files on diskette. On a
cassette, prints all the procedure definitions and
names in the file.

ERF device:filename erases filename from device

LOAD device:filename loads file called filename from the device into the
computer

SAVE device:filename saves workspace onto the device. If the device is a
printer, all procedures are printed.

SETREAD device:filename causes RC and RL to get input from filename on device

SETREAD [] closes the file and redirects RC and RL back to
keyboard

SETWRITE device:filename starts the process of sending to filename on
the device a copy of all the characters
displayed on the screen

SETWRITE [] closes the file

Special Primitives

CALL n transfers control to a machine language subroutine
starting at address n (decimal)

DEPOSIT n byte writes byte to address n (decimal)

EXAMINE n outputs the contents of address n (decimal)

PRIMITIVES prints the list of Logo primitives

SETSCR n sets aspect ratio to n

Special Keys

ATARI key / Reverse Video key after this key is pressed, all characters
typed appear in reverse video on the screen

* BREAK aborts whatever Logo is doing. If editing, changes
made in the edit buffer will be ignored. Clears the
line being typed at the toplevel.

* Ctrl -> moves cursor right

* Ctrl <- moves cursor left

* Ctrl {up arrow} moves cursor up

* Ctrl {down arrow} moves cursor down

* Ctrl 1 makes Logo stop scrolling until Ctrl 1 is typed again

* Ctrl A moves cursor to beginning of line

* Ctrl CLEAR deletes text from cursor to end of line

* Ctrl DELETE erases character at cursor position

* Ctrl E moves cursor to end of line

Ctrl F devotes entire screen to graphics

Ctrl Insert opens a new line at cursor position

Ctrl S splits screen: top for graphics, bottom for text

Ctrl T devotes entire screen to text

Ctrl V scrolls screen to next page in editor

Ctrl W scrolls screen to previous page in editor

Ctrl X moves cursor to start of edit buffer

* Ctrl Y In editor, inserts contents of delete buffer.
Outside editor, inserts the last command

Ctrl Z moves cursor to end of edit buffer

* DELETE erases character to left of cursor

ESC completes editing and exits to toplevel

F1, F2, F3, F4 cursor control keys that can be programmed

* RETURN completes line and moves cursor to start of next line

* Shift DELETE deletes text from cursor position to end of current
line

Shift INSERT opens a new line at the current cursor position

\ (Backslash) tells Logo to interpret the character following it
literally as a character rather than keeping some
special meaning it might have. You have to backslash
[,], (,), +, -, /, =, <, > and itself.

SYSTEM REBOOT reboots Logo, erasing memory space

Input Words
---

byte a number from 0..255

colornumber 0..127

condnumber 0..21

degree -9999.9999..9999.9999

```
device "C: (cassette), "D: (disk), and "P: (printer)
the " and : are required

distance -9999.9999..9999.9999

duration 0..255

freq 14..64000

joysticknumber 0..3

paddlenumber 0..7

pennumber 0..2

shapenumber 0..15

shapespec a list of 16 numbers

turtlenumber 0..3

voice 0..1

volume 0..15
```

1979. QWK formats via PabQwk (FlightLine BBS Users!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-05 01:45:43 UTC
From: jeking@xmission.com
Message-ID: <3jb547$nu0@news.xmission.com>
Source record: 93799

Help! I've been online the FlightLine BBS quite a few times, downloaded QWK packets, replied to messages
and uploaded my reply packet, only to find that FlightLine refused to understand what area they belonged
to.

FlightLine BBS users.. What QWK door format are you using to communicate on the Internet via PabQwk?

Any help appreciated.

1980. Re: New newsletter "DIRT CHEAP COMPUTER REVIEW"

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-05 02:55:44 UTC
From: warspite@ix.netcom.com
Message-ID: <3jb97g$aq2@ixnews3.ix.netcom.com>
Source record: 93803

In <a74_9503041226@flight.org> Michael.Fitzpatrick@flight.org (Michael Fitzpatrick) writes:

>
>If you start this please be better than your predecessors such as Antic,
>Analog, Compute, A.I.M., and the first Atari Classic. They all folded

Speaking of publications that folded, does anyone know if "Historically Brewed", the newsletter of the Historical Computer Society, is another statistic. David Greelish , where are yooouuu...

Allan

1981. Re: CX85 Keypad

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-05 03:55:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <4MAR199522553055@pavo.concordia.ca>
Source record: 93902

In article <9503050012.AA10664@emh.kunsan.af.mil>, ehalliwe@emh.kunsan.af.mil (Earl C Halliwell) writes...
>I just aquired a CX85 numeric keypad. I'd love to add support for this little
>beauty to FlickerTerm, but don't seem to have any information on how to do so.
>
>How the heck do you read this thing? Scanning the joystick port almost works,
>but some of the keys generate the same values.
>
I've got the handler and source; I'll UUE it for you and send it to you.

Dave

1982. Looking for software!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-05 06:45:52 UTC
From: richczeta@aol.com
Message-ID: <3jbmn0$dts@newsbf02.news.aol.com>
Source record: 93757

```
Atari 8-bit wishlist

Looking for 1 each of the following games, cartridge or disk,
preferably with original docs, for the 800/XL/XE. Titles with a
"?" I need info about what they are. Thanks!

800/XL/XE - must have docs!
------------
Battlezone
Beamrider ?
Blue Max - need docs!
Burgertime
Choplifter
Creepy Corridors ?
Crossbow ?
Crossfire ?
Dark Crystal
Frogger II
Gateway to Apshai ?
Gemstone Warrior
Gyruss
Kangaroo
Legionnaire ?
Mario Bros.
Marble Madness
Montezuma's Revenge ?
Moonsweeper
Moon Patrol
Mousetrap (Atari)
Mr. Do!
Pac-Man Jr.
Phantasie I-II ?
Pharoah's Revenge
Phoenix - arcade
Pitfall II
Q*Bert's Qubes!
Serpentine ?
Spindizzy ?
Star Raiders II - cart version
Time Pilot
Tutankham (PB)
Vanguard
Venture - arcade (Atari)
Xevious
```

Also any Tolkien based graphic Adv/RP games.
Good Astronomy/Planetarium program for Atari 8-bit that is
updatable & takes full advantage of the Atari's capabilities.

richczeta@aol.com

1983. Help restore my 600XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-05 08:18:12 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3jbs44$12ds@hearst.cac.psu.edu>
Source record: 93801

Many years ago I gutted my 600xl of all its IC's. well, um...
I want to put it back together and do the 64k upgrade...problem is
I don't have ANY diagrams of the 600xl internals. I made a bunch
of guesses by tracing an 800xl board but all I get is a nice black screen
so..could some KIND soul please email me all the chips numbers for
all the "U"'s on the silkscreen.
Thanks.

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---
Carts: 2600 104; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600 1; 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1;
800 2; 1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 w/Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

1984. Re: 130xe programming

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-05 08:40:09 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <134214@cup.portal.com>
Source record: 93804

```
BK=>: CW=>;
:It's all in the "="'s part. : Cool, huh?

;Not really. I sometimes like to define preset integer's, with this it is a
;two step process, declare and define.
Actually, it is pretty neat, you just aren't familiar with the syntax. For
instance;
Byte a
implies a byte type variable anywhere the compiler decides it wants it with
out clearing it.
Byte a=82
implies a byte at memory location 82 without modifying it.
Byte a=[82] does not mean a byte array of 82 elements as you may think from C
programing, it means a byte type variable anywhere the compiler decides to
put it with an inintial value of 82.

: At least ACTION! is smart enough to know where commands end, UNlike C..;

;Action! does the same thing that C does, and so does BASIC, and Pascal,
;but they all use different methods, Action! uses the EOL character to
;seperate commands, C uses the semicolon, BASIC uses the colon, and I have
;no clue what Pascal uses. But I am willing to bet that Action! isn't
;smart enough to know where commands end, go ahead and try to do something
;like a FOR-NEXT loop without ever pressing an EOL and put an IF THEN
;all on the same line. It will probably complain of a syntax error.
Nope, it seems like Action! uses DO OD type loops to verify, imagine the
ability to just write a big equation with, (x=x*10(y=y*10(if x<y then(x=Y)))
with the only thing checked for is white space & balanced (). Replace the '(
with something like "For N=0 to 10 DO" & the ') with "OD" & you'll get the
idea. In other words, Action! gives you more of the ability to be stupid
then even C. I have had the parser give me a "Too complex to figure out what
the hell you want" kind of message before, but I think it was more my
programing then the compliler. The only limit is the maximum line length for
Action! because of the way it's written, 255 characters. If the authors
would have wanted to, I'm sure they could have made it accept more. You can
use the colon operator for clarity i.e. Put('a):PutE(), but it's optional.

;This is just a guess, but I am sure of it. C uses the semicolon to
;seperate commands, so you can do something like this all on one line:
;for(p=buf;*p!=0;p++); p--;
;Which would have p pointing to buf, find the NULL (assuming it's an array
;of char's) and point to the last char in that array of chars, so it would
;be pointing to the 'd' in the above line (in the word would). I guess it
;was designed purely for that reason, you actually don't need ANY EOL chars
;in C, you could code like that if it makes you happy, but the code looks
```

;pretty disgusting. But I don't really know of any programming language
;that can for FACT distinguish between a command or a syntax error, most
;languages would produce a syntax error. Even an assembler would.
OK, once again, it looks like you just aren't familiar with the syntax, think
colon in Action! where you'd think semicolon in C & instead of the '*
operator we use '^. Another caveat is ! means NOT in C & virtually everywhere
else in the world *except* Action! where it means exclusive or, we have to
use <=>. Assuming everything is properly declared elsewhere
p=buf while p^<>0 do p==+1 od p==-1
which works just as well as
p=buf:while:p^<>0:do:p==+1:od:p==-1:
or
p=buf do p==+1 until p^=0 od p==-1
;Just remember, I am not trying to rag on Action!, I was never intending
;that, but we were trying to establish something along the lines of what
;is the easier to use, and I was trying to make the point that it is more
;of what you already know. Like C is easier for me to use than assembler
Good point & unless your willing to part with $50 of your hard earned money +
shipping as well as a large portion of your free time over the next year, it
wouldn't make sense for you to switch. Doesn't bother me at all you like C.
One of the reasons why I stick with Action! is we never really got into the
silliness you find in every other language. For example, have you ever tried
to wade through the BASIC code for something like AMIS? After looking at a
printout with a felt tipped pen to help me identify the loops, subs, pops,
goto's I honestly gave up. C prides itself on being arcane. You just have to
look at the contest they have for who can write the most obscure C program &
you get an idea of some of the goofyness people think is cute. Charles
Marslett is a great programmer in anybody's book, but looking at UTIL.C, I
find there's at least one outright mistake and maybe 10% of the routines are
never reached. When I program in C it's with one hand on my clones on/off
switch because I have a real tendancy to expect the worst. Sometimes it seems
like there aren't a dozen other Action! programers left in the world, but the
claim to fame right now is who can right the clearest self documenting code
rather then the most convoluted. It's more fun to talk with 10 people who
are speaking the same language then book a room in the Tower of Babel. C's OK
though, I may join you there if both my Action! carts burn out. BTW: I have
LightSpeed & it's the best for an integrated environment, C65 is good for
compatibilty but is the old style
[edit,compile,edit,compile,edit,compile,link,edit,compile,link,done] so it
takes a while to get something finished. I've never written anything useful
in C on the 8 bit, but damm little in Action! for that matter<g>. Rick

1985. 7800 monitor output?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-05 08:42:00 UTC
From: cp576@cleveland.Freenet.Edu
Message-ID: <3jbtgo$kui@usenet.INS.CWRU.Edu>
Source record: 93655

Does anyone know how to add a composite
video and audio output to a 7800? I suspect
it would take the additional of only a
few components. It currently mostly sits
in a box because it only has TV output.
I would like to play Galaga and the other
games more often. Anyone know how to
connect a Nintendo Light Gun. I tried
several things but never had much luck.

Ken Siders
cp576@cleveland.freenet.edu

1986. 1050 problem

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-05 08:42:40 UTC
From: cp576@cleveland.Freenet.Edu
Message-ID: <3jbti0$kuo@usenet.INS.CWRU.Edu>
Source record: 93802

I have had a problem with my 1050 for
sometime. When then drive is being used
a lot (running, not just on), it
will do bad writes and formats. If I
turn it off a while, and try again it
works fine. What would be the most
probable cause? The voltage at the
voltage regulators seem to be fine,
I replaced the mechanism a while back
for another reason, and it did it with
bost mechanisms. I replaced two of
the filter caps because they looked
a little corroded. I would suspect it
is either the floppy controller IC
or is there some external components
between the floppy controller and the
drive heads envolved only in a write
operation? I currently am able to
survive with this problem since I know
about how long before it will start
acting up. It is mostly a problem when
I want to copy several disks that keeps
the drive running for a long time.
Any suggestions will be appreciated.
I have a spare non working 1050 board
I could try swapping the 2793 ICs.

Ken Siders
cp576@cleveland.freenet.edu

1987. autorouting algorithm?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-05 08:43:46 UTC
From: cp576@cleveland.Freenet.Edu
Message-ID: <3jbtk2$kv2@usenet.INS.CWRU.Edu>
Source record: 93656

I was working on a PC board layout
program a few months back and was going
to come back to it. Does anyone know
of any algorithms for auto routing PC
connections. Currently all I have is the
ability to drop down lines and parts
such as different DIP ICs. It is in
scrolling graphics 5 type display that
I was going to make switchable with
a graphics 7 type display. It uses one
color for the top, another for the bottom
and a third for both. It uses 50 pixels/
per inch which is a little crude but
detailed enough. I have been slow at
adding printer output since pin 2 on
my printer doesn't work.

Ken Siders
cp576@cleveland.freenet.edu

1988. Re: Atari 400/800 Donkey

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-05 09:44:00 UTC
From: DAG.HUGDAHL@flight.org
Message-ID: <5c7_9503051226@flight.org>
Source record: 93763

Quoting From: 6500dtpt@ucsbuxa.ucsb.edu (David Tipton)

DT>(All bets are off as to why Coleco was able to make a
DT>Super Datapack version of Donkey Kong for the Adam.)

They probably got away with it because a version of the Adam plugged
into the Colecovision console. I suppose then it could be considered a
video game console. Yuck...

-Dag-

---
* PabQwk 2.0 #23 * ERROR- 164: It's dead, Jim ...
------------------------------ -//- ------------------------------
Internet: DAG.HUGDAHL@flight.org
| FlightLine BBS 612.544.5118 <> note: the views of this |
| airline-generl.aviation-flsim <> user are strictly his own. |
------------------------------ -//- ------------------------------

1989. Re: 130xe programming

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-05 10:33:00 UTC
From: DAG.HUGDAHL@flight.org
Message-ID: <5c8_9503051226@flight.org>
Source record: 93764

Quoting From: cmwagner@gate.net (Chad Wagner)

CW>Pascal, to me, looks like an extension of BASIC, so I bet it is easier to
CW>learn than C, but I feel that C is more flexibile, especially with things
CW>like pointers, which come in handy very often.

But doesn't Pascal have pointers too? (Sorry if I'm getting my
languages mixed up...) Pascal really forces you to be structured, which
is quite different than C where it seems like you can get away with almost
anything!

-Dag-

---
* PabQwk 2.0 #23 * The future isn't what it used to be.
---------- -//- ----------
Internet: DAG.HUGDAHL@flight.org
| FlightLine BBS 612.544.5118 <> note: the views of this |
| airline-generl.aviation-flsim <> user are strictly his own. |
---------- -//- ----------

1990. Hardware upgrade faq

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-05 14:31:38 UTC
From: James King <jeking7@delphi.com>
Message-ID: <xCyY1-K.jeking7@delphi.com>
Source record: 93766

What's the current status on the hardware upgrade faq? I tried this same thing myself a while back without much success.

Who's leading this crusade? I have a ton of text files regarding hardware hacks - if interested.

--James King
jeking7@delphi.com
--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

1991. Determ/Bobterm modules

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-05 14:33:30 UTC
From: James King <jeking7@delphi.com>
Message-ID: <5gyZd3C.jeking7@delphi.com>
Source record: 93769

I've always been curious about creating add-on modules for Bobterm
or Determ, but havent ever seen any information on what's required to
create them (memory locations, etc.)

Does anybody know where there exists file that describes how to create
add-on modules for those two term programs?

DeTerm is awesome, but I'd like to see its protocols upgraded, and to add
an XEP80 addition.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

1992. The third reply to Bill Kendrick...

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-05 14:40:30 UTC
From: CONRADUS@PLEARN.EDU.PL
Message-ID: <199503051440.IAA03883@mail.cs.utexas.edu>
Source record: 93771

Hi.

>Konrad, you don't happen to be PART of Our5oft, are you!? :)
>
>-bill!

No, I am not a part of the famous Our5oft; but I know these men;
although I haven't seen them for many, many months.

Konrad
conradus@plearn.edu.pl

1993. different graphic modes in the same scanline

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-05 14:52:37 UTC
From: CONRADUS@PLEARN.EDU.PL
Message-ID: <199503051452.IAA03998@mail.cs.utexas.edu>
Source record: 93775

>>The trick used by Our5oft is very simple:

>>1) we are waiting for desired scanline
>>2) then we use some NOP's as delay into scanline
>>3) we are swichting on the GR.9 using GTIACTL (called GPRIOR) register
>>4) then we use some NOP's again
>>5) then we are switching GTIA back to the GR.8 (in the same scanline)

>>The GTIA-chip becomes "stupid" and produces GR.15.

>There's one thing I don't understand. Does the CPU really get access to
>the bus after mode 9 or 8 has been switched on? I though it had to
>wait for horizontal blanking. But if that is the case, the CPU cannot

The CPU really waits for horizontal blanking, but only if you requested
it by writing something to WSYNC. Otherwise the 6502 works normally.
Simply try the technique mentioned above. It works.

>access the control register and switch to a different graphics mode
>before the scan line is finished.

>Anders Skelander

Konrad
conradus@plearn.edu.pl

1994. Another message to Bill Kendrick

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-05 15:02:16 UTC
From: CONRADUS@PLEARN.EDU.PL
Message-ID: <199503051501.JAA04109@mail.cs.utexas.edu>
Source record: 93776

Hi, Bill, it's me again.

I recently have read on of my previous postings called "different graphic modes" etc. etc., and I have understood, why you asked me question, if I was the part of the Our5oft. You simply misunderstood my expressions like "we are waiting", "we use" etc. But in my national language it is only a grammatical way to explain things. It doesn't mean, that I am a member of the Our5oft. I'll try to not use such a expressions in the future.

Konrad
conradus@plearn.edu.pl

1995. Re: Old 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-05 16:48:01 UTC
From: CONRADUS@PLEARN.EDU.PL
Message-ID: <199503051647.KAA05855@mail.cs.utexas.edu>
Source record: 93784

>I plugged it in, and it didn't work. Black-greenish screen, no sound, no
>attempt to boot the disk. Funny thing is, after 5 minutes in that state,
>doing a cold-start caused it to boot, but with no picture (with sound).
>A minute after that, I pressed System Reset and the video popped up. From
>that point on everything was normal. This process repeated itself a week
>later.

I experienced such a "funny" thing with my 65XE some years ago. It means,
(probably) that your Power Supply don't work properly. I don't know,
what may happen on the 800, but on 65XE damaged PS may damage the computer
(especially the FRED-chip).

Konrad
conradus@plearn.edu.pl

1996. Can we start a demo list?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-05 17:27:00 UTC
From: DAG.HUGDAHL@flight.org
Message-ID: <398_9503060106@flight.org>
Source record: 93668

Quoting From: James Wood <jamesw@PEAK.ORG>

JW>There are many FINE European demos by Germans, Polish, Hungarians.
JW>They're harder to find, and most notably, many exist without everyone's
JW>knowledge of them. WHAT'S YOUR FAVORITE???
JW>
JW>
JW>There's one called "Cool Emotion" that's Hungarian, and suppsosed to be
JW>out-of-site. I've never seen it, though. Anybody know of it?

It's been a while since I d/l'ed a new demo, but the last one I tried
was Cool Emotion. I just came across it yesterday (believe it or not) and
its pretty cool. I didn't check the whole thing out, but I think I had a
problem with one of the parts locking up on me. Anyone else want to verify?

-Dag-

---
* PabQwk 2.0 #23 * He's dead, Jim. You take his phaser, I'll take his wallet.
--- -//- ---
Internet: DAG.HUGDAHL@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
--- -//- ---

1997. Re: 7800 monitor output?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-05 17:28:49 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3jcsch$174f@hearst.cac.psu.edu>
Source record: 93785

Kenneth L Siders (cp576@cleveland.Freenet.Edu) wrote:

: Does anyone know how to add a composite
: video and audio output to a 7800? I suspect
: it would take the additional of only a
: few components. It currently mostly sits
: in a box because it only has TV output.
: I would like to play Galaga and the other
: games more often. Anyone know how to
: connect a Nintendo Light Gun. I tried
: several things but never had much luck.
:
All this and more are located in the Classic Atari Game Systems FAQ.
I havn't gotten around to finishing up the new version so please ask someone
on rec.games.video.classic or send me email requesting and old copy.

Thanks.
--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---
Carts: 2600 104; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600 1; 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1;
800 2; 1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 w/Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

1998. Re: 165 error code?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-05 17:48:00 UTC
From: DAG.HUGDAHL@flight.org
Message-ID: <399_9503060106@flight.org>
Source record: 93667

Quoting From: chaos@oo.com (chaos)

c > WHoah..sparta is free? i didnt see the damn thing on umich..whats
c >the filename for it?
c >
c ><grumble>

Well, almost free, shareware to be exact.

-Dag-

---
* PabQwk 2.0 #23 * ERROR- 255 (Programmer Deleted)
---------- -//- ----------
Internet: DAG.HUGDAHL@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

1999. Re: Does MYDOS use file#'s?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-05 19:14:05 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <D4zErI.26J@iglou.com>
Source record: 93665

For compatibility with DOS 2.0 and other DOS's, Mydos uses file numbers
unless (a) the disk was formatted with more than 720 sectors or (b) a
certain bit is set in one of the aux bytes when the file is created.
This should be in the TECH.DOC file that comes with Mydos.

--
Bill Marcum bmarcum@iglou.com
"There was an old woman who lived in a shoe...
and boy, did it stink in there!"

2000. Re: 1050 Drive problemn

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-05 19:18:24 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <D4zEyo.2F6@iglou.com>
Source record: 93777

It reads disks, but gets garbage when you do a directory? Maybe the
track 0 sensor is out of adjustment and it is reading the wrong track.
Or maybe it isn't spinning at the right speed. Do you have an RPM test
program?

--
Bill Marcum bmarcum@iglou.com
"There was an old woman who lived in a shoe...
and boy, did it stink in there!"

2001. FS: 8-bit Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-05 19:31:29 UTC
From: tdrake1@umbc.edu
Message-ID: <3jd3ih$is2@news.umbc.edu>
Source record: 93778

Have the following Atari 8-bit or 8-bit compatible stuff for sale:

1 Star Micronics Gemini 10X 9-pin parallel dot matrix printer in excellent condition with user's manual, original box, styrofoam and roller.-> $25

1 Atari 410 Cassette Recorder/Player in original box, with manual, cover and in excellent working condition. ----------> $5

1 Practical Peripherals 2400 baud modem with power supply and manual ----------> $20

1 Practical Peripherals 9600SA 9600 baud v.32/V.42bis modem with power supply, and full set of manuals. ----------> $40

1 Anchor Signalman MK XII 1200 baud modem with telephone cord, power supply, and instruction manual in original box and styrofoam. Has a built-in interface cable ----------> $10

1 GameMate 2 Remote Joystick Controllers. Comes with two remote control standard Atari joysticks with receiver unit and power supply. --> $15

1 Atari 850 Interface with operator's manual, power supply, and I/O cable. Can be used for up to 9600 baud speeds. Built-in parallel printer interface. ----------> $30

1 brand-new Atari Trak-Ball in unopened box ----------> $5

1 U-Print Model Universal Parallel Printer Interface with manual. Does not require a separate power supply. Plugs into I/O port and comes with a built-in I/O port for daisychaining. ----------> $10

1 1050 Disk Drive with Lazer upgrade (Happy-like clone). Double-density (180K) and high-speed operation. Has brand-new TANDON drive mechanism. Compatible with U.S. Doubler, and works with single, dual, and double-density disks. Comes with instructions and support disk.--> $65

1 PENGO Cartridge game in box shrinkwrapped ----------> $3

3 Your Atari Computer - A Guide to Atari 400/800 Personal Computers book (This is THE classic reference manual!) ----------> $2.50 each

You pay shipping.

--
-=-
Thomas Drake | Through the telephone,
tdrake1@umbc.edu | off of the server, over the T-1 backbone,
Test First! Then Code! | nothing but 'Net!!

2002. Re: 850 Interface modem and printer cables?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-05 20:26:32 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <D4zI48.3ux@iglou.com>
Source record: 93662

In article <3j7vp0$lhv@butch.lmsc.lockheed.com>,
Tim Irvin <ziggy29@rahul.net> wrote:
>
>Now, if I could just get through to them so I can ask for
>a copy of the flyer...
>
Sheesh, why aren't these guys on the net? An account on Netcom or Delphi
would more than pay for itself in sales.
--
Bill Marcum bmarcum@iglou.com
"There was an old woman who lived in a shoe...
and boy, did it stink in there!"

2003. Re: Remaining System Upgrades (was Re: Commodore 1902A Monitor for Atari?)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-05 20:36:08 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <D4zIK8.43J@iglou.com>
Source record: 93661

In article <4MAR199503013118@pavo.concordia.ca>,
PATERSON, DAVID ANDREW <da_pate@pavo.concordia.ca> wrote:
>For a hard disk, there are a few options:
>The MIO II from FTe (release date: 1 April) will support IDE drives.
>The original MIO, KP interface and Black Box all support MFM drives (I think).
>
I don't know about the KP, but the others connect to SCSI drives, or to
MFM drives using an Adaptec 4000 board. The Adaptec board costs about
$70, but a lot of people use it because (a) MFM drives are cheaper and
easier to find (or were a few years ago), and (b) the original MIO only
works with drives that can be formatted with 256-byte sectors. Many
newer SCSI drives only allow 512-byte or larger sectors.

--
Bill Marcum bmarcum@iglou.com
"There was an old woman who lived in a shoe...
and boy, did it stink in there!"

2004. Re: Looking for PPP connexion on my STe

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-05 20:38:59 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <D4zIoz.45C@iglou.com>
Source record: 93658

```
In article <5183488@matrix.fdn.fr>, Marc Savard <polom@matrix.fdn.fr> wrote:
>Hi, there...
>
>I'm looking for a PPP connexion kit for Atari...
>I have a STe with 2 megs and am wondering if there is
Look in the comp.sys.atari.st newsgroup.
--
Bill Marcum bmarcum@iglou.com
"There was an old woman who lived in a shoe...
and boy, did it stink in there!"
```

2005. Looking for Action!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-05 22:48:31 UTC
From: darreld@access1.digex.net
Message-ID: <darreld.794443566@access1>
Source record: 93758

I need to buy an Action! programming system. I would like the cartidge and manual (if available). I have a couple of Atari 8-bit systems set up for the kids (yeah, right) and would like to teach them programming using Action!.

Any help appreciated.

--
---
* Darrel L. Davis - darreld@access.digex.net cis:76350,720 *
* *

2006. Looking for Broderbund's Spelunker

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-05 22:58:41 UTC
From: darreld@access1.digex.net
Message-ID: <darreld.794444175@access1>
Source record: 93759

I am desperately looking for a copy of Broderbund's
Spelunker. I can't seem to find out if the game was
released for the C64/128 but I had it for the Atari
8-bit. I really love this game and it's my wife's
all-time favorite (get the significance?). I am willing
to pay top-dollar for it.

Any help appreciated.

Darrel
--
---
* Darrel L. Davis - darreld@access.digex.net cis:76350,720 *
* *

2007. Re: BASIC rev C

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-05 23:00:36 UTC
From: winston@merk.com
Message-ID: <D4zp92.7wH@merk.com>
Source record: 93760

Actually, that would be a nice program to have -- some program that using peeks and pokes could tell if you had:

1.) BASIC A, BASIC B, BASIC C, some language cartridge installed.

2.) Had a CTIA or a GTIA.

3.) Sent a status request down the drive channel and figured out what type of drive was connected by what was returned.

4.) Could ascertain whether OS A or OS B was running.

5.) Could figure out whether it was running on an ATARI 400, an ATARI 800, an ATARI 1200, an ATARI 600, an ATARI GS.

6.) What DOS it was being run under -- SPARTA, MYDOS, ATARI

7.) Available joystick ports not being used for hardware latches.

8.) What type of 6502 CPU chip was in use.

9.) If a double POKEY Gumby upgrade was present.

10.) How much expanded RAM was available.

11.) Whether or not an OMNI board was present.

12.) Whether the machine had a MUX chip present.

...etc.

I have seen programs for the INTeL 80xx class machines that you would run and they would display a status report of the machine on the screen. It would be nice if you could take an ATARI 8-bit home from a flea-market, hook it up, and just run a diagnostic program to see if it was Bukholtzed, RAMBO-ed, OMNI-ed, Freezer-ed, and what was there on the inside.

2008. Re: Does MYDOS use file#'s?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-05 23:31:14 UTC
From: Charles Marslett <75300.1636@CompuServe.COM>
Message-ID: <3jdhk2$912$2@mhadf.production.compuserve.com>
Source record: 93782

The question has two answers: when loading MYDOS at boot up, the links
for the DOS.SYS file are chased by code patched when MYDOS was written to
the disk (hard coded) and it could be either 10-bit links or 16-bit links.

Next, I'll assume you are talking about 4.5 (or later if Bob Puff has done
more with MYDOS lately), since prior to 4.5 the kinky DOS 1 linkage was also
supported....

If the disk has the MYDOS (DOS 3) format code set in the bitmap sector (that
is, if the drive has more than 1023 sectors), then a 16 bit length is used
(and there is no file number in the data sectors). If the last sector
on the disk can be represented in 10 bits, then the format code is left as
a 2, and the linkage field is exactly like Atari DOS 2.

Older versions of MYDOS also supported mixed format drives (the real flag
controling which type of linkage is used is bit 2 of the flag byte for each
file) so you could force a file on a disk with 1400 sectors to be written
as a DOS 2 file if all its sectors were in the first 1023 sectors on the
drive... (I got pretty fancy back then!)

--Charles Marslett
Wordmark Systems
[Author of MYDOS 1.0 - 4.31, coauthor of 4.5 and 4.51]
chasm@bix.com

2009. Re: Remaining System Upgrades (was Re: Commodore 1902A Monitor f

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-06 01:11:40 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Bm1419U.lmcclure@delphi.com>
Source record: 93660

In a message dated 3-4-95, David Andrew Paterson said:

"The original MIO, KP interface and Black Box all support
MFM drives (I think)."

Using MFM (more specifically, ST-506 interface drives) requires the use of an Adaptec board or equivalent (in addition to the MIO, KP, or Black Box).

2010. Re: FS: 8-bit Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-06 01:12:25 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <BE17N1R.lmcclure@delphi.com>
Source record: 93663

In a message dated 3-5-95, Drake Thomas advertised:

"1 Practical Peripherals 9600SA 9600 baud v.32/V.42bis modem
with power supply, and full set of manuals. ----------> $40"

Having owned this same modem for quite a while, I can give it a hearty
recommendation!

In fact, if my budget were not so tight right now, I would be sorely
tempted to buy it as a backup/second modem.

2011. Re: Atari 400/800 Donkey Kong

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-06 01:21:10 UTC
From: jlodoen@shell.portal.com
Message-ID: <3jdo26$ivb@jobe.shell.portal.com>
Source record: 93659

James Wood <jamesw@PEAK.ORG> writes:
>> : The 5200 has identical chips inside, but someone at Atari not only reworked
>> : the joysticks (producing the unreliable 5200 models) but also re-arranged
>> : the memory map, meaning that hackers had to dump 5200 carts, rework all the
>> : ROM calls and then insert replacement joystick routines, and handle the
>> : second fire button.

The 5200 lacks a PIA, but the custom chips are the same. And most of
OS routines are gone (went from 10K to 1K).

>But! I wonder about the actual license to make the game. I think rights
>had to by purchased from Nintendo. For every *video game* of the era,
>the carts were all made by Coleco, who made the best bid. However, as
>far as I know, the Atari 400/800 was the only *computer* to get the
>game.

Untrue. Many computers were supported by AtariSoft. DK came out on
cartridge for the TI99/4A and VIC-20, disk for Apple II, C-64 and
others. (Apple II version by Michael Cranford, later did Bard's Tale)

>Then, the fact that (as mentioned above) most 400/800 games were
>modified for 5200, I wonder if they were allowed to "fudge" a 5200
>version...despite it's being a "video game" of which the rights to DK
>would have been to Coleco. Perhaps there NEVER WAS a DK for the 5200.

There was no 5200 Donkey Kong released officially. Coleco
made DK (Super DK) for the Adam, and Atari wasn't happy.
Read David Sheff's "Game Over" for details.

>The 5200 is probably the only Atari system that I really don't care if I
>own. The games are all the same as the 8-bit computer (although fewer)
>and (as mentioned above) the controllers break. I remember being at the
>Atari store (in Alaska - when there WAS an Atari store) and seeing large
>stocks of 5200 controllers sell out.

There were several 5200-only titles not released for the computers
officially: Berzerk, Countermeasures, Gremlins, Jr. Pac-Man
(prototype), Kangaroo, Space Dungeon, Vanguard and Xevious (prototype).
Plus alternate versions of Qix, Space Invaders, Centipede and Mario Bros.
They were "transported" to the computers eventually.

>Well...I'm getting a little off topic here, but what about the 7800? How
>much of the guts of that thing are 400/800/XL?? I think there's a
>"Maria" chip in there that allows for (something on the order of) 100
>sprites. Does this have better graphics or sound? I've been told that
>the best versions of the Lucasfilm Games (Ballblaster, etc) are on the
>7800. I wonder why that is. I've never played a 7800, but the screen

>shots I remember seeing in advertising looked just like Atari8 screens.

No home computer guts other than the 6502C. It was based off the
2600 internals. There were plans for a computer add on with an
SIO port for compatibility with peripherals.

The 7800 version of Ballblazer has fewer jaggies. It does look
alot the same. Rescue on Fractalus was never completed, according
to one of the programmers.

2012. alt.sports.hockey.nhl.edmonton.oilers

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-06 02:26:10 UTC
From: dougbaj@freenet.edmonton.ab.ca
Message-ID: <3jdrs2$2um@news.sas.ab.ca>
Source record: 93664

DOES ANYBODY OUT THERE KNOW HOW TO CHECK OUT A COMMODORE 64?

THIS IS A DINOSAUR WITH THE CP INSIDE THE KEYBOARD. HAVE AN EXTERNAL

TAPE DRIVE HOOKED UP TO IT AS WELL. THOUGHT I'D TRY SOME DOS SYNTAX

TO HAVE A LOOK. ONLY RECOGNIZES THE ODD GENERIC COMMAND. WOULD APPRECIATE

A REPLY. IT'S FOR A REAL OLD GUY WHO HAS NOTHING TO DO, AND I'M TRYING

TO GET HIM GOING ON IT. NO, HE CAN'T AFFORD A 486 OR PENT.

MUCH THANKS.

DOUG B.

--

```
*****************************
* ENDINGS ARE BEGINNINGS *
* BACKWARDS *
*****************************
```

2013. Club disk uploads

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-06 02:45:54 UTC
From: James King <jeking7@delphi.com>
Message-ID: <JM4ZFpS.jeking7@delphi.com>
Source record: 93765

I think it's kosher (pretty sure), so I'm going to be uploading a ton
of club disk-of-the-month disks that I've collected over the years.

Dont have time to create desc files, so be warned that all files are
discommed and are dated.. ie (HAUG194a.dcm, etc.)

--James King
jeking7@delphi.com
--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

2014. Re: 130xe programming

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-06 03:02:25 UTC
From: cmwagner@gate.net
Message-ID: <3jdu01$1hdk@tequesta.gate.net>
Source record: 93767

In article <3j6g0u$946@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu wrote:
: In Action!, the following is FINE; it cares NOT and compiles perfectly:
: proc a() byte b for b=1 to 10 do printbe(b) od return

That is pretty scary. C, as far as I recall, can't do that, unless it is seperated by semicolons, like

```
void a(void){char b; for (b=1; b<11; b++) { printbe(b); }; return;}
```

which is the same as:

```
void a(void)
{
char b;

for(b=1; b<11; b++) {
printbe(b);
};

return;
}
```

But I would think that there would be cases where that kind of processing could get you into trouble, maybe an accidental space, and you just created two different functions, that may or may not exist, let's say they do (what are the odds? Pretty great, I bet), then it would call both and maybe never be aware to the programmer, racking you brains trying to find it, ugh what a nightmare. But I bet the odds are pretty great.

: I actually never use value assignment when declaring; I usually do the
: set just before the code which is about to use it; for example, in my

But I guess that would be one of your habit's, mine is to define and declare at the same time, saving the chance of the compiler not optimizing something as simple as that.

--
cmwagner@gate.net http://www.gate.net/~cmwagner

2015. Re: 130xe programming

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-06 03:03:52 UTC
From: cmwagner@gate.net
Message-ID: <3jdu2o$1hdk@tequesta.gate.net>
Source record: 93768

In article <3j6mb5$1ag1@hearst.cac.psu.edu>, heller@akh104.rh.psu.edu wrote:
: : lacking. I heard C/65 was good, but never checked it out.
: How is LightSpeed C for the Atari?

Dunno, never really checked them all out. Had one, looked at it and thought it was trash. I have heard of "LightSpeed" before, but it was on another platform, not sure if it is by the same person.

--
cmwagner@gate.net http://www.gate.net/~cmwagner

2016. Re: 130xe programming

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-06 03:05:39 UTC
From: cmwagner@gate.net
Message-ID: <3jdu63$1hdk@tequesta.gate.net>
Source record: 93770

In article <5c8_9503051226@flight.org>, DAG.HUGDAHL@flight.org wrote:
: But doesn't Pascal have pointers too? (Sorry if I'm getting my
: languages mixed up...) Pascal really forces you to be structured, which
: is quite different than C where it seems like you can get away with almost
: anything!

Yeah, Pascal does have pointers. And C does almost let you get away with anything, but that is the power of C, it let's the programmer be in control. Probably why I like it so much. (Yes, I like to be in control) <grin>.

--
cmwagner@gate.net http://www.gate.net/~cmwagner

2017. Re: Help restore my 600XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-06 03:30:18 UTC
From: bjcorr@delphi.com
Message-ID: <9503052205591.DLITE.bjcorr@delphi.com>
Source record: 93772

> Many years ago I gutted my 600xl of all its IC's. well, um...
>I want to put it back together and do the 64k upgrade...problem is
>I don't have ANY diagrams of the 600xl internals. I made a bunch
>of guesses by tracing an 800xl board but all I get is a nice black screen
>so..could some KIND soul please email me all the chips numbers for
>all the "U"'s on the silkscreen.
> Thanks.
>
>--
>Andrew K. Heller - Making the world safe once again.
heller@akh104.rh.psu.edu
u1 - a sn74ls138n
u2 - co616168
u3 - co615988-01
u4 - co60602a-03
u5 - sn74ls158n
u6 - same as u5
u7 - sn74ls08n
u8 - ca3586 (only 8 pin chip)
u9 - c021697-31
u10 - c014806-03
u11 & 12 - Ram chips, 4464's
u13 - c060472-d
u14 - sn74ls04n
u15 - sn74ls375n
u16 - m74ls51p
u17 - c014805-01
u18 - sn74ls32n
u19 - cd4050be
u20 - c012294b-01
u21 - c014795
u22 & 23 - cd4051be
bjcorr@delphi.com

2018. Re: Hardware upgrade faq

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-06 03:30:32 UTC
From: bjcorr@delphi.com
Message-ID: <9503052205592.DLITE.bjcorr@delphi.com>
Source record: 93773

```
>What's the current status on the hardware upgrade faq? I tried this same
>thing myself a while back without much success.
>
>Who's leading this crusade? I have a ton of text files regarding hardware
>hacks - if interested.
>
>--James King
>jeking7@delphi.com
>--
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - jeking7@delphi.com @ @ @
> @ @ @ ------------------------------------ @ @ @
>
Yes! This is a great idea! Any takers?
bjcorr@delphi.com
```

2019. Re: 1050 Drive problemn

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-06 03:30:47 UTC
From: bjcorr@delphi.com
Message-ID: <9503052205593.DLITE.bjcorr@delphi.com>
Source record: 93774

```
>
>It reads disks, but gets garbage when you do a directory? Maybe the
>track 0 sensor is out of adjustment and it is reading the wrong track.
>Or maybe it isn't spinning at the right speed. Do you have an RPM test
>program?
>
>--
>Bill Marcum bmarcum@iglou.com
>"There was an old woman who lived in a shoe...
>and boy, did it stink in there!"
>
Tried an rpm program, it wouldn't read the disk, so no go. The track 0
sensor may be the culprit, I just ordered one.
bjcorr@delphi.com
```

2020. Uploads to /new at Umich

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-06 04:24:40 UTC
From: jeking@xmission.com
Message-ID: <3je2q8$lqr@news.xmission.com>
Source record: 93791

Whats the freaking problem at umich? Not only does it take 3 weeks to get online now-a-days, but when I try to access the /New directory to upload my files, it says PERMISSION DENIED.

What gives? Where the hell am I supposed to upload to?

Until I can get the files on an archive, I'll just put them in my own FTP site at:

ftp.xmission.com /pub/users/j/jeking/8bit/DOM

Give me a day or so, as I'm having problems locating my own FTP dir <grin>

2021. Re: 130xe programming

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-06 04:44:33 UTC
From: ziggy29@rahul.net
Message-ID: <3je3vh$4dr@hustle.rahul.net>
Source record: 93792

DAG HUGDAHL (DAG.HUGDAHL@flight.org) wrote:
: Quoting From: cmwagner@gate.net (Chad Wagner)

: CW>Pascal, to me, looks like an extension of BASIC, so I bet it is easier to
: CW>learn than C, but I feel that C is more flexibile, especially with things
: CW>like pointers, which come in handy very often.

: But doesn't Pascal have pointers too? (Sorry if I'm getting my
: languages mixed up...) Pascal really forces you to be structured, which
: is quite different than C where it seems like you can get away with almost
: anything!

Pascal is a strongly typed language. Among other things, it requires strict
data typing. In C, you can cast your way around just about anything.
Pascal doesn't allow it as easily. Also, unlike BASIC, Pascal requires
declaration before usage of everything. In C++, for example, you can
declare variables anywhere, including within the block of program code.

C is more flexible. But that also gives you a much greater chance to
shoot yourself in the foot. I've seen even very experienced C programmers
forget to dereference a pointer, for example, and totally foul up a
program--even crashing the system.

But yes, Pascal does have pointers.

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Programmer/Analyst/Dino Jockey/ * GCS: !h s:+ !g au+ w+ C++$ v++ w+ U N++
* Husband/Net Geek/ASGX '65 Cabal * W po+ t+@ Y+ j++ B-- e+++ u** r+++ y+++

2022. Old Timer Seeks Insight & Help!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-06 05:48:59 UTC
From: steveg@phantom.com
Message-ID: <3je7ob$nka@dockmaster.phantom.com>
Source record: 93779

I was really into the 8-bit Atari scene from about 1979 'till around 1986 or so, and then I was only mildly into it from '86 to '88 then just about dropped out altogether. Therefore, I'm not completely alien to the 8-bit scene but I have been out of it for awhile, so bear with me. :-)

I have a very well configured 800XL system sitting dormant in my basement in New Jersey. I live and work in Manhattan (with Macintosh computers) and haven't got the room in my little apartment to bring my 8-bit with me. I also have - surprise! - an extra, unused phone line in New Jersey. Let's see...Idle Computer + Idle Phone Line = BBS, if I'm not mistaken. :-)

So yeah, I've decided to let my computer chug along indefinately as a sort of "last refuge" Atari 8-bit BBS. Here's where I need the help of all you folks.

My current system is as follows: Atari 800XL (RAMBO XL 256K, function keys, coldstart switch), three 1050 disk drives (one stock, two modified with US Doublers), Atari 1010 program recorder (useful, as you all know), Atari 1020 plotter, Atari XEP80 80-column card, ICD PR Connection (with an HP ThinkJet printer and a Hayes Smartmodem 2400 connected to it). A 13" Magnavox monitor provides the typical Atari color display and sound, while a BEC green screen is connected to my XEP80 and provides clean video for that. I also have the typical assortment of a few hundred floppies, a couple dozen cartridges and a good assortment of game controllers.

I also have two 20-MB SCSI hard drive mechanisms which I'm holding on to in hopes of connecting them to the 800XL for BBS usage. (If this thing gets popular at all, I have no problem with buying a much larger hard drive for the BBS.) I also have no qualms about buying a good 14.4K baud modem for the BBS; I figure downloading an 8-bit program at 14.4K baud would be rather nice. :-)

SO...With all that in mind, here's what I'd like to do. I figure on purchasing a PC-type mini tower case and making a few little modifications to it to accomodate the hard drives. If possible, I'd also like to install a tape backup of some sort to provide the occasional system-wide backup protection - though this may not be feasible, considering that I likely won't see the machine more than once per month, tops. Once the mini-tower case is in order, I should be able to connect it to some sort of SCSI interface box for the 800XL, format the disks with SpartaDOS, and off I go.

I will also want to invest in an RTime-8 cartridge (are these still around?!?). And it's been mentioned that SpartaDOS 3.2 (3.2f?) will fit my needs nicely, though an excellent version of SpartaDOS is available on

cartridge and would be better. How true is this part?

I understand that what I really want is something called a "Black Box" which will enable me to connect my SCSI drives to the 800XL. (I use SpartaDOS and nothing else, so that's not a big deal.) This "Black Box" will also, apparently, allow the 800XL to work reliably with a high-speed modem as the PR Connection won't reliably work with something faster than 9600 baud (or so I'm told).

I'm assuming that, so far, I'm not doing anything out of the ordinary. Therefore, the only other issues are software and getting the word out. The last time I was into Atari 8-bit BBS's, BBS Express! was The Program To Have - and, indeed, I have an old copy of it. However, I'd like a bit more from the program - namely, the ability to work not only in 40-columns in ASCII and ATASCII mode, but *ALSO* the ability to work in 80-columns in ASCII and ATASCII mode. The IDEAL situation would be to have software that would be (a) smart enough to know when a caller is using ASCII or ATASCII; (b) smart enough to know that, once a user is connected, that user prefers a 40-column or 80-column display, and (c) smart enough to use the appropriate display on the host system (my system). A "really nice" thing would be to have all BBS activity show up on the 80-column screen, while reserving the 40-column screen to show user stats, user preferences, system information, etc. I don't know if Atari 8-bit BBS software is this advanced or not; this is simply a "would be nice" list. So what would be my best bet for BBS software?

FINALLY...Aside from this newsgroup, how the heck should I spread the word once the system is up and running? :-)

Please send replies to mail. I'm looking for sources to buy the things I need, answers to the above questions, potentially better alternatives, etc. My system, once configured should be able to run with little personal attention from me. (I'll be assigning a few sysops to run things for me, like validating users and the like.) If the power gets cut at my house, it should be able to restart itself when the power comes back on without anyone at the keyboard (I figure I can take care of this with a few SpartaDOS batch commands). Thanks! :-)

2023. Re: 130xe programming

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-06 07:25:32 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3jeddc$q3l@nic-nac.CSU.net>
Source record: 93669

Wait, did you say you think adding an extra space in >Action!< might cause
it to make two functions (or something) or that it's a great danger in >C<?

In Action!, it does pretty much like HTML does to spaces/EOLs, it collapses
them.

EOL = SPACE
SPACE SPACE = SPACE

In HTML, the following

hello there how
are you

doing today !?!?!

Would be displayed as:

hello there how are you doing today !?!?!

I THINK though that EOL's in the MIDDLE of a statement like:

PrintE(
"hello")

might not work, but, well, lemme try it...

nope! it works fine! :) I'm sure something like:

A=
5

won't work.. oh my god I was wrong!!!!!!!!!!!!!!!!!!!!!!

Oh wait, of course; I've seen code like this before:

```
A = 5
if (a = 5) then
printbe(5)
fi
```

anyway... I guess you get the picture; the compiler is a damned INTELLIGENT
piece of code!

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, HyperIt!, HTML8bit, Geneocide, Adventure XL, & more!

2024. Re: Uploads to /new at Umich

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-06 07:29:14 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3jedka$q92@nic-nac.CSU.net>
Source record: 93670

Strange, I just broke out of reading news for a second, FTP'd to
"amiga.archive.umich.edu", cd'd into atari/8bit/New and did a directory
~~~~~
listing and it worked fine and quite speedily..

of course, it's 11:26pm PST Sunday evening, but still...

be sure to try amiga.archive; it's by far THE easiest port to get inot
(just be careful when you do a "cd .."; it for some reason assumes it as
a "cd \". I just make a habit of going "cd .."<RETURN>"cd atari/8bit")

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, HyperIt!, HTML8bit, Geneocide, Adventure XL, & more!
~~~~~

2025. Re: Does MYDOS use file#'s?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-06 07:35:06 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3jedva$qle@nic-nac.CSU.net>
Source record: 93672

WHOA! Charles Marslett is on c.s.a.8! Since when!?!?

COoooooooooooooooooooooooool!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, HyperIt!, HTML8bit, Geneocide, Adventure XL, & more!
(PS: I >LOVE< MYDOS. SDX is looking nice lately, but still, .. MyDOS rules!)

2026. Re: 1050 Drive problemn

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-06 07:37:31 UTC
From: cmwagner@gate.net
Message-ID: <3jee3r$1hco@tequesta.gate.net>
Source record: 93674

In article <9503041416591.DLITE.bjcorr@delphi.com>, bjcorr@delphi.com wrote:
: Actually, new mechs are only $17.50 at ATV! Yay! Yes, Ive tried formating
: disks, no go. And it will read disks when I do a directory, I just get
: garbage. I thought about a new mech, just didn't want to shell out the cask
: till I was pretty sure that it would solve the problemn. Thanks for the

Well I saw that one person said it might be the track 0 sensor, that is
a good bet, I didn't even think in that direction, <grin>. Was thinking
more about my problem then yours. <heh> Do you know where I can get a
write protect sensor? One of these days that will get me into trouble
having it bypassed.

--
cmwagner@gate.net http://www.gate.net/~cmwagner

2027. Re: Can we start a demo list?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-06 07:37:45 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3jee49$qpn@nic-nac.CSU.net>
Source record: 93673

Part 2, side 1 crashes on my systems, as does Part 3.
Part 2 on side 2 crashes as well.

A cool Cool Emotions trick is, during boot:

OPTION + SHIFT + part-number

and it will jump right to that. I wish Sweet Illusions would do that! :(

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, HyperIt!, HTML8bit, Geneocide, Adventure XL, & more!
Hard Soft is a cool name

2028. NEAR*US MEETING: ALL ATARIANS!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-06 07:54:19 UTC
From: b.poehland@genie.geis.com
Message-ID: <199503060746.AA249525974@relay1.geis.com>
Source record: 93676

Item 4849481 95/03/05 19:55

From: J.C.MORDOSKY Jonathan C. Mordosky

To: B.POEHLAND Benjamin L. Poehland

cc: BOB.PUFF Robert R. Puff
R.CONSTAN Randy Constan
A.SHARKIS1 Alan M. Sharkis
R.FETZER Roland Fetzer
J.C.MORDOSKY Jonathan C. Mordosky

Sub: NEAR*US Meeting

The journey of NEAR*US continues.....

February 25, 1995

Dear Fellow Atarians,

On December 3, 1994, representatives from several user groups, BBSes and a few Internet Surfers meet on Long Island to discuss the future of the NORTH EAST ATARI REGIONAL * USER SUPPORT group. The discussion lasted for several hours. The formal meeting was forced to end as our meeting place was closing.

The purpose of this unofficial meeting was twofold. We wanted to evaluate the feelings and needs of the Atari Community in our region. We wanted to determine if there was enough interest to revitalize NEAR*US.

The discussion and attitudes were surprisingly positive and constructive. The group displayed a realistic attitude that showed the community is reaching a higher level of maturity. The hopes and dreams have been tempered by years of disappointments and unfulfilled promises. As time passes, the Atari community is decreasing in size and becoming increasingly isolated and fragmented. There is a clear realization that the future of our computers rests in our hands.

As the discussion continued, several points became clear. The most evident is genuine support for the revitalization of NEAR*US. The nature and scope of the group must change to meet current needs. Even our name may change to better represent our new directions.

The discussion took many paths but increasing communication was the central theme. The community has many problems and needs. With the deceasing size of our user base and dominance of other computer platforms, isolation is increasing. The Atari community has always

been fragmentated. The need to pull together is greater than ever.

What are our plans... our ultimate goals? Where will the journey take us? I wish there were concrete answers to these basic questions. We are still in a reformation stage, formulating a new strategic plan based on our actual resources. We need to be a dynamic group, changing with needs, resources and goals.

Several concrete decisions were made at our December 3rd meeting. The first and most important was to continue! The second was to open the group to all interested Atarians. This includes user groups, programmers, developers, non-pirate BBSes, and any interested users. New avenues of support, including the Internet, are being investigated. We are expanding the NEAR*US Net to non-user group BBSes.

On March 11th the journey will continue in Plainview, New York. We will build on the existing camaraderie. Our goals will be further evaluated and a plan created for the remainder of 1995. A few committed volunteers are needed to work together in leading NEAR*US. We will stay open minded to any suggestions that may help support the needs of our Atari community.

In any group or organization, people are the most important ingredient. Our December 3rd meeting included a very diverse group of committed users. Everyone present gave of their time, resources, opinions and suggestions. The value of every individual was felt by all. For success, we must continue to recognize the value of each participant's contribution.

It is with anticipation we look forward meeting again on March 11th. We know our journey is a difficult one. However, even the longest and most difficult journey can be accomplished one step at a time..

Sincerely,

Jonathan C. Mordosky
NEAR*US Interim Chairman

If you need further information, please feel free to contact me at the following:

on GEnie: J.C.MORDOSKY
on the Internet J.C.MORDOSKY@genie.geis.com
on the IAN & NEAR*US Nets: Jonathan Mordosky
on ACUTE BBS (610) 261-0620: Feedback to SysOp
via US Mail: Jonathan C. Mordosky
P.O. Box 796
Whitehall, PA 18052-0796

What is NEAR*US?

NEAR*US is an association of 8/16/32/64 bit Atari users. It is in a process of reformation. It is non-profit and self-funded. It is not

affiliated with Atari Corporation, its subsidiaries or any commercial enterprise. We do not support piracy either directly or implied, or the use of computers for any illegal activity. A short history and more information can be found on GEnie and many BBSes. The file name is listed as NEARUS.TXT and dated about 11/94.

NEAR*US Post PreOrganizational Meeting

Saturday, March 11, 1995 - 11:30 AM to 5:00 PM

Plainview Library
999 Old Country Road
Plainview, New York

The Plainview-Old Bethpage Library is located in middle of western Long Island in New York. It is located on a major roadway and is easily accessible from major highways.

Directions from the Long Island Expressway:

Take the Long Island Expressway to Seaford Oyster Bay Expressway (Rt. 135). Take the Expressway south to Exit 10 (Old Country Road). Travel east on Old Country Road about four (4) blocks, the library will be on the right. It is a large library with a parking lot in front. Across the street is a large shopping area. The meeting room is in the basement.

Directions from the Southern State Parkway:

Take the Southern State Parkway to Exit 28AN, the Seaford Oyster Expressway. Take the Expressway north to Exit 10 (Old Country Road). Travel east on Old Country Road about four (4) blocks, the library will be on the right. It is a large library with a parking lot in front. Across the street is a large shopping area. The meeting room is in the basement.

Light refreshments will be provided
Courtesy of Ol' Hackers Atari Users Group

About our host for this meeting:

Ol' Hackers is the largest and best known Atari 8-bit user group in the United States. It is headed by Alex Pignato, and has members throughout the world. This past year it was forced to limit new membership. The expanding membership had taxed the limits of its resources. There is much to be learned from Alex and the Ol' Hackers.

We encourage you to pass this file on provided it remains unaltered in content and completeness. Atari is a trademark of Atari Corporation and is not affiliated with Ol' Hackers or NEAR*US.

Spread the word and bring a friend!

=END=

2029. Old Timer Seeks Insight & Help!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-06 09:28:18 UTC
From: Amos.Jackson@flight.org
Message-ID: <7b8_9503061226@flight.org>
Source record: 93687

For someone who has been out of the Atari 8-bit scene, you sounds to me like your almost on top of it all!!

Looks like, in my opinion, your set as far as putting up a bbs, but the only thing is software.

Depending on how complex you want to get, I would recomend the software that I run my bbs on. It's still called BBS Express, but there have been many changes to it.

First it is now called BBS Express Professional (most call it PRO for short), and if you liked BBS Express, your going to LOVE this beast!!

It's fast, it's good, it'll do all the video you mentioned, and in fact, here's a list of video translation modes it supports (40 or 80 columns):

ATASCII, ASCII, ANSI, VT-100, VT-52, CGS, IGS. IGS was developed for the ST, but it didn'T seem to catch on (at least I haven'T seen IGS graphics -- anyone else??). CGS is for the 8-bit, and it is a step up in bbs7ing for the 8-bit. You can get many of the 8-bit's grphics modes operational while online if you have the CGS package for Bobterm (does anyone know if there was ever a term proggram released that incorporates CGS within the program itself?), and with you only seeing the computer once a month, if your power is stable, and have good equipment, the board will take care of itself.

It can be a long process to get the bbs the way you want it to "look", and there are many steps that must be taken to get the bbs set up, but the process is not overwhelming, and is a little time consuming, but what great project isn't?? It's a module type bbs, and that makes it flexable. There are still quite a few Atari boards around the country, so support or assistance comes easily.

If you have time, call my bbs: Warp 10 BBS 612-221-9895 (300-14,400 baud), and I'll take you for a tour of my system, and give you all necessary information.

Amos Jackson
---------- -//- ----------
Internet: Amos.Jackson@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

2030. Re: Uploads to /new at Umich

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-06 11:00:38 UTC
From: James King <jeking7@delphi.com>
Message-ID: <Rq6bNBW.jeking7@delphi.com>
Source record: 93793

Perhaps you misread my message, but I can get into the new dir
just fine, just cant upload to it!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

2031. Re: Constraints improve art

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-06 12:11:48 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3jeu64$5q4@dux.dundee.ac.uk>
Source record: 93829

Joe Walsh (ransom22@delphi.com) wrote:
: "Why are you restricting yourself like that?" Now I can give them
: a good, accurate answer. In restricting ourselves (I'm talking about
: programmers here) to the 8-bit Atari, we are helping ourselves to
: produce works of higher artistic value, and we are pushing ourselves
: harder than those who indulge in the full, unfettered worlds of the
: current crop of microcomputers (with megabytes of RAM, hundreds of
: megabytes of disk space, horrendous speed, etc.). Those that program
: on the IBM, Mac, etc. platforms do not need to push themselves. THey
: can solve all problems with brute force and the user will be none
: the wiser. On the other hand, we must constantly push ourselves,
: compacting our code and making it as terse as possible.
: In short, we 8-bitters must go about our work much more
: imaginatively. Just like the author of the book cited above.
:

Of course, it could be said that modern computers like that could help us
develop better 8-Bit Atari games. If I could get that Amiga to 800XL via tape
program working at an acceptable speed, I could do lots of cool graphics!

What the world needs is a new age.
What the world doesn't need is New Age.

Graeme Fenwick:-

email gfenwick@mcs.dundee.ac.uk
homepage http://www.mcs.dundee.ac.uk:8080/~gfenwick/index.html
---

2032. Re: About the 1029 printer

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-06 12:15:25 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3jeuct$5q4@dux.dundee.ac.uk>
Source record: 93828

PATERSON, DAVID ANDREW (da_pate@pavo.concordia.ca) wrote:
: I've seen 1029s in Canada. They seem to be an improvement on the 1025, since
: the 1029 does support bit mapped graphics. Never actually used one myself,
: though I do have a 1025.

Funnily enough, *I've* heard very little about the 1025- the other way round really. The 1029 seemed reasonably ubiquitous in the UK at least, but it didn't work with a lot of programs (which were mainly developed in the US, where the 1029 wasn't sold, and there wasn't really any support). Another reason was that it wasn't Epson compatable, it had a different number of pins, which would have made reqrites difficult.
As far as I know, it used the same mechanism as a Commodore printer of the same era.

What the world needs is a new age.
What the world doesn't need is New Age.

Graeme Fenwick:-

email gfenwick@mcs.dundee.ac.uk
homepage http://www.mcs.dundee.ac.uk:8080/~gfenwick/index.html
---

2033. FS: Atari 8 Bit Software

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-06 13:40:16 UTC
From: schard@ih4gp524.ih.att.com
Message-ID: <D50tz4.IGq@ssbunews.ih.att.com>
Source record: 93681

I am selling my collection of Atari 8 Bit Software. Items are
in excellent condition with documentation and the original packaging.

Keith E Schardischau
schard@ih4gp.ih.att.com

3D Tic Tac Toe Cart $5 Atari
Assembler Editor Cart $5 Atari
Asteroids Cart $5 Atari
Avalanche Tape $5 APX
Basketball Cart $5 Atari
Blackjack Tape $5 Atari
Caverns of Mars Disk $5 APX
Centipede Cart $5 Atari
Computer Chess Cart $5 Atari
Defender Cart $5 Atari
Dig Dug Cart $5 Atari
Donkey Kong Cart $5 Atari
Donkey Kong Jr. Cart $5 Atari
E. T. Phone Home Cart $5 Atari
Educational System Cart $5 Atari
Final Legacy Cart $5 Atari
GTIA Demo Disk $5 APX
Galaxian Cart $5 Atari
Graphics Sound Demo Disk $5 APX
Hangman Tape $5 Atari
Invitation to Programming 1 Tape $5 Atari
Invitation to Programming 2 Tape $5 Atari
Invitation to Programming 3 Tape $5 Atari
Joust Cart $5 Atari
Jungle Hunt Cart $5 Atari
Kangaroo Disk $5 APX
Millipede Cart $5 Atari
Missile Command Cart $5 Atari
Moon Patrol Cart $5 Atari
Mortgage and Loan Analysis Cart $5 Atari
Ms. Pac-Man Cart $5 Atari
Music Composer Cart $5 Atari
Outlaw/Howitzer Tape $5 APX
Pac-Man Cart $5 Atari
Pengo Cart $5 Atari
Pole Position Cart $5 Atari
Qix Cart $5 Atari

Robotron: 2084 Cart $5 Atari
SCRAM Tape $5 Atari
Silent Butler Disk $5 Atari
Space Invaders Cart $5 Atari
Star Raiders Cart $5 Atari
Star Raiders II Disk $5 Atari
States and Capitals Tape $5 Atari
Super Breakout Cart $5 Atari
Tennis Cart $5 Atari
The Home Filing Manager Disk $5 Atari
Touch Typing Tape $5 Atari
Track and Field Cart $5 Atari
Video Easel Cart $5 Atari

Adventureland Tape $5 Adventure International
Astro Chase Disk $5 First Star
Atari Utilities Disk $1 Dynacomp
Baja Buggies Disk $5 Game Star
Buck Rogers Cart $5 Sega
Crystals Tape $1
Disk Pack 1000 Disk $1 Alpha Systems
Down the Trench Tape $1 Sebree
Enhanced Pokey Player Disk $1 Antic
Galactic Empire Tape $5 Adventure International
Intruder Alert Tape $1 Dynacomp
Iridis #1 Tape $1 Codeworks
Jawbreaker Disk $5 On Line Systems
Jumpman Tape $5 Epyx
Jumpman Jr. Cart $5 Epyx
Lunar Leeper Disk $5 Sierra On Line
Magniprint II+ Disk $1 Alpha
Micro Media Magazine II 2 Disk $1 M3
Micro Media Magazine II 2-5 Disk $1 M3
Moonbase IO D/T $5 Program Design
Music Constuction Set Disk $5 Electronic Arts
Pinball Disk $5 Sub-Logic
Pinball Constuction Set Disk $5 Electronic Arts
Pool, Billiards, Snooker Disk $5 Creative Computing
Preppie II Disk $5 Adventure International
Print Shop Disk $5 Broderbund
Print Shop Library Disk 1 Disk $3 Broderbund
Print Shop Library Disk 2 Disk $3 Broderbund
Print Shop Library Disk 3 Disk $3 Broderbund
Rear Guard Disk $5 Adventure International
Red Baron Tape $1 Sebree
Rescue on Fractalus Disk $5 Epyx
Rings of the Empire Tape $1 Dynacomp
S.A.M. Disk $5 Don't Ask Software
Silent Butler Disk $5 Atari
Software Protection Techniques Disk $1 Alpha

Space Tilt Tape $1 Dynacomp
Space Trap Tape $1 Dynacomp
Starship Duel Tape $1 PDI
Stellar Shuttle Disk $5 Broderbund
Strip Poker Disk $5 Artworx
Strip Poker Data Disk #1 Disk $3 Artworx
Strip Poker Data Disk #3 Disk $3 Artworx
Sultan's Palace Disk $5 APX
Super Clone Disk $1 Frontrunner
The Lotto Program Disk $5
Wizard and Princess Disk $5 On-Line Systems

2034. Re: Remaining System Upgrades (was Re: Commodore 1902A Monitor for Atari?)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-06 15:19:54 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D50yL8.As3@nntpa.cb.att.com>
Source record: 93797

```
In article <D4zIK8.43J@iglou.com>, Bill Marcum <bmarcum@iglou.iglou.com> wrote:
>In article <4MAR199503013118@pavo.concordia.ca>,
>PATERSON, DAVID ANDREW <da_pate@pavo.concordia.ca> wrote:
>>For a hard disk, there are a few options:
>>The MIO II from FTe (release date: 1 April) will support IDE drives.
>>The original MIO, KP interface and Black Box all support MFM drives (I think).
>>
>I don't know about the KP, but the others connect to SCSI drives, or to
>MFM drives using an Adaptec 4000 board. The Adaptec board costs about
>$70, but a lot of people use it because (a) MFM drives are cheaper and
>easier to find (or were a few years ago), and (b) the original MIO only
>works with drives that can be formatted with 256-byte sectors. Many
>newer SCSI drives only allow 512-byte or larger sectors.
>

For what it's worth, Adaptec boards, both the 4000A and the RLL
version, the 4070A, are currently listed in Timeline
(800-872-8878) ads at a price of $40 each.

No relationship to Timeline, just a previous customer.

--
Richard Dell
```

2035. P:R:Connection modem cables

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-06 15:47:23 UTC
From: KENDRICK@sonoma.edu
Message-ID: <950306074714.2040b235@sonoma.edu>
Source record: 93798

I just got a P:R: yesterday and tried using it but unfortunately I
guess my standard (I think!?) RS232 cables / 25-9 converter aren't
correct for it.

I did it like this:

```
Atari -> P:R: -> SIO2PC -> PC
\
`-> 25-9 -> 25cable -> 14.4k
```

I take it I need an "official" P:R:Connection / Atari 850 interface cable?

Where can I get one!?

thanx!
-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, HyperIt!, HTML8bit, Geneocide, Adventure XL, & more!

2036. GTRACKER downloaded yet?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-06 16:28:04 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <22A6EA85F54@east-01.novell.leeds.ac.uk>
Source record: 93800

Has anybody downloaded the demo version of GTRACKER from Umich yet?
The filenames are GTRACK1A.DCM to GTRACK2C.DCM, you need all eight
files for diskcomm to turn them into a full disk. Its in the demos
section.

Would somebody please confirm that the files work (or don't work) as
I have some more stuff to upload but I don't want to do this if my
upload procedure is not working!

The Cool Emotion demo is perhaps the best one I have yet seen, it
really has to be seen to be believed!

Richard Gore
chmrig@leeds.ac.uk

2037. Re: Uploads to /new at Umich

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-06 17:17:33 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3jfg3d$i99@nic-nac.CSU.net>
Source record: 93685

Oh! Ok.. :) Sorry.. I guess I was tired or something... Maybe a backup or system wide ChMod screwed it up!? ;)

-bill

2038. Re: Port ST Xformer to Falcon

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-06 18:50:14 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95065.135014STIRRE31@MAINE.MAINE.EDU>
Source record: 93690

Rod,
I talked with the author of ST Xformer about getting it to run with
the Falcon. He was not interested in getting it to run but said
the source is available on some FTP sites and the job would be
relatively easy. Someone else expressed interest in porting it
but I haven't heard any news since. If you are interested in
working on this I could try to find the source code. I am not a
programmer and would have no idea how to do this (unless it
was written in Hisoft Basic :-)). I would _love_ to see this
program ported as I miss my 8-bit.
-scott tirrell

2039. Misc. Atari 8bit HW, $5+S/H

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-06 20:19:14 UTC
From: jml10@cornell.edu
Message-ID: <jml10-0603951519140001@128.84.224.148>
Source record: 93691
Cross-posted to: comp.sys.atari.8bit,cornell.marketplace

I have some Atari 8-bit hardware items that I'd like to try to get out of my closet. I note the condition of each item below: some will only be usable for parts, but if nobody wants them they get thrown out.

Each item below is $5 plus shipping costs. I'd like to sell them locally to avoid having to ship, so local offers will take precedence, but if no local offers arrive by Wed 3/8 (and I'm not holding my breath) the first person who contacted me gets the item.

1) Atari 1025 Dot-matrix printer: Works Fine.

2) Atari 1027 Printer: Mechanism works, but prints garbage instead of the desired characters.

3) 10 Meg SCSI Hard Drive: Worked last time I used it, about a year ago. Takes a LONG time to warm up but works fine once it does. Comes in a PC case that includes a power supply with an Atari 8-bit power adapter. (The guy I bought it from says it works fine but I never had the courage to try it). You will need an external adapter such as ICD's MIO or CSS's Black Box to use the hard drive. (Sorry, I'm not getting rid of my MIO yet.)

4) 1050 Drive with ICD US Doubler, minus power supply. One of the upgraded ROMs has a tendency to slip out of the socket. When it doesn't, the drive is a perfectly useable "true double-density" drive. When it does, well, life becomes much more sad. But the drive mechanisms work fine and should be usable for parts if nothing else.

Email me as jml10@cornell.edu if you're interested.

--
James Lebak
jml10@cornell.edu

2040. FS: Atari 1200 + other stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-06 21:25:17 UTC
From: mgraz@netcom.com
Message-ID: <mgrazD51FI5.I9E@netcom.com>
Source record: 93657

For Sale: Complete Atari 8-bit system!

- 1200XL Computer
- 810 Disk Drive
- 1025 Printer
- 1027 Printer
- 1010 Tape Drive
- 835 Phone Adapter
- Touch Tablet with Artist Software
- Paddle Controllers Cx30-04
- Power Adapter

Including:
Software: Word processor, Visicalc, Assembler, Logo, Telelink II
Games: Superbreakout, E.T., Dig Dug
Various manuals

Note: no monitor is included

Cost for all: $150 + shipping + C.O.D.

Please respond to: Michael Graz, mgraz@netcom.com

Thanks! :)

2041. looking for 80 column word processor for 65 xe

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-06 21:34:32 UTC
From: library2@nbnet.nb.ca
Message-ID: <library2.14.0@nbnet.nb.ca>
Source record: 93682

```
hey y'all
i'm looking for a wp for my atari hopefully 80 column.
help :)
```

2042. Gore demo & Umich archives

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-07 02:50:40 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Mar06.214518.16704@wariat.UUCP>
Source record: 93695

I feel sorta funny about probably nobody has responded to R. Gore about the demos he's sent to umich archive. I gaurantee that J. Lenn has put them in the archive. But the thing is, I've tried 2 or 3 times to BART things from the umich archive and it doesn't bounce, doesn't send me the file, doesn't do anything, just gets lost in the Great Bitbucket of the internet. So, I don't feel much like trying to get stuff from umich anymore. I think I've even tried to get Princeton to bitnet FTP stuff from umich with no success. The bottom line is, if Mr. J. King has trouble downloading from umich and uploading, which he has posted problems trying, then I don't think I can do it. This is not a put-down of the umich archivers. I suspect the problem is higher up and/or the 8bit archive has been given 'junk' status, which means file requests get waste-canned. There are mirror sites, which, I'm sure the files eventually get to, but I think it is hard enought to figure this stuff out and just don't want to try that hard.

--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

2043. Re: P:R:Connection modem cables

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-07 04:29:08 UTC
From: tdrake1@umbc.edu
Message-ID: <3jgnek$iu0@news.umbc.edu>
Source record: 93701

KENDRICK@sonoma.edu wrote:

: I just got a P:R: yesterday and tried using it but unfortunately I
: guess my standard (I think!?) RS232 cables / 25-9 converter aren't
: correct for it.

: I take it I need an "official" P:R:Connection / Atari 850 interface cable?

You can an "official" P:R or 850 modem cable from B&C but how about
making one yourself. Three pins are different from the standard PC modem
cable.

Get a CompuKit DB9 Male to DB25 Female Adaptor or equivalent and perform the
following pin modifications:

Male Female
DB9 DB25
1 20 (instead of the standard 8!)
2 8 (instead of the standard 3!)
3 2 (leave it!)
4 3 (instead of the standard 20!)
5 7 (leave it!)
6 6 (leave it!)
7 4 (leave it!)
8 5 (leave it!)
9 22 (leave it!)

Will need to use a soldering iron or just buy one from B&C!

-=-
Thomas Drake | Through the telephone,
tdrake1@umbc.edu | off of the server, over the T-1 backbone,
Test First! Then Code! | nothing but 'Net!!

2044. Re: Help restore my 600XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-07 05:04:49 UTC
From: bjcorr@delphi.com
Message-ID: <9503062334591.DLITE.bjcorr@delphi.com>
Source record: 93666

>> Many years ago I gutted my 600xl of all its IC's. well, um...
>>I want to put it back together and do the 64k upgrade...problem is
>>I don't have ANY diagrams of the 600xl internals. I made a bunch
>>of guesses by tracing an 800xl board but all I get is a nice black screen
>>so..could some KIND soul please email me all the chips numbers for
>>all the "U"'s on the silkscreen.
>> Thanks.
>>
>>--
>>Andrew K. Heller - Making the world safe once again.
>heller@akh104.rh.psu.edu

clip,clip

>u11 & 12 - Ram chips, 4464's

All that talk about a 64k upgrade must have made me write that! The rams in
a stock 600XL are 4416's, you need 4464's to go to 64k! OOOOPS!

bjcorr@delphi.com

2045. Re: Hardware upgrade faq

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-07 05:33:34 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3jgr7e$kpi@charm.magnus.acs.ohio-state.edu>
Source record: 93671

In article <9503052205592.DLITE.bjcorr@delphi.com>,
Ben Corr <bjcorr@delphi.com> wrote:
>>What's the current status on the hardware upgrade faq? I tried this same
>>thing myself a while back without much success.
>>
>>Who's leading this crusade? I have a ton of text files regarding hardware
>>hacks - if interested.

>Yes! This is a great idea! Any takers?

Give me another week or so, and I'll have time to go through
everything I have, and index it and put it up on my web page. Then
I'd love to get whatever anyone else has.

--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

2046. SpartaDos .ARC?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-07 05:37:30 UTC
From: joneil@infi.net
Message-ID: <3jgrtl$br9@lucy.infi.net>
Source record: 93675

Does anyone know where I could FTP the SpartaDos files
in a format other than .DCM like .ARC or even .ZIP?
For some reason I cannot un-diskcomm this file!
Or maybe I need instructions for Diskcomm!?

Thanks!!
John P. O'Neil
joneil@infi.net

2047. Re: Uploads to /new at Umich

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-07 06:29:40 UTC
From: bjcorr@delphi.com
Message-ID: <9503070102591.DLITE.bjcorr@delphi.com>
Source record: 93677

>Whats the freaking problem at umich? Not only does it take 3 weeks to get
online
>now-a-days, but when I try to access the /New directory to upload my files,
it
>says PERMISSION DENIED.
>
>What gives? Where the hell am I supposed to upload to?
>
>Until I can get the files on an archive, I'll just put them in my own FTP
site at:
>
>ftp.xmission.com /pub/users/j/jeking/8bit/DOM
>
>Give me a day or so, as I'm having problems locating my own FTP dir <grin>
>
I don't even TRY to go to umich these days, I go to the mirrors, (of
course uploading is a different story.) What IS the problemn at umich?

So THATS your FTP site, it is listed differently in my copy of the FAQ.
Went looking for it the other night and had no luck! Are all your
modification files on the FTP site?
bjcorr@delphi.com

2048. Re: 1050 Drive problemn

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-07 06:29:56 UTC
From: bjcorr@delphi.com
Message-ID: <9503070102592.DLITE.bjcorr@delphi.com>
Source record: 93678

>Well I saw that one person said it might be the track 0 sensor, that is
>a good bet, I didn't even think in that direction, <grin>. Was thinking
>more about my problem then yours. <heh> Do you know where I can get a
>write protect sensor? One of these days that will get me into trouble
>having it bypassed.
>
>--
>cmwagner@gate.net http://www.gate.net/~cmwagner
>
Ahh, no. But I will keep my eyes open for one! (No write protect sensor?
You are a brave man!)
bjcorr@delphi.com

2049. 1200XL upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-07 06:30:08 UTC
From: bjcorr@delphi.com
Message-ID: <9503070102593.DLITE.bjcorr@delphi.com>
Source record: 93679

Okay, I've heard enough about the 1 meg memory upgrade for the 1200XL, where do I get this sucker?
bjcorr@delphi.com

2050. US Doubler

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-07 06:30:19 UTC
From: bjcorr@delphi.com
Message-ID: <9503070102594.DLITE.bjcorr@delphi.com>
Source record: 93680

Where can I get a US doubler chip? B&C don't list it in their catalog, or ATV. Anyone know who's got these?
bjcorr@delphi.com

2051. Re: 130xe programming

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-07 07:59:58 UTC
From: cmwagner@gate.net
Message-ID: <3jh3pu$11a9@tequesta.gate.net>
Source record: 93805

In article <134214@cup.portal.com>, Rick_Michael_Cortese@cup.portal.com wrote:
: goto's I honestly gave up. C prides itself on being arcane. You just have to
: look at the contest they have for who can write the most obscure C program &
: you get an idea of some of the goofyness people think is cute. Charles

Well that is what some people think, and I have seen some pretty interesting
code that throws out interesting results, one I had a hell of a time figuring
out. But I don't care for that obsfucated C stuff, I like clear code, that
is straight forward, but pointers are not straight forward to beginners, but
I guess somebody has to suffer for my method of programming. <grin>

: never reached. When I program in C it's with one hand on my clones on/off
: switch because I have a real tendancy to expect the worst. Sometimes it seems

Well I have had one hand on the on/off switch also, but I feel it is well
worth it, the power and flexibility is worth the occasional simple
programming error that happens to corrupt the interrupt table, some RAM,
or occasionally format the harddrive. <just kidding on the last part>.

: takes a while to get something finished. I've never written anything useful
: in C on the 8 bit, but damm little in Action! for that matter<g>. Rick

I find myself having the knowledge and drive to write programs, but can't
think of a damn thing that would be useful. <sigh!>

--
cmwagner@gate.net http://www.gate.net/~cmwagner

2052. Re: 130xe programming

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-07 08:11:06 UTC
From: cmwagner@gate.net
Message-ID: <3jh4eq$11a9@tequesta.gate.net>
Source record: 93807

In article <3jeddc$q3l@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu wrote:
: Wait, did you say you think adding an extra space in >Action!< might cause
: it to make two functions (or something) or that it's a great danger in >C<?

Let's say there is three functions, testfunc, test, and func. I would guess
that if you accidentally threw in a space between test and func then it would
call both functions, in C it would give a syntax error. Or does Action!
require that parenthesis follow each function call, like C?

: anyway... I guess you get the picture; the compiler is a damned INTELLIGENT
: piece of code!

Your example:

```
A=
5
```

also compiles under C with this code:

```
unsigned char a=
5;

main()
{
printf("%d",a);
a=
6;
printf("%d",a);
}
```

It treats EOL's as whitespace, it doesn't care about EOL's, spaces, or most
of that crap, it is whitespace, it strips it out up until the semicolon,
so it interprets the program as:

```
unsigned char a=5;
main() {
printf("%d",a);
a=6;
printf("%d",a);
}
```

It's obvious that Action! has similiar processing schemes as C, which may
have been one of the biggest parts taken from C.

--
cmwagner@gate.net http://www.gate.net/~cmwagner

2053. Re: 1050 Drive problemn

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-07 08:18:47 UTC
From: cmwagner@gate.net
Message-ID: <3jh4t7$11a9@tequesta.gate.net>
Source record: 93808

In article <9503070102592.DLITE.bjcorr@delphi.com>, bjcorr@delphi.com wrote:
: Ahh, no. But I will keep my eyes open for one! (No write protect sensor?
: You are a brave man!)

It is pretty handy, I find myself not trying to notch the diskettes for
double sided, heh. But then again I am starting to use my XF551 more than
the 1050 nowadays. I have the XF551, Indus, and 1050. Lots of times I
find that I don't even turn the 1050 on, or the Indus, just the XF551.

--
cmwagner@gate.net http://www.gate.net/~cmwagner

2054. Atari in Portugal

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-07 09:37:29 UTC
From: amg@amoeba.fct.unl.pt
Message-ID: <3jh9gp$12l@host.di.fct.unl.pt>
Source record: 93683

```
:q

?
quit
:quit
```

2055. Re: Old 8bit Games

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-07 11:40:57 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3jhgo9$1tk@dux.dundee.ac.uk>
Source record: 93830

Richkalyn (richkalyn@aol.com) wrote:
: Mike,

: I need games for my three year old boy. Can you offer me advice?

Yeah, you need a joystick, and a five line program that makes the screen
change colour and go "beep" every time you press the joystick button. Am I
being too simplistic here?

What the world needs is a new age.
What the world doesn't need is New Age.

Graeme Fenwick:-

email gfenwick@mcs.dundee.ac.uk
homepage http://www.mcs.dundee.ac.uk:8080/~gfenwick/index.html
(includes link to Atari XL/XE page)

2056. Re: Looking for Broderbund's Spelunker

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-07 12:03:49 UTC
From: hg945ga@duc220.uni-duisburg.de
Message-ID: <3jhi35$j66@h20-hrze.uni-duisburg.de>
Source record: 93821

Darrel Davis (darreld@access1.digex.net) wrote:
:>I am desperately looking for a copy of Broderbund's
:>Spelunker. I can't seem to find out if the game was
:>released for the C64/128 but I had it for the Atari
:>8-bit. I really love this game and it's my wife's
:>all-time favorite (get the significance?). I am willing
:>to pay top-dollar for it.

I guess You want a copy of this game for Your ATARI.
Sorry, but I only had a copy for THE C64/C128 decades ago ...
So, You can be sure that it has been released for these machines.

_/_/_/

2057. Re: Uploads to /new at Umich

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-07 12:08:01 UTC
From: James King <jeking7@delphi.com>
Message-ID: <Bg74Vph.jeking7@delphi.com>
Source record: 93684

Ben Corr <bjcorr@delphi.com> writes:

>So THATS your FTP site, it is listed differently in my copy of the FAQ.
>Went looking for it the other night and had no luck! Are all your

Yeah, my provider upgraded and changed all the directories.

I eventually hope to have my whole BBS avail. for download. Keep
an eye on Delphi's 8bit sig also.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

2058. Newsletter!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-07 14:00:26 UTC
From: bosco@host.yab.com
Message-ID: <Pine.3.89.9503070621.A1862-0100000@host.yab.com>
Source record: 93686

Re: Nybbles & Bytes

Sorry, no more newsletters available. If you got a response from me, then one will be winging its way to you. A bit of delay has occurred, so it may be a week or so. Must make more copies. Sorry for the delay if you haven't gotten one yet.

2059. Re: Looking for Broderbund's Spelunker

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-07 14:35:57 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <1995Mar7.143557.17152@ericsson.se>
Source record: 93689

darreld@access1.digex.net (Darrel Davis) writes:

>I am desperately looking for a copy of Broderbund's
>Spelunker. I can't seem to find out if the game was
>released for the C64/128 but I had it for the Atari
>8-bit. I really love this game and it's my wife's
>all-time favorite (get the significance?). I am willing
>to pay top-dollar for it.

I know I have seen a review of the C64 version of Spelunker in
the mid-80's. The Atari version was disk only, while the C64
version was available on cassette.

>Darrel

Anders Skelander

2060. please help to restore my 800XE !!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-07 15:29:54 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.185.000F8011@genesis.informatik.rwth-aachen.de>
Source record: 93833

Hello !!!

Here's my problem again - my 800XE shows no color at all, but the GTIA is
o.k. (I have checked it out by swapping it with my 600 ones).
The voltage on the trimmer(R38) also seems to be correct !!!
What could be the reason ?
Please help !

Matt

P.S. Anybody here who had upgraded his 800 XE memory yet?

2061. Re: P:R:Connection modem cables

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-07 15:46:39 UTC
From: ziggy29@rahul.net
Message-ID: <3jhv4v$6bn@butch.lmsc.lockheed.com>
Source record: 93688

In article <3jgnek$iu0@news.umbc.edu>, tdrake1@umbc.edu (drake thomas (phd posi)) says:
>
>KENDRICK@sonoma.edu wrote:
>
>: I just got a P:R: yesterday and tried using it but unfortunately I
>: guess my standard (I think!?) RS232 cables / 25-9 converter aren't
>: correct for it.
>
>: I take it I need an "official" P:R:Connection / Atari 850 interface cable?
>
>You can an "official" P:R or 850 modem cable from B&C but how about
>making one yourself. Three pins are different from the standard PC modem
>cable.
>
>Get a CompuKit DB9 Male to DB25 Female Adaptor or equivalent and perform the
>following pin modifications:

I've got a couple more questions about the P:R: connection and 850 and
other stuff...

Can the P:R: connection daisy chain to the end of your SIO chain? I've
got an 800XL leading to a 1010 to a 1025 to a 1050 (soon to another
1050) to a 1030 modem (which someone gave me yesterday). The 1030, of
course, will be gone once I have the hardware to hook up something
faster.

If I used a P:R: connection for a faster modem (the 1030 only does 300
bps...arrgh), could I hook it into the second 1050 (which would then be
the "end" of the SIO chain) and then hook that into the 25/9 adapter
(which needs to have pins crossed, if I understand correctly), then
connect that to a standard RS-232 into the modem? And this can work
at speeds up to 9600 bps?

I need comm software, anyway. I have the 1030 and I can't even try it
out because I don't have the software. Guess I'll have to go to B&C
on Thursday and pick up one of those public domain comm packages to at
least get me started so I can download something better...but at 300 bps
it will take a *long* time [groan]...While I'm there, I may have to
look into biting the bullet and plunking down $50 for a P:R: connection.

--
Tim Irvin
ziggy29@rahul.net

2062. Re: looking for 80 column word processor for 65 xe

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-07 18:10:22 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3ji7ie$rb2@ccshst05.cs.uoguelph.ca>
Source record: 93832

```
: hey y'all
: i'm looking for a wp for my atari hopefully 80 column.
: help :)

AtariWriter + is the answer my friend!

>> Mark <<

--
================================================================================
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"In case I've got no future, I've got the past. There's no telling just
how long this plague will last." - Chicago ("The Pull")
================================================================================
```

2063. Re: 130xe programming

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-07 19:00:10 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <134367@cup.portal.com>
Source record: 93827

As far as writing something useful, I wasted a huge portion of my life writing a Basic interpreter for my clone. What happened was we only had about 6 assignments in the C class & I finished the 1st 5 in the 1st few weeks. The 6th assignment was an interpreter so I spent about 30 hours a week for the last 3 months writing it. The program listing looked like a small telephone book. The only good thing about it was it taught me to be a little more reasonable about where I spend my time programming. Ended up with a lousy implementation of what was a poor choice of languages to begin with. I remember at the time thinking I could write an exact clone of the basic for the Atari, you could do cross platform development. Just a silly assumption! I wish I had that time back now.
Rick

2064. Disk drive problems

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-07 20:16:03 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <24534D73D9F@east-01.novell.leeds.ac.uk>
Source record: 93692

Sometimes the felt pressure pad above the head gets compressed,
through use and no longer pushes the disk close enough to the head
for a successful read/write. Don't forget we are talking tiny
distances here, the problem was most severe with writes and formats.
The solution I have seen published quite a few times is to simply
use the end of a paper clip to carefully rough up the felt pad.
Apparently this does the trick although I have never had the need to
do it myself. Hope that helps.

SPINDIZZY is Marble Madness clone, I think it was released in the UK
by Activision, but I could be wrong. The graphics are diagonal 3D
type displays (they are quite good actually), and you must guide your
'spinner' which can morph to other things around the maze looking
for..... ummm its been so long since I played that game I have
forgotten most of the story. Anyway it is quite good, well worth
buying if you can find it. Sorry I don't know where it can be bought,
do ATV, B&C or BEST have it? Anyway I hope that helps the person who
wanted some info on it. If you want more info let me know and I'll
dust off my copy and have a play.

Richard Gore
chmrig@leeds.ac.uk

2065. Re: Uploads to /new at Umich

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-07 20:18:24 UTC
From: jeking@xmission.xmission.com
Message-ID: <3jif2g$nsc@news.xmission.com>
Source record: 93693

: Ben Corr <bjcorr@delphi.com> writes:
:
: >So THATS your FTP site, it is listed differently in my copy of the FAQ.
: >Went looking for it the other night and had no luck! Are all your

Just uploaded a TON of stuff to my ftp dir at ftp.xmission.com
/pub/users/j/jeking. In addition, I tried an ftp to
amiga.archive.umich.edu, and oddly enough, I was able to upload to the
/new dir, but after 20 files, it started freaking out and I had to
disconnect.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @

2066. Old 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-07 21:58:00 UTC
From: DAG.HUGDAHL@flight.org
Message-ID: <9a7_9503080106@flight.org>
Source record: 93844

Quoting From: CONRADUS@PLEARN.EDU.PL (Konrad Kokoszkiewicz)

KK>>I plugged it in, and it didn't work. Black-greenish screen, no sound, no
KK>>attempt to boot the disk. Funny thing is, after 5 minutes in that state,
KK>>doing a cold-start caused it to boot, but with no picture (with sound).
KK>>A minute after that, I pressed System Reset and the video popped up. From
KK>>that point on everything was normal. This process repeated itself a week
KK>>later.
KK>
KK>I experienced such a "funny" thing with my 65XE some years ago. It means,
KK>(probably) that your Power Supply don't work properly. I don't know,
KK>what may happen on the 800, but on 65XE damaged PS may damage the computer
KK>(especially the FRED-chip).

I would have to agree with that too. Sounds like the same thing that
started happening to me right before my power supply died on my XL. I
assume it could happen on the 800 too.

-Dag-

---
* PabQwk 2.0 #23 * On a clear disk you can seek forever
---------------------------- -//- ----------------------------
Internet: DAG.HUGDAHL@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------

2067. want XEP80 VT100 emulator

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-07 22:32:09 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950307143047.8545C-100000@PEAK.ORG>
Source record: 93694

Anybody know of a terminal for the XEP80 that does decent VT100
emulation, even if at only 2400 baud???

This would be fantastic.

James

2068. Thanks, and 1050 Woes!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-08 01:03:13 UTC
From: steveg@phantom.com
Message-ID: <3jivoh$4fd@dockmaster.phantom.com>
Source record: 93696

Thanks to all who have helped me with my little pet project. You're all invited to the BBS opening - when it happens. :-)

I have another issue regarding SCSI devices and the Black Box/8-bit thing. Does the Black Box support removable media devices? I have a 44-MB SyQuest drive (SCSI) hooked up to my Mac, but I'll soon be replacing it with a different, higher capacity removable storage device. I was wondering if it would be possible for me to connect the drive to the 8-bit for BBS usage. This should be fairly cost-effective as I have about a dozen 44-MB SyQuest cartridges here which I can swap in but a few seconds if/when one cartridge fills up. So what's the verdict?

In other news...Here's another little problem which I forgot to mention when I last posted. A few months ago I was using my 8-bit system without a hitch. I shut everything down when I was done and left. When I returned a week or three later (remember, I live in NYC, my Atari is in NJ) my D2: was no longer functional. When you hit the power switch, the POWER light goes on but the drive doesn't spin. I opened up the drive and discovered two things: First, a floppy disk sticker had attached itself to a small piece of metal which is attached to a spring inside of the drive. Removing the sticker was easy and the drive didn't seem to be affected; I compared the drive to my functional D1: and they looked and functioned identically, barring the aforementioned problem with D2:. The second thing I noticed was that the vertical aluminum shielding that kind of wraps around the back of the drive's controller board was VERY hot (significantly hotter than my functional D1:), especially on the left side (the same side as the power cable input). Turning off the power switch and waiting a few minutes showed a marked cooling in the shielding, but it only takes a few seconds (about 10-15) for the shield to get hot again once the power is turned on again.

Any ideas? Oh yeah...This drive, as well as my D1:, are US Doubler-ified though I've never had a problem with it before. Nothing had spilled or otherwise gotten to the drive while I was away; it's covered with a plastic dust cover in a cool basement, with a functional dehumidifier working about 30 feet away, and I'm the only one who ever touches it.

2069. More ?'s :-)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-08 01:08:09 UTC
From: steveg@phantom.com
Message-ID: <3jj01p$4fd@dockmaster.phantom.com>
Source record: 93697

Sorry, but I'm just full of questions. :-)

1. Is a special cable needed to connect a 14.4K baud modem to a Black Box?

2. What is the maximum storage capacity of the 8-bit Atari w/Black Box?
(I.e., if I wanted to connect, say, a 730-MB SCSI hard drive...?)
Following that thread, how are partitions designated (i.e., do we go from
D1, D2, D3, etc to D8, D9, DA, DB, DC, etc?) and what is the maximum
partition size?

3. I'd still be interested in hearing any ideas on how to promote the
opening of a new BBS. I'm considering dropping a few dollars into a
couple of ads in Atari-related newsletters. Does Current Notes still
exist, for example? What are the other popular mags around that won't
drive me broke for a simple little ad? :-)

2070. SpartaDos X ramdisk 9,15 problems

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-08 02:36:45 UTC
From: James King <jeking7@delphi.com>
Message-ID: <RWwb9VI.jeking7@delphi.com>
Source record: 93837

Finally got a 130xe to work on my MIO, but now that I want to use my SpartaDos X cart, I'm finding that adding DEVICE RAMDISK 9,15 doesnt do a damn thing. I can see it accessing the ramdisk (I installed the ramdisk LED hack), but doing a DIR D9: says invalid drive..

I can then do a RAMDISK.SYS 9,15 from the command line, and it works.

Any suggestions?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

2071. Where can a joystick tester be found

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-08 03:45:38 UTC
From: wayfare@acca.nmsu.edu
Message-ID: <3jj992$4u5@dns1.NMSU.Edu>
Source record: 93822

Where can a find a joystick tester program written in basic for the 800xl?
Are there any sites that i can ftp or gopher to? Please email your
reply. Thanks.

2072. Re: P:R:Connection modem cables

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-08 04:24:07 UTC
From: tdrake1@umbc.edu
Message-ID: <3jjbh7$bnb@news.umbc.edu>
Source record: 93698

Tim Irvin (ziggy29@rahul.net) wrote:

: I've got a couple more questions about the P:R: connection and 850 and
: other stuff...

: Can the P:R: connection daisy chain to the end of your SIO chain? I've
: got an 800XL leading to a 1010 to a 1025 to a 1050 (soon to another
: 1050) to a 1030 modem (which someone gave me yesterday). The 1030, of
: course, will be gone once I have the hardware to hook up something
: faster.

Sure can but the preference is to keep it as close as you can in-line to the computer. You can then daisy chain from the P:R with its extra I/O port. Best to keep it closer.

Why should you keep it next to the computer in-line? The P:R Connection is powered by your computer and should ideally be plugged into the 13 pin male socket where the disk drive normally goes. Then plug the next device into the 13 pin I/O socket on the P:R Connection. Since there is actually a voltage drop in each of the daisy chained connectors, it IS best to plug the P:R directly into the computer.

: If I used a P:R: connection for a faster modem (the 1030 only
does 300
: bps...arrgh), could I hook it into the second 1050 (which would then be
: the "end" of the SIO chain) and then hook that into the 25/9 adapter
: (which needs to have pins crossed, if I understand correctly), then
: connect that to a standard RS-232 into the modem? And this can work
: at speeds up to 9600 bps?

Yep, plug the 9pin to 25 pin adaptor into R1: on the P:R and then plug in a standard 25-pin RS232C modem from it to your modem. Can use up to 9600 baud with the P:R. (Some have claimed 19200 but I have not seen that from any P:R I have used).

: I need comm software, anyway. I have the 1030 and I can't even try it
: out because I don't have the software. Guess I'll have to go to B&C
: on Thursday and pick up one of those public domain comm packages to at
: least get me started so I can download something better...but at 300 bps
: it will take a *long* time [groan]...While I'm there, I may have to
: look into biting the bullet and plunking down $50 for a P:R: connection.

Just remember that the 1030 is a direct connect modem. You will need an actual modem to hook into the P:R. E-mail me if you are looking for a faster modem (like 9600 baud!!).

For comms programs, Check out Ice-T or FlickerTerm 80 for VT100 dialup emulation! Flickerterm has IBM-PC ANSI graphics capability too.

For 40 column ATASCII and 40 column ASCII or 80 column with the XEP-80 check out Bobterm. All are available on the net.

--
-=-
Thomas Drake | Through the telephone,
tdrake1@umbc.edu | off of the server, over the T-1 backbone,
Test First! Then Code! | nothing but 'Net!!

2073. Re: Thanks, and 1050 Woes!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-08 04:29:24 UTC
From: tdrake1@umbc.edu
Message-ID: <3jjbr4$bnb@news.umbc.edu>
Source record: 93699

Steve G. (steveg@phantom.com) wrote:

: Thanks to all who have helped me with my little pet project. You're all
: invited to the BBS opening - when it happens. :-)

: I have another issue regarding SCSI devices and the Black Box/8-bit
: thing. Does the Black Box support removable media devices? I have a 44-MB
: SyQuest drive (SCSI) hooked up to my Mac, but I'll soon be replacing it
: with a different, higher capacity removable storage device. I was wondering
: if it would be possible for me to connect the drive to the 8-bit for BBS
: usage. This should be fairly cost-effective as I have about a dozen 44-MB
: SyQuest cartridges here which I can swap in but a few seconds if/when one
: cartridge fills up. So what's the verdict?

I use an 88-meg Syquest removable SCSI on my Black Box with no problem.

--
-=-=-=

2074. Re: Help restore my 600XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-08 04:39:15 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3jjcdj$10c9@hearst.cac.psu.edu>
Source record: 93700

Ben Corr (bjcorr@delphi.com) wrote:
: >> Many years ago I gutted my 600xl of all its IC's. well, um...
: >>I want to put it back together and do the 64k upgrade...problem is
: >>I don't have ANY diagrams of the 600xl internals. I made a bunch
: >>of guesses by tracing an 800xl board but all I get is a nice black screen
: >>so..could some KIND soul please email me all the chips numbers for
: >>all the "U"'s on the silkscreen.
: >> Thanks.
: >>
: >>--
: >>Andrew K. Heller - Making the world safe once again.
: >heller@akh104.rh.psu.edu

: clip,clip

: >u11 & 12 - Ram chips, 4464's

Thanks for the info....I now have my 600XL back up and running...
(I screwed up two LS chips... thats all...pretty good for just following
traces during a hockey game though!)

Hmm..now to get a SV2.1 600XL. hehehe
--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---
Carts: 2600 104; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600 1; 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1;
800 2; 1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 w/Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

2075. Depression...and things from 1985

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-08 04:54:01 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3jjd99$fnf@hearst.cac.psu.edu>
Source record: 93702

From the San Leandro Computer Club, February 1985.

Excerpts from the Consumer Electronics Show in Las Vegas.

"Antic Special Bulletin"

" . . . the one sad note . . . the long-rumored AMIE 16-voice sound chip was not totally ready for production yet. The AMIE, which is said to emulate human speech and singing with unprecedented accuracy, will be incorporated into the '85 Atari line later in the spring . . ."

"Another '85 breakthrough is Atari's sleek, compact 3 1/2" disk drive with 500k storage capacity . . . in the incredibly low price range of $100."

". . . the monitors include a 12" monochrome for about $100 -- with a built-in 80-column card . . . and a 14" color monitor for about $200 which will compete with the popular Commodore color unit."

"There will also be a luggable 8-bit XE that comes with 128K, a small video screen and a disk drive, the package selling for around $400." [This was the 130XEP]

"Today's press conference was introduced by Nevada governor Richard Bryan, who has been negotiating with Atari President Jack Tramiel to establish an Atari semiconductor factory in Nevada . . . negotiations for such an Atari plant are going well . . . but have not been finalized."

also in this SLCC issue was the small little article "X-Atari Review" which had this to say:

"...Atari users should be up in arms at the death of the expansion box. This would have allowed all XL owners (1200 excluded" to upgrade to 128K, music synthesizer, and other neat expansion cards that now we are left without. It was only a heavy write-in campaign that saved the PBI . . . on the new high end 8 bit machines . . ."

" . . . a word about what Atari would have show; 800XL, 1450XL, Expansion box, a read-only optical disk drive utilizing Warner's record division to stamp out indestructable inexpensive software media . . ., a true double-density double sided drive, and lets not forget the ace in the hole, the Atari Amiga . . . a truly new machine in the spirit of the old Atari, not a color Macintosh clone."

and now I would like to wrap up this tear jerker with how I am feeling about all this stuff:

"Looking from this empty room, the corridors of endless gloom go
crawling through the night, to meet the dawn that's on its way.
Oh, to sleep, per-chance to dream, to live again those joyous scenes,
the laughter and the follies that are locked inside my head...."
Mr. Kingdom - ELO

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---
Carts: 2600 104; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600 1; 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1;
800 2; 1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 w/Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

2076. Archive for BASIC code?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-08 05:14:11 UTC
From: wayfare@acca.nmsu.edu
Message-ID: <3jjef3$7k2@dns1.NMSU.Edu>
Source record: 93850

I havent yet tried to locate what i need to transfer files to my 800xl, but in the meantime it would be nice to get some BASIC code to type into it. Is there such an archive...?

2077. Re: P:R:Connection modem cables

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-08 06:38:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <8MAR199501385675@pavo.concordia.ca>
Source record: 93703

In article <3jhv4v$6bn@butch.lmsc.lockheed.com>, ziggy29@rahul.net writes...
>
>I've got a couple more questions about the P:R: connection and 850 and
>other stuff...
>
>Can the P:R: connection daisy chain to the end of your SIO chain? I've
>got an 800XL leading to a 1010 to a 1025 to a 1050 (soon to another
>1050) to a 1030 modem (which someone gave me yesterday). The 1030, of
>course, will be gone once I have the hardware to hook up something
>faster.
>
>If I used a P:R: connection for a faster modem (the 1030 only does 300
>bps...arrgh), could I hook it into the second 1050 (which would then be
>the "end" of the SIO chain) and then hook that into the 25/9 adapter
>(which needs to have pins crossed, if I understand correctly), then
>connect that to a standard RS-232 into the modem? And this can work
>at speeds up to 9600 bps?
>
>I need comm software, anyway. I have the 1030 and I can't even try it
>out because I don't have the software. Guess I'll have to go to B&C
>on Thursday and pick up one of those public domain comm packages to at
>least get me started so I can download something better...but at 300 bps
>it will take a *long* time [groan]...While I'm there, I may have to
>look into biting the bullet and plunking down $50 for a P:R: connection.
>
The PR connection has an SIO cable and an SIO port. It takes its power off the
SIO line, so it's best positionned right after the computer. 1200xls requires
the installation of a jumper to work properly.

If you're looking for comm software, get BobTerm. It can be used with virtually
any modem/interface combination. Thus, you can go from 300 to 9600 by merely
changing the handler file loaded by BobTerm. You may also want to look at
the Zmodem DL program (Atari-Z-Modem?) at Umich.

Dave

2078. Re: About the 1029 printer

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-08 06:43:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <8MAR199501433497@pavo.concordia.ca>
Source record: 93704

In article <3jeuct$5q4@dux.dundee.ac.uk>, gfenwick@mcs.dundee.ac.uk (Graeme Fenwick) writes...
>PATERSON, DAVID ANDREW (da_pate@pavo.concordia.ca) wrote:
>: I've seen 1029s in Canada. They seem to be an improvement on the 1025, since
>: the 1029 does support bit mapped graphics. Never actually used one myself,
>: though I do have a 1025.
>
>Funnily enough, *I've* heard very little about the 1025- the other way round
>really. The 1029 seemed reasonably ubiquitous in the UK at least, but it
>didn't work with a lot of programs (which were mainly developed in the US,
>where the 1029 wasn't sold, and there wasn't really any support). Another
>reason was that it wasn't Epson compatable, it had a different number of pins,
>which would have made reqrites difficult.
>As far as I know, it used the same mechanism as a Commodore printer of the same
>era.
>
The 1025 is built like the 800 - seemingly indestructible by anything short of a prolonged nuclear conflict. No graphics mode, only 7 pin text, with no descenders. Noisy and slow.

I once wrote a screen dump for the 1025. It was in BASIC, and worked with Graphics 5. The darkest color was dumped as #, medium as -, light as . and a space represented the lightest.

Of course, at that point I used looping LOCATEs, rather than anything faster; it was a painfully slow process.

Dave

2079. Re: Thanks, and 1050 Woes!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-08 06:48:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <8MAR199501483952@pavo.concordia.ca>
Source record: 93806

In article <3jivoh$4fd@dockmaster.phantom.com>, steveg@phantom.com (Steve G.) writes...
>
>Thanks to all who have helped me with my little pet project. You're all
>invited to the BBS opening - when it happens. :-)
>
>I have another issue regarding SCSI devices and the Black Box/8-bit
>thing. Does the Black Box support removable media devices? I have a 44-MB
>SyQuest drive (SCSI) hooked up to my Mac, but I'll soon be replacing it
>with a different, higher capacity removable storage device. I was wondering
>if it would be possible for me to connect the drive to the 8-bit for BBS
>usage. This should be fairly cost-effective as I have about a dozen 44-MB
>SyQuest cartridges here which I can swap in but a few seconds if/when one
>cartridge fills up. So what's the verdict?
>
>
Ben Poehland, better known as the arcane alchemist, has used a SyQuest with
a Black Box. I'm not sure of how the various DOS systems react to a change in
the media; I'd guess that as long as the drives are partitionned in the same
way there won't be a problem. Otherwise, you may have to power down / cold
reset to change carts.

One thing to keep in mind: all flavours of Atari DOS are currently limited to
16 megs (256 bytes/sector with a maximum of 65536 sectors). There have been
rumours of a MyDos 5 that breaks the 16 meg barrier, but I don't think it's
available yet.

Dave

2080. Re: 130xe programming

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-08 08:04:57 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3jjof9$e2m@nic-nac.CSU.net>
Source record: 93846

Hey, yeah, I tried the broken lines in C.. at least Think C++'s compiler handles it fine.

Also, in Action!, you must put ()'s after function/procedure calls.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, HyperIt!, HTML8bit, Geneocide, Adventure XL, & more!

2081. Re: Thanks, and 1050 Woes!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-08 08:09:29 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3jjonp$e40@nic-nac.CSU.net>
Source record: 93847

! WHOA ! 8^o MyDOS >5< !? Where!? Where'd you hear about this!?!?!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, HyperIt!, HTML8bit, Geneocide, Adventure XL, & more!

2082. Re: want XEP80 VT100 emulator

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-08 09:16:25 UTC
From: krishna@primenet.com
Message-ID: <3jjsla$lsl@news.primenet.com>
Source record: 93809

The mortal James Wood wrote:

: Anybody know of a terminal for the XEP80 that does decent VT100
: emulation, even if at only 2400 baud???

: This would be fantastic.

I know you feel obligated to use the XEP, but have you not tried Flickerterm?

2083. Re: Gore demo & Umich archives

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-08 09:20:58 UTC
From: cmwagner@gate.net
Message-ID: <3jjstq$1i8j@tequesta.gate.net>
Source record: 93810

Russ Gilbert <Russ.Gilbert@apk.wariat.org> wrote:
: things from the umich archive and it doesn't bounce, doesn't send me
: the file, doesn't do anything, just gets lost in the Great Bitbucket of
: the internet. So, I don't feel much like trying to get stuff from

I think sometimes things get lost, as well. I sent a message through a
Fidonet gateway to my Internet account, thought it got lost, two months
later it was in my mailbox. No one said it would come the same day.
<grin>

So the point to the little story is that one day the file may appear in
your mailbox.

: has trouble downloading from umich and uploading, which he has posted
: problems trying, then I don't think I can do it. This is not a

atari.archive.umich.edu is seriously overloaded, since it not only handles
Atari stuff, but other stuff as well. I use gopher to access the ftp
archives, gopher.archive.merit.edu, it is much more responsive.

: requests get waste-canned. There are mirror sites, which, I'm sure the
: files eventually get to, but I think it is hard enought to figure this
: stuff out and just don't want to try that hard.

Yeah, wuarchive is supposed to be a mirror site, and it is usually an
excellent mirror of many sites, but for some reason (atleast when I last
looked) it didn't have an up-to-date mirror of aaue, which I suspect
wuarchive had the same problem that we do, couldn't login. Maybe umich.edu
is on AFS (is that what it is?), I don't think (nor have I found) AFS
is available from my provider, but you may be lucky, try a cd /afs from
your shell account (if you have one).

--
cmwagner@gate.net http://www.gate.net/~cmwagner

2084. Re: Port ST Xformer to Falcon

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-08 09:20:59 UTC
From: krishna@primenet.com
Message-ID: <3jjstr$lsl@news.primenet.com>
Source record: 93811

The problem with any Atari8 emulation endeavor is initiative. So far PCXformer is the most mature one and even that is incomplete. Supposedly the one for the Amiga is done or close to done but who knows how long Jim Drew will talk about it and not release it (I have been away from the net for a month so maybe when I pop into the Amiga newsgroup I will be pleasantly surprised). The Falcon was enough of a step up from the humble STs to probably be up to the task of 1:1 emulation but there are so few Falcons that I doubt any programmer would spend the time to do it.

--
****
* ________ * FILM * CGI * Tolkien *
* Glenn Saunders | _____] ************************
* | | ___ *Amiga 1200 030/50/50/18*
* krishna@primenet.com |__|[_ \ ************************
* B A B__ Y \ L| O N *Atari 6502 series *
* (__/ | ************************
* ______/ *Vextrex * Led Zeppelin *
* ************************
* ftp://ftp.primenet.com:/users/k/krishna/ *Pitiful Internet Addict*
****
*I knew that there was a story I wanted to tell, something that I wanted to *
*SAY. And there is nothing more essentially deadly than someone who *
*believes, rightly or wrongly, that he's on a mission... - JMS *
****

2085. Re: memory upgrade for an XEGS

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-08 09:24:52 UTC
From: krishna@primenet.com
Message-ID: <3jjt54$lsl@news.primenet.com>
Source record: 93812

Yeah, the XEGS upgrades aren't that easy, getting the RAM may be a
challenge. Going over 128K means stacking over 3 deep. It's easier to
get mega memory when you have 8 sockets to stack rather than just 2.

If only Atari had made the XEGS just like a 130XE replete with ECI/CART,
monitor jack, and standard memory configuration, it would be a VERY
popular machine with diehard users these days instead of a curiosity.

--
****
* ________ * FILM * CGI * Tolkien *
* Glenn Saunders | _____] ************************
* | | ___ *Amiga 1200 030/50/50/18*
* krishna@primenet.com |__|[_ \ *************************
* B A B__ Y \ L| O N *Atari 6502 series *
* (__/ | ************************
* ______/ *Vextrex * Led Zeppelin *
* ************************
* ftp://ftp.primenet.com:/users/k/krishna/ *Pitiful Internet Addict*
****
*I knew that there was a story I wanted to tell, something that I wanted to *
*SAY. And there is nothing more essentially deadly than someone who *
*believes, rightly or wrongly, that he's on a mission... - JMS *
****

2086. Re: different graphic modes in the same scanline

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-08 09:30:11 UTC
From: krishna@primenet.com
Message-ID: <3jjtf3$lsl@news.primenet.com>
Source record: 93813

I don't know about modes, but I do know that as far as color registers are concerned, the Atari is barely fast enough to handle about 2 color register changes per scanline for a kind of predecessor to Amiga HAM mode. That's John Harris's GED system and it's cool to see since usually you don't think of the Atari as being accurate enough to be able to make steady changes in mid scanline. In fact John's earlier GED had a bit of instability and there was some wavering sometimes but his newest version is rock solid. There are even enough cycles left for joystick polling for rudimentary painting routines although in the text file for GED John talks about how while the Atari is doing this it has really nothing left to spare, which is what prevents this mode from being useful for anything but static displays.

2087. Re: diff. gr. modes per scan line?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-08 09:36:17 UTC
From: krishna@primenet.com
Message-ID: <3jjtqh$lsl@news.primenet.com>
Source record: 93814

The mortal Raphael J Espino wrote:
: In article <Pine.SUN.3.91.950224000130.20280C-100000@PEAK.ORG> James Wood
<jamesw@PEAK.ORG> writes:
: >
: >I remembr seeing a Polish (I beleive) demo that was unbelieveable.
: >I can't remember the name, but it's probably commonly known.
: >
: >There were lots of colors on-screen (DLIs, I suppose), but there were
: >other neat things....like there appeard to be more things moving
: >independently than there are PMGs. Most interesting was the mix of more
: >than one graphics mode on the same scan line. Anybody care to speculate
: >how this was possible?
: If it's the one I'm thinking about, then close inspection reveals them to
: be GTIA modes + Gr.8 I think. If I remember correctly you can switch GTIA
: modes by toggling a bit somewhere (the number 623 comes to mind... hmmmm, or
: is it 559? - those are the shadow registers anyway, you'd need to modify the
: hardware equivalent to do it on the fly). Anyway the idea is that you can
: switch GTIA on and off by toggling a single bit. You can even do this in
: modes that do not directly support GTIA (like GR.0), they're not much use,
: but they look pretty. Ok, so the idea is to switch the GTIA bit on and off

On the contrary. Turning on GTIA while in text modes like gr.0 is very
useful and has been used by game programmers to save memory and provide a
faster character-based playfield for animation. This is called "IRG"
text modes I believe, where it is a bitmap mode using text as the
underlying data for the bitmaps, so you can only have 128 and their
inverse different objects which are filtered down into the various modes,
like for gr.9 with gr.0 underneath that means a 2x8 matrix, and gr.15 is
a 4x8 matrix.

I'd call these separate graphics modes myself because their memory
requirements are so vastly different from a real bitmapped mode.

It's misleading to only consider the graphics calls from Basic to be the
only modes you can generate on the Atari. These are some exceptions and
things like Antic3 (I think) text mode, you know, the one with the text
using the descenders, is another, etc...

2088. Re: De Re Atari, A Dilema

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-08 09:38:46 UTC
From: krishna@primenet.com
Message-ID: <3jjtv6$lsl@news.primenet.com>
Source record: 93815

Speaking of Atari books at the library, my old local library in Needham has a copy of The Creative Atari, which is a compendium of Creative Computer(?) articles. Mostly from the 1980-82 vintage, pre XL schtuff.

2089. Re: CX85 Keypad

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-08 09:42:39 UTC
From: krishna@primenet.com
Message-ID: <3jju6f$lsl@news.primenet.com>
Source record: 93817

CX85 support was something I asked of Clay long ago, I guess he put it on the back burner and has finally come round to considering it. God knows he's done everything else imaginable with Flickerterm :)

Re: CX85

I really think the Innovative Concepts hardwire modification was a hack that never got its due. I never got it done, IC vaporized by the time I tried to reach them, but it sounded so kool.

By the way, they also have keypads for laptops these days that plug into the parallel port. I bet that those are fairly easy to program and might be usable as well if someone was curious enough to try it out. Of course, there is no shortage of CX-85s, but the joystick port is not the most convenient of ports to tie up.

2090. Re: Bob Klaas of Pro!/KPI goes PC!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-08 09:49:31 UTC
From: krishna@primenet.com
Message-ID: <3jjujb$lsl@news.primenet.com>
Source record: 93816

The mortal James King wrote:
: My guess is that BBS Express Pro! will stay with Klaas and KPI until
: he bails 100%. My last chat with him seemed to indicate that he wouldnt
: be selling Pro! but would let it continue at its present rate
: of decline.

Eloquently stated.

This will work okay for Bob, but does not serve the community that well, about as well as it did for Oasis when Alfred let the software sit idle that way.

There is always Forem XEP.

I've always thought PRO! was getting ragged as far as some of its features which haven't changed since the Ledbetter days, like the primitive editor and its increasingly limited message base structure. I think it's about reached the end of its enhancement cycle the way Carina was with 2.5 and that any new BBS software for the Atari8 is best created from scratch in order to TRY to modernize it as much as possible.

I got some ruminations from Tom Hunt along those lines but we'll see.

2091. Re: 8-bit mods

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-08 09:52:03 UTC
From: krishna@primenet.com
Message-ID: <3jjuo3$lsl@news.primenet.com>
Source record: 93818

```
The mortal James King wrote:
: hehehehe. You're joking, right?
:
: Gordie Meyer is the Assistant Manager of the Atari Advantage right here
: on Delphi. Send a mail message to "biblinkski" and you'll have
: Gordie!

Yeah, he's an ST guy like 99% of the Atari Advantage guys on Delphi.
```

2092. Re: 1200XL upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-08 09:56:37 UTC
From: krishna@primenet.com
Message-ID: <3jjv0l$lsl@news.primenet.com>
Source record: 93819

The mortal Ben Corr wrote:
: Okay, I've heard enough about the 1 meg memory upgrade for the 1200XL, where
: do I get this sucker?
: bjcorr@delphi.com

Supposedly the Newell upgrade was compatible with the 1200XL, or had a
1200XL variant installation. FTE now owns the rights to the Newell mods.

2093. monitor question

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-08 10:27:54 UTC
From: teyilei@magnus.acs.ohio-state.edu
Message-ID: <3jk0ra$t0q@charm.magnus.acs.ohio-state.edu>
Source record: 93820

Although I've had my 130XE for a while now, I've never looked into the separate chroma and luma video outs of the machine until now. To those who have seen such a display, how much sharper is the display than the standard one-connect video output to a monitor or VCR? Is it worth getting a special monitor for, or is it just slightly better?
Also, are there any monitors that have luma/chroma ins but are more affordable than the Commdore monitors?

Thanks

2094. **Atari 8bit HW sale repost**

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-08 11:54:25 UTC
From: aj445@cleveland.Freenet.Edu
Message-ID: <3jk5th$li8@usenet.INS.CWRU.Edu>
Source record: 93848

I have the following Atari 8 Bit items for sale to the highest offer. I would naturally prefer that the interested parties be within driving distance, so that they could actually SEE and operate any system that they are interested in (I'm in N.E. Ohio). However, I realize that that would be severely limiting the pool of prospective buyers. Be assured that all items are in perfect working order. All memory upgrades were done by myself, as well as any mods and normal maintenance.

Atari 600xl (64k)
Atari XEGS (128k)
Atari 800 (48k)
Atari 800 (188k)
Atari 1200xl (1 meg, SuperVideo 2.1 mod)
Percom SS/DD disk drive
Atari 810 disk drive (Happy Warp Drive enhanced)
ICD PR:Connection (new)
Atari 130xe (320k)
ICD MIO (1meg)
30meg SCSI HD (two 13.5meg partitions)
Basic XE cart.
2400 baud modem
Avatex 1200 baud modem
Commodore 1802 monitor (NOT perfect; occsionally needs to warm up)

I will personally check out any item prior to shipment. I'm a Sr. Electronic technician, and hold an Extra Class FCC Amateur Radio license. These items were well cared for. As mentioned, I'd prefer a local buyer, but I will ship to continental U.S. locales. If you are SERIOUSLY interested in any item, you may contact me at:

aj445@po.cwru.edu
cooncat@ix.netcom.com
kb8eb@wa8bxn.#neoh.oh.usa.na (packet radio)

Bill Somrak
(NOT leaving the Atari 8 bit community for good. I'll ALWAYS keep at least one system up and running, for old times sake!)

2095. New Universal FIT form

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-08 14:31:10 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Mar08.092927.27925@wariat.UUCP>
Source record: 93849

```
Name:---------------->_____________________________
Address:------------->_____________________________
Phone number:-------->_____________________________
How much did you
make last year?---->_____________________________
Send it in----------->_____________________________
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
*********************************************************************
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
*********************************************************************
```

2096. Internet Novice: where to get inofs about XL?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-08 15:15:40 UTC
From: rosans00@marvin.informatik.uni-dortmund.de
Message-ID: <3jkhms$f8f@fbi-news.informatik.uni-dortmund.de>
Source record: 93823

Hello! I am net here at the Internet and therefor I have some questions
about the Internet and this newsgroup:

1. About the Internet:
Are there any other sources, groups, servers etc. providing information
about the "good old" ATARI 8-Bit? I am interested in all kind of sources,
and please name mirrors, if possible (because I cannot reach every
server via every protocoll. My account is restricted to servers ending ".de"
and I can reach some general information servers for newsgroups, mail etc.)

2. About this newsgroup:
What is this newsgroup for? (Maybe also: what is a newsgroup?) Who moderates
it? What kind of text is supposed to post to it? e.g. Is it allowed to
put "to sell"-lists (private 2nd hand software, hardware) to this newsgroup?

--> Please post the answers to my E-mail-adress (below). I will collect
all mails and post a summary of them to this newsgroup. So please add
something like "I agree with posting this mail to the comp.sys.atari.8bit"
in your mail.

I will check my mail account at least once a week.

P.S.: What does the words "Summary:" and "Keyword:", automatically added
by rtin, mean?


```
_____________________________________________________________
| Thomas Rosanski |\
| rosans00@marvin.informatik.uni-dortmund.de | |
|-------------------------------------------------------------| |
| UBICUMQUE SUM NIHIL EST NEQUE TAMEN UBIQUE ESSE POSSUM | |
|-------------------------------------------------------------| |
| The above text contains my personal point of view, it | |
| has nothing to do with the opinion of the University. | |
|_____________________________________________________________| |
\_____________________________________________________________\|
```

2097. Re: monitor question

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-08 15:28:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19950308152815MIS0160@MVS.UDEL.EDU>
Source record: 93708

In article <3jk0ra$t0q@charm.magnus.acs.ohio-state.edu>,
teyilei@magnus.acs.ohio-state.edu (Teyi N Lei) writes:

>Although I've had my 130XE for a while now, I've never looked into the
>separate chroma and luma video outs of the machine until now. To those who
>have seen such a display, how much sharper is the display than the standard
>one-connect video output to a monitor or VCR? Is it worth getting a special
>monitor for, or is it just slightly better?
>Also, are there any monitors that have luma/chroma ins but are more affordable
>than the Commdore monitors?
>
>Thanks
>
I bought a Commodore 1702 monitor several years ago. It has both
composite video input as well as chroma and luma inputs. The monitor
has much better resolution than a color television. I found that the
chroma/luma inputs gave slightly sharper resolution than the composite
input. If you want to run a VT100 emulator in simulated 80 column mode,
a monitor is the only way to go. You should have no problem with a
130XE, but 800XL owners should be aware that a connection is missing
internally when trying a chroma/luma hookup.

Roger Cole

2098. Re: About the 1029 printer

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-08 15:32:23 UTC
From: ziggy29@rahul.net
Message-ID: <3jkim7$kif@butch.lmsc.lockheed.com>
Source record: 93826

In article <8MAR199501433497@pavo.concordia.ca>, da_pate@pavo.concordia.ca (PATERSON, DAVID ANDREW) says:
>
[snip]

>The 1025 is built like the 800 - seemingly indestructible by anything short of
>a prolonged nuclear conflict. No graphics mode, only 7 pin text, with no
>descenders. Noisy and slow.

It's not *that* noisy. We have an Epson LX-810 at home; if you want to talk "noisy," visit my bedroom when we're printing on it. Compared to that thing, my 1025 and 1027 are positively quiet. (The 1027 is rarely used and currently residing in a box in my closet. Though its print quality is better than the 1025, it needs a new ink roller and is incompatible with some software, most notably the version of Atariwriter I'm using.)

Compared to modern ink jets and lasers, yes, it's very noisy. Compared to other dot-matrix printers I've heard over the years, it isn't that bad.

Oh, and one more thing about the 1025--it's *very* heavy. Though not very large, it must weigh 10-15 pounds (that's roughly 4-6 kg for you metric types). I picked it up as part of a system purchase last week, and I was very surprised when I took it out of the box. Who needs to pump iron when you've got a 1025 on your desk? :)

--
Tim Irvin
ziggy29@rahul.net

2099. Re: More ?'s :-)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-08 15:37:27 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3jkivn$qjp@nic-nac.CSU.net>
Source record: 93824

Re: #1: I dunno. Good question (because P:R: & 850 do <SIGH>)

Re: #2: You get up to 8 (or 9?) drive partitions at a time; each being up to 16MB (65536 sectors * 256 bytes per sector (Double Density)).
I think SpartaDOS allows for a real drive 9, but I could be wrong. MyDOS doesn't. It reserves drive 9 as a special case (RAMdisk). But if you had a large RAMdisk, you could have: 16MB/HDP * 8HDP's + 4MBRD - 64KSM = 135,104K or just under 132MB online! (Acroynms: MegaBytes, Hard Drive Partitions, RamDisk, SystemRAM, Kilobytes.)

Re: #3: I know the "old" Atari Classics had free ad's or something.. I don't know the "new" AC's policy. And yes, Current Notes is still around. Check the Vendors/Developers FAQ for a list!

Good luck!
-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, HyperIt!, HTML8bit, Geneocide, Adventure XL, & more!
Wishing I could have your setup!

2100. Re: P:R:Connection modem cables

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-08 15:39:57 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3jkj4d$qjt@nic-nac.CSU.net>
Source record: 93825

Yes, P:R: can be daisy chained. The hardware itself is this:

One side of the box: SIO cable sticking out / SIO port
Other side of it: 9-pin R1: port / 9-pin R2: port / 25-pin P: port

I think it might be best to chain it at the beginning (and stick the 1050's,
etc. after it) because it draws power out of the computer.

-l8r!
-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, HyperIt!, HTML8bit, Geneocide, Adventure XL, & more!

2101. WANTED: Vanguard, Jr. Pacman for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-08 16:06:24 UTC
From: sydtech@winternet.com
Message-ID: <3jkkm0$jq_001@news.winternet.com>
Source record: 93831

These were never officially released. I'm looking for any unofficial
"ports" of these 5200 games to the 8-bit.

Any info/help would be appreciated!

Thanks,
Scott

2102. SpartaDos X ramdisk 9,15 problems

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-08 20:44:42 UTC
From: Michael.Fitzpatrick@flight.org
Message-ID: <558_9503090106@flight.org>
Source record: 93705

What does your autoexec.bat look like (listing)? You might find the answer to
your solutions there.

I'm assuming your using SDX and have the manual for same.

---------- -//- ----------
Internet: Michael.Fitzpatrick@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

2103. Re: Uploads to /new at Um

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-08 21:25:00 UTC
From: DAG.HUGDAHL@flight.org
Message-ID: <559_9503090106@flight.org>
Source record: 93706

Quoting From: bjcorr@delphi.com (Ben Corr)

BC>I don't even TRY to go to umich these days, I go to the mirrors, (of
BC>course uploading is a different story.) What IS the problemn at umich?
BC>
BC>So THATS your FTP site, it is listed differently in my copy of the FAQ.
BC>Went looking for it the other night and had no luck! Are all your
BC>modification files on the FTP site?
BC>bjcorr@delphi.com

I haven't ever had any problem GOPHER'ing files from umich, but you
can only download files that way. Too bad gopher won't work the other
way...

-Dag-

---
* PabQwk 2.0 #23 * ERROR- 170: File not found ... should I fake it? (Y/N)
---------- -//- ----------
Internet: DAG.HUGDAHL@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

2104. Re: P:R:Connection modem

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-08 21:33:00 UTC
From: DAG.HUGDAHL@flight.org
Message-ID: <55a_9503090106@flight.org>
Source record: 93707

Quoting From: ziggy29@rahul.net (Tim Irvin)

TI>Can the P:R: connection daisy chain to the end of your SIO chain? I've
TI>got an 800XL leading to a 1010 to a 1025 to a 1050 (soon to another
TI>1050) to a 1030 modem (which someone gave me yesterday). The 1030, of
TI>course, will be gone once I have the hardware to hook up something
TI>faster.

You can, but I wouldn't put it at the very end, unless you have
something like CSS's SIO power booster. I have contemplated getting one
for myself, as my P:R: seems to be very touchy where it is located in the
SIO chain.

-Dag-

---
* PabQwk 2.0 #23 * The future isn't what it used to be.
---------------------------- -//- ----------------------------
Internet: DAG.HUGDAHL@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------

2105. Warning: spamscam!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-08 22:12:18 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D5570J.D3r@itex.jct.ac.il>
Source record: 93843

Figured this wasn't posted to comp.sys.atari.8bit, so...

Subject: (fwd) Re: WANTED: Orphaned Atari Computers!

Newsgroups: comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.ibm.pc.hardware.misc,comp.sys.mac.wanted,c

In article <3j1pil$559@kelly.teleport.com> bensmith@teleport.com (Benjamin Smith) writes:

> If you have Atari Items that you wish to Donate, send E-Mail to arrange
>shipping.
> All donations Gladly Accepted.
> For Parties interested in Putting your Atari up for Adoption, Please
>Reply in E-Mail to: bensmith@teleport.com

>Please Send All Replies to E-Mail.
>--
>Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
>Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
>bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
>Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

This dude is not going to *donate* these computers!

-itay

Itay Chamiel @ far.away.beyond.the.sea | " " -anonymous
Friendly comments: bruck@brachot.jct.ac.il | "and on on this.. thing.. Page
Unphriendly flames: askbill@microsoft.com | Samuel McConnell." -Henrietta

2106. Re: SIO2PC Suggestion(s)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-08 23:00:11 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <134455@cup.portal.com>
Source record: 93710

Funny you should mention CD ROM. My son has mine intstalled in his computer more often then I have it, but it works exactly like a read only HD. Data rate isn't that bad either, about 250 Mbits second on a single speed if I recall correctly. So SIO2PC should work just fine with it, I'll test this if I ever get mine back. Now for the sad news: Were you aware there's a CD ROM available <if I read the blurb right> with every available program for the ST, JAG files, MODs, etcetera, *EXCEPT* the 8 bit files? Mildly irritating since I have both ST & 8 bit, but wouldn't spend $50 <25 UKPs> on my ST at this time, but would have if I could have gotten both ST & 8 bit stuff. Sheesh! A single MOD runs a couple of 100k's! They could have left one out & included 1/2 of everything worth D/Ling for the 8 bit. Guy who put it together probably wasn't aware we have 8bit=>SIO2PC=> CLONE=>CD ROM access.
Rick

2107. American TechnaVision Sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-09 00:06:59 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2F55DF0D@POST0.LAAFB.AF.MIL>
Source record: 93711

I got a big sale flyer from American TechnaVision yesterday. It had lot's of interesting things for $3 and $5. They are selling trackballs and 1010s for a song as well. If you don't get a flyer soon, you ought to call them. This is just a clearance sale and they are not going out of business.

Rick Reaser

2108. New Atari Classics

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-09 00:06:59 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2F55DFBF@POST0.LAAFB.AF.MIL>
Source record: 93713

I have not been able to convince Bob Wooley and Jim Hood to make a public announcement about what is going on with the next issue of New Atari Classics. Jim was very ill and in the hospital around Christmas time and that's pretty much all I know. I will run something in the next issue of Current Notes, when and if they give me a press release.

Rick Reaser
Atari 8-bit Editor
Current Notes Magazine

2109. Re: looking for 80 column word processor for 65 xe

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-09 00:45:35 UTC
From: chaos@oo.com
Message-ID: <3jlj3f$l5p@tequesta.gate.net>
Source record: 93835

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: : hey y'all
: : i'm looking for a wp for my atari hopefully 80 column.
: : help :)

: AtariWriter + is the answer my friend!

: >> Mark <<

: --
: ===
: Mark Rathwell The University Of Guelph
: mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

: "In case I've got no future, I've got the past. There's no telling just
: how long this plague will last." - Chicago ("The Pull")
: ===
is atari writer + comercial software, or public domain. if
comercial, how much is it, and where do i get one?

pthth, need details, friend!

2110. some questions..

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-09 00:48:23 UTC
From: chaos@oo.com
Message-ID: <3jlj8n$l5p@tequesta.gate.net>
Source record: 93836

OK got some questions here, folks.

First of all, someoen said sparta dos was in the archive.umich
FTP site. i looked in the Spartados dirctory, and i couldent seem to
figure out wich one was the actual sprat files. arent they in DCM format?
whats the filename for this?

Someone said atariwrite + was a very good 80 col word processor
for the atari 8bit. is this on any archive sites? if not, what vender
sells it, and how much?

lates!

2111. Almost-Free 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-09 01:52:50 UTC
From: steveg@phantom.com
Message-ID: <3jln1i$af3@dockmaster.phantom.com>
Source record: 93712

I have a beat-to-hell 800XL which still works, though I think one or two keys (I *think* the HELP key + one of the regular keys) don't work, and the power light doesn't work. It's up in my attic in New Jersey - and it might even be assembled. :-)

Anyone want this? Make an offer. Or a trade; if you've got a spare power supply for a 1040ST floating around, I'll gladly trade you for it. Dunno if there's a power supply or TV switchbox with it...come to think of it, I think there's a power supply but I'm almost sure there's no switchbox or TV cable.

2112. Dead 1050--any ideas?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-09 03:23:21 UTC
From: ziggy29@rahul.net
Message-ID: <3jlsb9$efd@hustle.rahul.net>
Source record: 93838

I just picked up a 1050 which doesn't seem to work. When the drive is turned on, the power light goes on, and usually the "busy" light doesn't light up (and the drive doesn't spin). Occasionally, it does, but even when it does, it does nothing. I still get the READY prompt on the 800XL and the Memo Pad on the 800.

Something in the drive appears to be intermittently dead, and even when it isn't dead it isn't recognized by the computer itself.

Have any of you confronted a similar problem with the 1050? Any ideas about possible causes and/or cures?

Thanks!

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Programmer/Analyst/Dino Jockey/ * GCS: !h s:+ !g au+ w+ C++$ v++ w+ U N++
* Husband/Net Geek/ASGX '65 Cabal * W po+ t+@ Y+ j++ B-- e+++ u** r+++ y+++

2113. Re: Where can a joystick tester be found

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-09 03:58:28 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3jlud4$vs@nic-nac.CSU.net>
Source record: 93840

What do you mean by joystick tester?

I usually just do this:

```
10 PRINT STICK(0),STRIG(0):GOTO 10
```

It should display 15 and 1 if nothing is being pressed.

If fire is pressed, the second number becomes 0.

Four directions (alone, not diagonal or other mixes) are:

LEFT=11 RIGHT=7 UP=14 DOWN=13

There's 32 possible combinations. All 16 stick combinations (4 bits) plus
the fire button (another bit).

later!
-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, HyperIt!, HTML8bit, Geneocide, Adventure XL, & more!

I double

space

too much

2114. Re: Depression...and things from 1985

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-09 04:00:54 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3jluhm$148@nic-nac.CSU.net>
Source record: 93839

The expansion box was called the 1090 (or 1090XL or something).

Sounded neat... wonder why nobody's bothered recreating it (now, 10 yrs later)

:)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, HyperIt!, HTML8bit, Geneocide, Adventure XL, & more!

2115. Re: Bob Klaas of Pro!/KPI goes PC!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-09 04:03:50 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3jlun6$170@nic-nac.CSU.net>
Source record: 93841

:) I'm wondering if I should try making MyBBS 1.0 now... perhaps more modular than I even had planned.. (opened for networking?) >:^)

I've always dreampt of a BBS on the Atari where the user had a psuedo (or true!) account; their own directory and disk space.

Of course, for lame-o users, it'd have a default setting of standard menu-based BBS (not command line) but all the menu's would be are sorta batch (source) files..

oh well... how can I contact Tom Hunt!? :)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page is almost ready!!

2116. Re: Gore demo & Umich archives

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-09 04:06:40 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3jlusg$17r@nic-nac.CSU.net>
Source record: 93842

Oh man! People still try to FTP to "ATARI.archive.umich.edu"!?

FTP to "Amiga.archive..." it's 99% of the time free (no "too many lusers")
but sometimes is dead (and always, when you do a "cd .." assumes it to be
a "cd \")

I said this already the other day! :)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page is almost ready!!

2117. Band In A Box + Sequencer for Atari ST

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-09 05:42:27 UTC
From: mercury30@aol.com
Message-ID: <3jm4g3$1s5@newsbf02.news.aol.com>
Source record: 93845

For Sale: For the Atari ST, Band In A Box with styles & song disks. Also
a top of the line MIDI sequencing program is also included in this bundle.
$45 shipped to you. A great MIDI package! Email Mercury30@aol.com

2118. Re: More ?'s :-)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-09 06:56:43 UTC
From: krishna@primenet.com
Message-ID: <3jm8rb$jsl@news.primenet.com>
Source record: 93719

The mortal William Kendrick wrote:
: Re: #1: I dunno. Good question (because P:R: & 850 do <SIGH>)

: Re: #2: You get up to 8 (or 9?) drive partitions at a time; each being up
: to 16MB (65536 sectors * 256 bytes per sector (Double Density)).
: I think SpartaDOS allows for a real drive 9, but I could be wrong. MyDOS
: doesn't. It reserves drive 9 as a special case (RAMdisk). But if you
: had a large RAMdisk, you could have: 16MB/HDP * 8HDP's + 4MBRD - 64KSM =
: 135,104K or just under 132MB online! (Acroynms: MegaBytes, Hard Drive
: Partitions, RamDisk, SystemRAM, Kilobytes.)

The newest Sparta version supports drive 9. Well, I don't know about
Steve Carden's "a" patch.

MYDOS does in fact support 9 drives, it's just that if you have a ramdisk
you have to use up D9: I guess. Plus D9: doesn't show up on the top
status line but internally everything is in order.

2119. Re: monitor question

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-09 06:59:30 UTC
From: krishna@primenet.com
Message-ID: <3jm90i$jsl@news.primenet.com>
Source record: 93720

The mortal Teyi N Lei wrote:
: Although I've had my 130XE for a while now, I've never looked into the
: separate chroma and luma video outs of the machine until now. To those who
: have seen such a display, how much sharper is the display than the standard
: one-connect video output to a monitor or VCR? Is it worth getting a special
: monitor for, or is it just slightly better?
: Also, are there any monitors that have luma/chroma ins but are more affordable
: than the Commdore monitors?

Used C= monitors shouldn't cost you more than $75. I've got an 1802 if
you want to make me an offer on it. The RGB monitors like the 1080/1084,
those are more money naturally but the 1802 and 1702 can be had rather
cheaply.

It's worth it although you'll still have to switch to composite to view
artifacted colors, which many games use, like Loderunner for instance.

2120. Re: Constraints improve art

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-09 07:03:34 UTC
From: krishna@primenet.com
Message-ID: <3jm986$jsl@news.primenet.com>
Source record: 93721

It's no wonder that many of the top game programmers today learned their craft on the 2600 and Atari8.

Programmers starting out today don't generally have a clue how to write tight assembly-only code, nor do they have a desire to learn how to do it.

2121. Re: Uploads to /new at Umich

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-09 07:56:11 UTC
From: bjcorr@delphi.com
Message-ID: <9503090225591.DLITE.bjcorr@delphi.com>
Source record: 93722

>Just uploaded a TON of stuff to my ftp dir at ftp.xmission.com
>/pub/users/j/jeking. In addition, I tried an ftp to
>amiga.archive.umich.edu, and oddly enough, I was able to upload to the
>/new dir, but after 20 files, it started freaking out and I had to
>disconnect.
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - jeking@xmission.com @ @ @
> @ @ @ ------------------------------------ @ @ @
>
Yeah, I finally got on las night, lots of great stuff! When I tried your
BBS out though, no answer. Just my luck!
bjcorr@delphi.com

2122. Re: Help restore my 600XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-09 07:56:23 UTC
From: bjcorr@delphi.com
Message-ID: <9503090225592.DLITE.bjcorr@delphi.com>
Source record: 93723

Thanks for the info....I now have my 600XL back up and running...
>(I screwed up two LS chips... thats all...pretty good for just following
>traces during a hockey game though!)
>
>Hmm..now to get a SV2.1 600XL. hehehe
>--
>Andrew K. Heller - Making the world safe once again.
heller@akh104.rh.psu.edu
A WHAT? SV2.1 600XL? What pray tell is this?
bjcorr@delphi.com

2123. Re: Depression...and things from 1985

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-09 07:56:34 UTC
From: bjcorr@delphi.com
Message-ID: <9503090225593.DLITE.bjcorr@delphi.com>
Source record: 93724

>"There will also be a luggable 8-bit XE that comes with 128K, a small
>video screen and a disk drive, the package selling for around $400."
>[This was the 130XEP]
Hmmmm... What then was the 65xep I read about in the FAQ?
Question: Don't some of these "vaporware" peripheals exist somewhere? I
would be interested in hearing about the performance of the 3.5" drive, the
color monitor, etc. At one computer fair I actually got to see (courtsey of
SLCC) a 1450xld, an 815 drive and other rarities. It was pretty cool.
bjcorr@delphi.com

2124. ULTRAFIL.DCM loaded to UMICH

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-09 08:32:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19950309083259MIS0160@MVS.UDEL.EDU>
Source record: 93732

Last night, I finally managed to get through to the Atari Archive at
UMICH and uploaded an 8-bit filing system I had written many years
ago. It also seems to work on a PC using XFORMER 2.5. The ULTRAFIL.DCM
file contains all the BASIC programs, an AUTORUN.SYS to fire up the
Menu program, and an 80-column documentation file. Any references to
typing in the programs in the documentation are due to the fact that
I originally submitted this system to ANALOG just before they folded.

Roger Cole
INTERNET: Roger.Cole@MVS.UDEL.EDU

P.S. It's located in the /Applications directory

2125. Re: Uploads to /new at Umich

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-09 12:41:47 UTC
From: James King <jeking7@delphi.com>
Message-ID: <ZOw7Nd7.jeking7@delphi.com>
Source record: 93851

What files did you grab off of my FTP site? One of these days, I need
to create a script that logs downloads and accesses.

SOrry about the BBS being down - the MUX crashes it
every one ina while!

Damned line noise! ARGH!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

2126. Re: Remaining System Upgrades (was Re: Commodore 1902A Monitor for A

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-09 15:37:04 UTC
From: Kit Kimes <Kit.Kimes@NapervilleIL.attgis.com>
Message-ID: <D56JDs.8F9@jackson.napervilleil.attgis.com>
Source record: 93716

```
#==========James King, 3/4/95==========
#
#Funny that this thread should come up, as yesterday I came upon a 400
#that had been modified with a dual video/audio cable. It provided
#clear and sharper video than the standard plug that comes with the 400..
#
I don't know if all 400 were the same, but I did the whole 9 yards
with the one I have. I bought it when they were closing them
out so it was probably one of the last batches that were
made.

Anyway, I always thought that the video was pretty good, so
I left it alone. I added a 48K memory card and a real keeyboard
that has nice keys. I forget who makes it, but it was the better
of the two types available at the time.

I still have it and it still works.

Kit Kimes
AT&T Resource Link (under contract to ATT-GIS)
Naperville, IL USA
Kit.Kimes@NapervilleIL.ATTGIS.COM or
KitKimes@AOL.COM
```

2127. Re: SpartaDos .ARC?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-09 15:57:14 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <D56KBE.32F@iglou.com>
Source record: 93853

In article <3jgrtl$br9@lucy.infi.net>, John P. O'Neil <joneil@infi.net> wrote:
>Does anyone know where I could FTP the SpartaDos files
>in a format other than .DCM like .ARC or even .ZIP?
>For some reason I cannot un-diskcomm this file!
>Or maybe I need instructions for Diskcomm!?

The problem with ARC and other file formats is that they don't create
bootable disks. Did you give the "binary" command before you got the
file in FTP? What happens when you try to un-diskcomm it?

--
Bill Marcum bmarcum@iglou.com
"There was an old woman who lived in a shoe...
and boy, did it stink in there!"

2128. Re: US Doubler

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-09 16:03:34 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <D56KLy.3D4@iglou.com>
Source record: 93852

In article <9503070102594.DLITE.bjcorr@delphi.com>,
Ben Corr <bjcorr@delphi.com> wrote:
>Where can I get a US doubler chip? B&C don't list it in their catalog, or
>ATV. Anyone know who's got these?
>bjcorr@delphi.com
If anybody still has them, it would be Fine Tooned. (ftooned@delphi.com,
if I remember right).

--
Bill Marcum bmarcum@iglou.com
"There was an old woman who lived in a shoe...
and boy, did it stink in there!"

2129. Re: Warning: spamscam!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-09 16:36:37 UTC
From: btomlin@crl.com
Message-ID: <3jnaql$dou@crl7.crl.com>
Source record: 93854

Tim Irvin (ziggy29@rahul.net) wrote in comp.sys.atari.8bit:
>I had no idea that was available for the 8-bit...or were they bundling
>an 800XL with 2600 carts? (baffled look)

Yep. 8-bit Worm War I.

>I rarely find Atari hardware anywhere, and only a few Combats, Pac-Men,
>Asteroids and Space Invaders for the 2600. I've only ever seen three
>different 8-bit carts at thrift stores: BASIC, Pac-Man and Star
>Raiders. Of course, Star Raiders is to the 8-bit what Combat is to
>the 2600, but that's another story...

Nope, Star Raiders is the Pac-Man of the 8-bits. BASIC is the Combat of
8-bits.

2130. Re: Uploads to /new at Um

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-09 19:46:06 UTC
From: ziggy29@rahul.net
Message-ID: <3jnltu$9ns@butch.lmsc.lockheed.com>
Source record: 93729

In article <559_9503090106@flight.org>, DAG.HUGDAHL@flight.org (DAG HUGDAHL) says:
>
>Quoting From: bjcorr@delphi.com (Ben Corr)
>
[problems with connecting to umich deleted]
>
> I haven't ever had any problem GOPHER'ing files from umich, but you
>can only download files that way. Too bad gopher won't work the other
>way...

I've *never* got through to umich, and almost never to wuarchive. I do
have one mirror site which has never refused a connection with me...

I don't even *try* umich or any other mirror site anymore.

--
Tim Irvin
ziggy29@rahul.net

"Love, Sol, Moons and Death, there is no other way."--the Timelord

2131. Anyone subscribe to 8-bit Alive?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-09 23:24:55 UTC
From: junkster@coho.halcyon.com
Message-ID: <3jo2o7$em1@news1.halcyon.com>
Source record: 93709

I've seen a newsletter called Atari 8-bit Alive! mentioned in the vendor list and the Omnibus (which is very cool, BTW). Has anyone seen an issue? I may send the $8 in anyway, for 3 issues, but I thought I'd ask for feedback first.

James Hague
junkster@halcyon.com

2132. CD high problem with my 14.4k baud

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-10 02:09:12 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Mar09.210425.21980@wariat.UUCP>
Source record: 93718

An anecdotal note on solving a problem with my modem. I was using an
unmentionable type computer and the term software kept acting like my
modem was connected all the time. It would not initialize properly
when loading the program. It kept saying 'disconnecting' when it
wasn't connected. It would go into 'Host' mode (a sort of mini BBS)
and keep going round and round like somebody was connected. The
solution was that my power plug had come partly undone and the
'non-volatile' memory of the modem had lost or changed the Carrier
Detect line status. CD was set at always 'high' or connected.
Took a at&c1&d2&q5n1w1 to correct the problem.
The moral of the story is that the new modems have A LOT of commands
and an non-volatile memory to keep certain settings. atz doesn't even
clear these settings on my modem at least.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

2133. Re: 130xe programming

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-10 02:20:09 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <134512@cup.portal.com>
Source record: 93714

```
char*M,A,Z,E=40,J[40],T[40];main(C){for(*J=A=scanf(M="%d",&C);
-- E; J[ E] =T
[E ]= E) printf("._"); for(;(A-=Z=!Z) || (printf("\n|"
) , A = 39 ,C --
) ; Z || printf (M ))M[Z]=Z[A-(E =A[J-Z])&&!C
& A == T[ A]
|6<<27<rand()||!C&!Z?J[T[E]=T[A]]=E,J[T[A]=A-Z]=A,"_.":" |"];}
```

Try pushing that through it. I had to change the rand() function
to get it to go through Turbo C. DeSmet C<aka Personal C> choked.
I haven't tried it with an 8 bit C yet. Just give it a number ~10

2134. Re: 1050 problem

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-10 02:20:14 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <134513@cup.portal.com>
Source record: 93715

Ken, if you find out it is a 2793 FDC chip giving you problems, I have a new JDR Microdevices catalogue & they finally lowered their price. They went from $20+ each a year ago to about $10 now. Almost down to the point where it makes sense to fix drives rather then buy a used one.
Rick

2135. Re: Gore demo & Umich archives

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-10 02:40:20 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <134516@cup.portal.com>
Source record: 93717

Russ; I'll try to do this without ranting to much, but I don't think it's that we've been relegated to a small hole so much as lost in the crowd. For instance, I haven't seen a post lately, but some guy posted a blurb saying something like alt.sex.erotica.bin was the #1 group on the Internet with something like 250,000 people/week checking in. What do we have on the net? About 200 or so? We're probably less then 1 part per 1000 compared to the dirty picture folk. Ditto for graphic browsers like Netscape or Mosaic. They are nice, but transmiting VGA graphics to a PC even at 14k takes a lot of time/bandwidth, & those graphic browsers *seem* to be the weapon of choice for a lot of MS DOS or Mac users. I've sat there watched these beautiful 256 color VGA menu screens slowly appear & it no mystery to me why everything seems to be bogged down.
Rick

2136. Re: Thanks, and 1050 Woes!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-10 04:59:07 UTC
From: steveg@phantom.com
Message-ID: <3jomar$3ag@dockmaster.phantom.com>
Source record: 93725

PATERSON, DAVID ANDREW (da_pate@pavo.concordia.ca) wrote:
: One thing to keep in mind: all flavours of Atari DOS are currently limited to
: 16 megs (256 bytes/sector with a maximum of 65536 sectors). There have been
: rumours of a MyDos 5 that breaks the 16 meg barrier, but I don't think it's
: available yet.

Is that 16 meg barrier a _total_ of 16 megs, or is that 16 megs per
partition? For example, I have two 20-MB SCSI drives. Does that mean I'm
beat if I want to access more than 16-MB, or can I set them up as (for
instance) four 10-MB partitions?

I'd be running SpartaDOS, btw.

2137. "Task Swapping Laws": tasklaws.txt (converted from HTML avail. on my page)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-10 05:17:37 UTC
From: KENDRICK@sonoma.edu
Message-ID: <950309211507.2060258f@sonoma.edu>
Source record: 93726

I created the following text file which is available on my home page (I'm not releasing the URL to the public just yet).

It is regarding a task swapping environment. Now, whether it be the Macintosh, the Amiga, the PC, the Atari 8-bit, it doesn't matter.

Also, whether it uses linear RAM, banked RAM, virtual RAM, or a faked-virtual RAM (via file>S< on a disk or RAMdisk) this text doesn't care. You could be dumping the whole program's information (current settings, opened files, etc.) to a cassette when you jump from one program to the next for all this text cares, it all has to do with concept, not code.

I'll of course eventually add C and/or Action! pseudocode to my description, but for the moment, I'd just like to see what you 1000s of people think. (those on comp.sys.atari.8bit, those in the ADOS team, and associates/friends/ teachers of mine).

As it says at the very bottom.. questions, comments and suggestions are welcome.

Here I go... (PS- any word wrap problems are the editor's fault... VAX's.. can't live with 'em, can't 'net without 'em... or .. wait a minute!!!)

---------tasklaws.txt---------Lynx-capture-of-the-original-HTML:------------

TASK SWAPPING LAWS

These are the "laws" as I describe them to which a task-swapping GUI-style environment should obey.

These laws are based on the Macintosh System 7 environment and will hopefully be used in ADOS or K-OS for the Atari 8-bit platform (or Atari Sweet-16-based machines).

Terms:

The terms and acronyms used in the law descriptions are as follows:

* CLI: Command Line Interface
An environment where the user tells the interface to execute programs by giving it their name (and location) and the parameter list to send to the program.
Examples:
+ MS-DOS

+ Unix
+ SpartaDOS
* GUI: Graphical User Interface
An environment using bitmap- or text-based graphics, usually
using:
+ Windows
+ Icons
+ A pointer (usually mouse-driven)
+ Menu-bars
* OS: Operating System
A set of routines which are installed in hardware (ROM) or loaded
at boot-up (stored on disk and transferred to RAM).
* F-Man: File manager
A program which presents the user with some sort of access to
his/her files and applications. In a GUI, this would of course be
a windowed system.
Examples:
+ MS Windows 3.1 Program Manager
+ MS Windows 3.1 File Manager
+ Macintosh Finder
* E-Man: Environment manager (or "shell")
A program or OS routine(s) which bridges the space between the
user interface (CLI, GUI, etc.) and the programs.
The E-Man would place commands and parameters in a list and then
jump to or execute a program. The program would then act
accordingly.
Examples:
+ MS Windows 3.1 File Manager: File types (depending on thier
extender (.TXT, .GIF, .WAV, etc.)) would be associated to
certain programs (Text Editor, Graphic Viewer, Sound Player,
etc.). When the user tells File Manager to open a file, it
would launch the application and tell it to open that
specified file.
+ Finder: (Acts the same as Windows 3.1 File Manager except it
determines type and associated program as "resource" data and
is almost never determined by the user.)
+ Unix: Unix converts (variables, wild-carded file lists, etc.)
the command and parameters and executes it.

Opening an Application

In a GUI F-man or P-man, this would be double-clicking the
application.

This can also be performed from within other non-F-man applications. A
C-compiler might have other "external" programs it uses such as
editors, linkers, etc.

IF THE APPLICATION IS ALREADY "RUNNING"

Simply jump into it

IF THE APPLICATION ISN'T "RUNNING"
1. Load it into memory
2. Jump into it
3. Tell it to do its installation routine
4. And tell it to do its default load-up action (ask the user to open an existing file; create a new file; do nothing; etc.)

Opening a File(s)

In a GUI F-man, this would be either double-clicking the file(s) or "dropping" the files into the application.

Non F-man and P-man programs can also perform the task of loading other applications.

For example, a World Wide Web browser can jump into a text processor to view HTML source files or into an MPEG player to play MPEG animations.

IF THE FILE'S APPLICATION IS UNKNOWN (N/A IF "DROP" IS PERFORMED)

Report an error or prompt the user for an application to process the file with

IF THE FILE'S APPLICATION IS LOADED OR NOT LOADED
1. Load or jump to the application
2. Tell the application to open the file(s)

Special Case: Direct Returning from an Application

A good F-man should be able to process multiple files at once. For example, the user can select a half dozen text files, double click the whole lot, and the associated application (hopefully a text editor) would load up all of the files.

Another example is say 3 text files and 3 graphics files are selected and then "opened" (double clicked). The F-man would load the text editor, tell it to load the text files and also tell it to return to the F-man (or E-man, assuming the F-man would be piping a batch of commands to the E-man; E-man is useful for smaller machines because the F-man would be a large, complex program, and the E-man would simply be the actual program launching routines, without the user interface). Once the F-man has been reloaded or jumped back into, it would then load the graphic viewer, tell it to load the graphics files, and either stay in the graphic viewer, or return to the F-man or E-man and it would choose which application to load.

EXIT (OR RETURN)

Along with other basic commands such as launch, do nothing, and open files, this would be another option which would return to the previous system level (E-man or F-man (see above)).

Special Case: Auto-quitting an Application

A good F-man should also support a "shut down" feature for quickly exiting from all applications (properly) and quitting the F-man (either back to the lower level environment (DOS for example) or allowing for powering down).

It's also useful for the F-man to be able to see what programs are idle (without open windows or files) and let you quit them when you try to open a new application but are lacking the memory to do so.

QUIT

The program will simply act as if you selected it's own "Quit" command; prompting you to save open files (if any), if you're sure you want to quit, and closing up support files (preferences, data files, etc.).

Last updated: March 9, 1995.
Comments, questions, suggestions? E-mail me!

-----------------end-of-file--
-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page is almost ready!!
NEW BREED SOFTWARE: Atari 8-bit and IBM PC software! E-mail for info!

2138. Re: Thanks, and 1050 Woes!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-10 05:40:54 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3joop6$49v@nic-nac.CSU.net>
Source record: 93727

You get 16MB per partition.

Each drive can access 65536 256-byte-long sectors.

That's about 130MB or so online at a time!

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page is almost ready!!

2139. Clock speed-up

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-10 06:20:10 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <134522@cup.portal.com>
Source record: 93731
Body handling: HTML body converted to readable text

This is really, to whom it may concern. I had one of those insights about a clock speed up so I wire wrapped it today. I was thinking the reason why my video did not stabilize last time I put a 4 mHz crystal in my computer it was because the horizontal sync pulses were to short with the faster crystal sooo...
Bent out pin 25 of GTIA, csync, & ran it through this kludge:
74LS04 20k VR 120 for safety
\/\/\/\--/\/\/\/-----5V
:\ 1n914 : :\
csync----: >o -:<--:--: >o---new csync
:/ diode : :/
___
___ .1 micro Farad disk cap
:
Ground
This thing was so sensitive to the timing, you just look at the pot & the display skews even with a 3.59 mHz crystal. Punch line is I got it to work with both a 3.68 & 4.0 mHz crystals, but the results weren't as good as I expected. You loose ALL COLOR, only thing you get is luminescence. I was hoping at the higher clock rates you could at least get a wide playfield 48 column mode . On my monitor, I could only get 46 characters on screen at once, & on the right hand side there was some snow displayed as a vertical band. On the left hand side it lost the first 2 characters off the edge of the screen. Looks like I'd need something a little more sophisticated if I want a 48 column mode. Understand, I could probably just send everything through a shift register to delay/move the display over or maybe even do some fine tuning inside my monitor. I think they make a 4.19 mHz crystal, but now that I got the 4 mHz thing a done deal I think I'm gone. Wasn't really a fun project, but at least it's easy. I didn't check the SIO timing either. It's not that hard to shift clock sources so if you wanted to do something like an interleaved 80 column display with a faster refresh rate & switch back to 3.59 mHz for disk access, you could even do it with a toggle switch. There are reasons why you may want something like a 3.6864 mHz crystal, for instance, you could exactly duplicate sio 115,200 baud since this is the same basic time source for most RS232 type UARTs, but that doesn't interest me. Other fish to fry right now. Rick

2140. Re: Depression...and things from 1985

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-10 06:46:21 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950309223521.23466B-100000@PEAK.ORG>
Source record: 93728

On 9 Mar 1995, Ben Corr wrote:

>
> >"There will also be a luggable 8-bit XE that comes with 128K, a small
> >video screen and a disk drive, the package selling for around $400."
> >[This was the 130XEP]
> Hmmmm... What then was the 65xep I read about in the FAQ?

Yeah...that's what I thought. Remember reading about the 65XEm with the "Amie" sound chip? Anybody know where did the design for that chip come from? Was it an Atari in-house design? Was there a Pokey in the XEm design (with the standard capabilities and I/O) and an additional sound chip (Amie) added (hooked in where?), or was the Pokey somehow replaced??? Did the Amie ever get to the stage of being in an actual chip? I've heard that it never even got that far. When all this talk of the XEm was in the works, and the ST was soon to be released.....when I saw taht the XEm was cancelled and the ST had a cheesy 3-voice mono chip, I reckoned that the Amie probably wasn't even close to being the real thing.

> Question: Don't some of these "vaporware" peripheals exist somewhere? I
> would be interested in hearing about the performance of the 3.5" drive, the
> color monitor, etc.

Heh. I remember starting at the back of the 130XE box (when I bought my first 130XE new in the store) at the "XE style" monitor and disk drive. I kept after my local Atari dealer, asking when those products were available. Before the XF551 came out, he told me that they had (or there was talk of) a "1050CR" - which was (not DS/DD) just a "recased" 1050 drive. I don't know where he got his information....could be lies. However, if memory serves (been a long time since I've seen a 130XE box), the drive didn't look like the later XF551.

At one computer fair I actually got to see (courtsey of
> SLCC) a 1450xld, an 815 drive and other rarities. It was pretty cool.

How I'd love to find one of these under the Christmas tree. Both good ideas that would have sold, I think. Perhaps the 815 was too ahead of its time, since it was so expensive for one drive...let alone TWO back then. However, wasn't the 815 double density? If so, they would have done some justice to make the 810 DD, despite cost. Of course, they screwed up the 1050 and left ICD to fix it. Every time they set the lowest common denominator, they sure limit things. Look at what Tramiel did with using single-sided 3.5" drives on the ST. Wasn't long before they switched to DS, but software houses were forced (still???) to put out 2 SS disks for years..... :(

James

2141. Re: Bob Klaas of Pro!/KPI goes PC!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-10 08:50:52 UTC
From: Amos.Jackson@flight.org
Message-ID: <e27_9503101225@flight.org>
Source record: 93753

All things considered when it comes to PRO, I feel that it is a well thought out program, even with it's limitations.

I feel that the programmer did _VERY_ well in limiting the size of the message areas. I mean after all, we're talking about an Atari 8-bit system that this software runs on. This gives users with limitwed resources and drive space the chance to still run a bbs without having to have gigs of hard drive space just to set up message areas, let alone having enough space to run the bbs itself.

I know that I appreciate the fact that the message bases and sizes of the messages is limited, and leaves me more room for file areas, and "extras" that I may not otherwise have due to runaway message bases.

I've been a SysOp using PRO since Keith Ledbetter put the program on the market. I've seen many inprovements made to the program, including increased speed. I also know for a fact (since I'm a beta tester for new versions of the program), that there are many hours spent "tweeking" PRO to get it to be the best program that it can be.

Those who have ideas on improvements should submit them. This is how alot of the ideas that have been incorporated into PRO were put there, because of requests by users.

I also feel that anyone who is left that takes the time to program for the Atari should be supported, rather than condemed to failure. Recognize!!! There are not many left. Let's keep the ones we have.

Amos Jackson
---------- -//- ----------
Internet: Amos.Jackson@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

2142. Re: Atari Books at your local library

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-10 09:29:42 UTC
From: nerini@primenet.com
Message-ID: <nerini.12.007FF4F8@primenet.com>
Source record: 93742

In article <3jjtv6$lsl@news.primenet.com> krishna@primenet.com (Glenn Saunders) writes:>From: krishna@primenet.com (Glenn Saunders)
>Subject: Re: De Re Atari, A Dilema
>Date: 8 Mar 1995 09:38:46 GMT

>Speaking of Atari books at the library, my old local library in Needham
>has a copy of The Creative Atari, which is a compendium of Creative
>Computer(?) articles. Mostly from the 1980-82 vintage, pre XL schtuff.

I have a collection of Computes, Picked up here and there, I have most issues from 1981-1984. up to just before the Amiga and ST were coming out...

2143. Web servers

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-10 11:19:22 UTC
From: Incisor@closer.brisnet.org.au
Message-ID: <8ee_9503101242@softtech.brisnet.org.au>
Source record: 93730

Hi

I have my web server up and running and would like to hear from others
that have webs up so i can fit links in mine to them..

please email the details of your server and what you support to

incisor@closer.brisnet.org.au

cheers
Dave

... My hard disk is full! Maybe I'll try this message section thing.

2144. Re: 800XE/(130XE) shows no color - help !!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-10 12:40:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <3jphb0$om1@m1.cs.man.ac.uk>
Source record: 93733

What is an 800XE ? What colour etc. ? I've got an 800XL, and have never seen or heard of an 800XE.

S.Lai

2145. Re: Bob Klaas of Pro!/KPI goes PC!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-10 13:04:37 UTC
From: rlcolli@ibm.net
Message-ID: <bv4OlGxOQcL4075yn@ibm.net>
Source record: 93734

In article <3jlun6$170@nic-nac.CSU.net>,
kendrick@zippy.sonoma.edu (William Kendrick) wrote:
>I've always dreampt of a BBS on the Atari where the user had a psuedo (or
>true!) account; their own directory and disk space.

This had always been my biggest gripe about BBS's! (What is the plural of BBS anyway?) I started my telecommunication career my freshman year at college with my 800XL and 301XM (?) modem connecting up to the IBM mainframe. Soon after that I got a VMS account on our VAX, and never looked back.

After I graduated I missed that online feeling, so I checked out a couple of local BBS's. All menus, no command lines, no disk space I could call my own. And the worst thing I've seen on BBS's is the actual bulletin board itself. Half the time I can't tell if I'm sending a private message to someone, or if everyone who reads the board is going to see it. I would like to see a BBS that separated the e-mail from the BB.

Well, my BBS'ing days are over. I got Warped, so I get my news and mail, and read and reply offline. Anything I want to download I FTP.

Later....

==========
R y a n 'G o z a r' C o l l i n s

"If you don't try to live in the future, then you're stuck | rlcolli@ibm.net
living in the present" -----------------

"What if you're an Athiest who hates sex?" - Question asked in an Education class on teaching Abstinence in the schools.
//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\
==========

2146. Atari in Portugal

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-10 14:36:04 UTC
From: amg@amoeba.fct.unl.pt
Message-ID: <3jpo4k$sta@host.di.fct.unl.pt>
Source record: 93738

Hello there, is anyone in Portugal reading this article? if so, and if
you are an Atari 1040 st and ste user, interested in a regular e-mail about
news, software, hardware, etc... for this wonderful computer write to my
e-mail <amg@mail.fct.unl.pt>. I'm in Portugal

2147. Re: SpartaDos X ramdisk 9,15 problems

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-10 14:51:12 UTC
From: jeking@xmission.xmission.com
Message-ID: <3jpp10$rd5@news.xmission.com>
Source record: 93736

Michael Fitzpatrick (Michael.Fitzpatrick@flight.org) wrote:
: What does your autoexec.bat look like (listing)? You might find the answer to
: your solutions there.

: I'm assuming your using SDX and have the manual for same.

My autoexec.bat is very plain..

TD ON
CLS

DEVICE RAMDISK 9,15 is supposed to reside in CONFIG.SYS, though - not
autoexec.bat.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

2148. Thank You

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-10 14:55:33 UTC
From: phackney@krisalis.demon.co.uk
Message-ID: <3296@krisalis.demon.co.uk>
Source record: 93735

A quick note to thank everyone who recently helped me out. Also, does anyone know where I could get an 8-bit emulator for the PC? It would make dinner times at work just a little more interesting!

Cheers,
--
Phil Hackney
****
* DISCLAIMER:The views above are not those of Krisalis Software or any of *
* its other employees.Another bad hair day!!!!!!!!!!!!!!!!! *
****

2149. Corrupted GTRACKER file!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-10 15:21:35 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <28A909D5A88@east-01.novell.leeds.ac.uk>
Source record: 93737

Unfortunately one of the Gtracker files I have recently uploaded
appears to be faulty, wouldn't you believe it, the very last one;
GTRACK2C.DCM. I will re DCM the file(s) this weekend and hopefully
re upload the offending file on monday. Once again I would be most
grateful if somebody could confirm the status of this after the next
upload.

Richard Gore
chmrig@leeds.ac.uk

2150. Looking for PPP connexion

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-10 15:26:32 UTC
From: robert.stout@akron-info.com
Message-ID: <9503101126.0ELQP32@akron-info.com>
Source record: 93607

Hi,
From AEO...

For more advanced features, Demon Internet Software might be for you. The developer, Demon Internet located in London, provides a software kit that consists of TCP/IP software KA9Q, email software, Usenet readers, finger, Telnet, and FTP programs. This software is available in the US on major information services and on the Internet. There is not, as yet, a graphical Web browser for the Atari ST. However, the text based LYNX will work fine. ...unquote.

Hope this helps.

By the way, an address was given for Demon Internet... internet@demon.com (email).

The article was written by Ron Whittam... explorer.4@genie.geis.com on the Internet, EXPLORER.4 on GEnie, or on ApC BBS (208-362-1790).

2151. 800XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-10 16:03:50 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3jpt96$f0l@dux.dundee.ac.uk>
Source record: 93739

I'd be interested to find out as much as I could about the 800xE, since
I know very little about it, and there hasn't been much about it here either.
All I know is that it was intended for Eastern Europe...

--

What the world needs is a new age.
What the world doesn't need is New Age.

Graeme Fenwick:-

email gfenwick@mcs.dundee.ac.uk
homepage http://www.mcs.dundee.ac.uk:8080/~gfenwick/index.html
(includes link to Atari XL/XE page)

2152. Xformer Problem

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-10 16:52:44 UTC
From: evelasco@dcc.uchile.cl
Message-ID: <D58HJx.M2p@dcc.uchile.cl>
Source record: 93740

I'm having problems running bootable games such as EIDOLON and
KORONIS RIFT from LUCAS GAMES using Xformer 3.01, my Atari 800XL has no
problem.
The ATARI just HUNG!, any ideas?

BTW I'm looking for the greatest game of all: StarQuake hope someone
has it!.

Enrique Velasco
evelasco@dcc.uchile.cl

2153. 1030 modem problems...possibly...

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-10 18:03:29 UTC
From: ziggy29@rahul.net
Message-ID: <3jq49h$mqb@butch.lmsc.lockheed.com>
Source record: 93747

I think I'm having a problem with a 1030 which worked when I last used it about 8 years ago. Maybe it's the power supply; I don't know. Here's the deal:

I couldn't find the PS for the 1030, so I used the "closest" thing I could find. In this case, it was the standard 2600 power adaptor.

The 1030, according to the FAQ, needs 600mA; the 2600 supply provides only 500 mA. The 2600 PS manages to properly "light up" the "ON" and "READY" lights. When I tried to use a copy of 1030 Express! which I just obtained, the software says "Turn on modem and reboot."

My question is: Could this be due to the fact that the power supply isn't "full strength" and therefore not allowing the modem to operate at all (appearing to 1030 Express! as a turned off or dead modem)? Or is it likely that the modem itself is dead? I'd like to know before I shell out the bucks for another power supply which exactly matches the specifications.

[Before you ask why I'd want to operate at 300 bps, I don't...at least not for long. What I'd like to do is just get started until I can put a 9600 bps setup together. I'd also like to download some other comm software so I can use that when I do upgrade.]

--
Tim Irvin
ziggy29@rahul.net

"Love, Sol, Moons and Death, there is no other way."--the Timelord

2154. MIO Problem/Question

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-10 18:11:04 UTC
From: rob@wc.cdrom.com
Message-ID: <3jq4no$g8s@reason.cdrom.com>
Source record: 93751

I'm still having trouble with my MIO, and I think I know what the problem is. When I bought it about six months ago, the power supply (an Atari unit) had a note on it saying to use ONLY that supply with the MIO. I'm guessing it's more capable than other bricks.

Now I don't know which brick it's supposed to be. The ones I've found now (I'm unpacking after a move) are all the same and don't work (the MIO does some very weird things). I was hoping somebody knew which power supply I should use... e.g. model number or something. Or if nothing else, the specs I need to make it work right so I can get a new supply entirely.

Thanks!

Rob

2155. diff. gr. modes per scan line?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-10 18:36:49 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9503111231.AA08658@emh.kunsan.af.mil>
Source record: 93750

> On the contrary. Turning on GTIA while in text modes like gr.0 is
> very useful and has been used by game programmers to save memory
> and provide a faster character-based playfield for animation.

I've never seen a game that used character-based GTIA for animation.
Maybe a couple of title screens, but no actual game action. Example,
please?

> This is called "IRG" text modes I believe, where it is a bitmap

"IRG" is an Inter-Record Gap... that pause you hear between data
being read or written from a casette tape.

You're thinking of the "IR" modes. Actually, *every* ANTIC mode is
an IR mode. It stands for Instruction Register, I belive. People
referred to the multicolored text modes as the IR modes back before
Atari Basic directly supported them.

> I'd call these separate graphics modes myself because their memory
> requirements are so vastly different from a real bitmapped mode.

Well, uh, the 4x8 multicolored text mode IS a separate graphics mode.

--
Clay Halliwell | ATARI XL/XE DO + THE
ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
Lonersoft ... Solutions you don't want, for problems you don't have!

2156. Re: Depression...and things from 1985

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-10 20:26:06 UTC
From: krishna@primenet.com
Message-ID: <3jqcku$blb@news.primenet.com>
Source record: 93741

The mortal William Kendrick wrote:
: The expansion box was called the 1090 (or 1090XL or something).

: Sounded neat... wonder why nobody's bothered recreating it (now, 10 yrs later)

Because most everything worth hanging off the PBI has been integrated
into all in one PBI devices such as the MIO and BB.

2157. Re: Where can a joystick tester be found

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-10 20:47:08 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950310124516.24618B-100000@PEAK.ORG>
Source record: 93743

On 9 Mar 1995, Bruce Tomlin wrote:

> William Kendrick (kendrick@zippy.sonoma.edu) wrote in comp.sys.atari.8bit:
> >What do you mean by joystick tester?
>
> >I usually just do this:
>
> >10 PRINT STICK(0),STRIG(0):GOTO 10
>
> Hmm, that's an interesting idea, and what I do on machines with analog
> sticks (CoCo, Apple II, PC). I've been thinking of writing a 2600
> cartridge to test joysticks and other controllers. Heh. But a 2600 cart
> would be a lot more convenient in the long run.

I always walk into a thrift store and see a whole bunch of Atari
joysticks in a box, at low prices, but you never know which works!!

A cartridge tester would be great - but for an original 400 or 800
machine. You could pop in the cartridge, plug in the computer, and have
audible feedback through beeping the internal speaker. You wouldn't have
to hook up to a TV, and you could test joysticks anywhere with a little 400!

James

2158. Alternate Reality help!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-10 20:50:40 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950310124859.24618C-100000@PEAK.ORG>
Source record: 93744

I bought Alternate Reality from Toad Computers (apparently used). What
came was one disk, which appears to be 2-sided, and no docs.

Am I missing other disks? I've never played this game before, but I seem
to recall that there are many disks to the game. Somebody help me, please!!

James

2159. Re: looking for 80 column word processor for 65 xe

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-10 21:08:04 UTC
From: jlodoen@shell.portal.com
Message-ID: <3jqf3k$sj7@jobe.shell.portal.com>
Source record: 93745

mrathwel@uoguelph.ca (Mark Rathwell) writes:

>: hey y'all
>: i'm looking for a wp for my atari hopefully 80 column.
>: help :)

> AtariWriter + is the answer my friend!

No it isn't. AtariWriter 80 supports the XEP-80 for 80-columns
of text.

"+" added a spell checker, mail merge, and supports extra RAM
on a 130XE.

Was there ever a 80-column WP for a stock 8-bit? Maybe a text
editor ala FlickerTerm could be made?

2160. Re: Where can a joystick tester be found

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-10 22:05:37 UTC
From: ziggy29@rahul.net
Message-ID: <3jqifi$ocq@butch.lmsc.lockheed.com>
Source record: 93746

In article <Pine.SUN.3.91.950310124516.24618B-100000@PEAK.ORG>, James Wood
<jamesw@PEAK.ORG> says:
>
>
>I always walk into a thrift store and see a whole bunch of Atari
>joysticks in a box, at low prices, but you never know which works!!

There's a place locally which always has a huge box full of them
for three bucks each. In general, I've found that if you don't
hear rattling when you shake it, it either works or is easily made
to work with proper cleaning of the parts inside.

>A cartridge tester would be great - but for an original 400 or 800
>machine. You could pop in the cartridge, plug in the computer, and have
>audible feedback through beeping the internal speaker. You wouldn't have
>to hook up to a TV, and you could test joysticks anywhere with a little 400!

Heh. That would be a good use for my worthless 400 which has a weird quirk
with the keyboard. It seems to do very well as a cart-playing machine,
but that's about it.

What would be cool would be a portable device like an ohmmeter or a voltmeter,
with the familiar 9-pin port on the side of it. When you press a button,
something would light up. If you move the joystick, a "needle" moves in the
direction of the stick movement.

If it were small enough to fit in your pocket, you could take it with you
any time you needed a few replacements.

--
Tim Irvin
ziggy29@rahul.net

"Love, Sol, Moons and Death, there is no other way."--the Timelord

2161. Re: Where can a joystick tester be found

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-10 22:49:05 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3jql11$eg8@nic-nac.CSU.net>
Source record: 93748

Here's what you do! You want a hardware joystick tester.

Ok, get one of those joystick extension cables and sacrifice it.
(THe ones you can get at Radio Shmuck which have a standard stick plug
on one end (goes to the computer) and the male opposite on the other
(looks like the computers' jack)).

Slice off the part that goes into the computer, so that the other end is
there for you to plug the testee into.

Wire up a battery and some LEDs or lamps to the thing, hooking them up to
the proper wires on the inside of the cable, and you should have a good
stick tester. Completely portable! Battery operated! Not has heavy as
a 400! :)

It'd be like this:

The "ground" pin would go to one of the battery sides (neg or pos)
The other end of the battery (pos or neg) would go to the lamp (or, more
likely, lampS)
The remaining 5 pins (up/down/left/right/fire) would go to the lamps

That way, when you move the joystick, the side of the battery going into the
ground would pass through to that direction's pin and go into the lamp,
thus giving the lamp BOTH sides of the battery and lighting it up.

Now, on a side note, Radio Lameasses just game out with a "new" controller;
a sega-style one which I'd like to use on my Atari, but, even though it's "new"
they've already supposedly DISCONTINUED IT!!! >:^(And it was only >> $15 <<!

So.. does anyone know where to get a Sega Masters or Genesis controller for
pretty cheap!?

Thanx!
-bill\
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page is almost ready!!

2162. Re: Alternate Reality help!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-10 22:51:12 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3jql50$ene@nic-nac.CSU.net>
Source record: 93749

I hope you didn't pay more than $2 else you were scammed BADLY.

AR: City comes with: Docs, Two Double Sided Disks
AR: Dungeon comes with: Docs, Three Double Sided Disks

Both can be had for >$5< a piece from American Technavision. NEW.
Shrinkwrapped, even!

Good luck!
-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page is almost ready!!

2163. Byte 20th Aniv. sweepstakes

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-11 01:39:47 UTC
From: krishna@primenet.com
Message-ID: <3jqv13$qs2@news.primenet.com>
Source record: 93752

[Article crossposted from comp.sys.amiga.advocacy]
[Author was HARRY JULIAN MIKTARIAN]
[Posted on 8 Mar 1995 23:20:49 GMT]

In the march issue of Byte on page 124 there is a poll to fill out to enter Bytes sweepstakes. At the bottom of the poll is the question "What three persons have contributed the most to the state of the art in computer technology over the last 20 years?", in the list to choose from is our beloved Jay Miner. The top vote getters will recieve special recognition at Comdex this fall. plus you can win a notebook computer. It would be a fitting tribute to Jay's memory and his contribution to the PC world (including our favorite PC). r

(Jack Tramiel is also in there)
--

****
Harry J. Miktarian |"What kind of computer do you wish you had? At this question
30 Cedro Ave. |the unmistakable light of true hackerdom flares in Gail
S.F., Ca 94127 |Thackeray's[Assistant Attorney General of AZ.] eyes. She
|becomes tense, animated, the words pour out: "An Amiga 2000
|with an IBM card and Mac emulation!..."-The Hacker Crackdown
****

2164. looking for DROPZONE for 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-11 02:34:06 UTC
From: library2@nbnet.nb.ca
Message-ID: <library2.28.2F610C1E@nbnet.nb.ca>
Source record: 93609

hi y'all
if anyone can send it to me it would be m m much appreciated.

2165. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-11 05:08:01 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3jrb7h$4eh@lastactionhero.rs.itd.umich.edu>
Source record: 93754
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 68476 Mar 8 21:21 ./8bit/Applications/ultrafil.dcm
-rw-r--r-- lenn 1003 Mar 8 21:21 ./8bit/Applications/ultrafil.txt
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

2166. Re: Where can a joystick tester be found

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-11 05:43:33 UTC
From: cmwagner@gate.net
Message-ID: <3jrda5$18jf@tequesta.gate.net>
Source record: 93605

Tim Irvin <ziggy29@rahul.net> wrote:
: What would be cool would be a portable device like an ohmmeter or a voltmeter,
: with the familiar 9-pin port on the side of it. When you press a button,
: something would light up. If you move the joystick, a "needle" moves in the
: direction of the stick movement.

Get about 5 or 6 LEDs, put one on pin 1,2,3,4, and I believe 6 is the button.

But LED's are the cheapest and easiest way to build a test, and get as close
to 5V as possible. Maybe a 9V with a 5V zener diode would be the easiest
and cheapest way. You could arrange the LEDs on an experimenter's box in
the proper arrangement and stick the battery in there, put it to the +5V
supply line on the joystick and connect ground and you should have a working
joystick tester. I have never built one, so this is just theory.

--
cmwagner@gate.net http://www.gate.net/~cmwagner

2167. Need 1040 svga moniotr!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-11 06:34:59 UTC
From: emanley@netcom.com
Message-ID: <emanleyD59JMB.9A1@netcom.com>
Source record: 93606

A friend in need needs a 14" b&w (white page) SVGA monitor for his Atari 1040

Please email me if you know where I can buy one. (I don't normally read
this group. Thank you very much.

--

|
Manley Laboratories, Inc. |-------||---EveAnna Manley
emanley@netcom.com
cheers---->>>-- - - - -
=====
13880 Magnolia Ave. | Tel:(909)627-4256
Chino, CA. 91710 USA | Fax:(909)628-2482

2168. Re: GTRACKER downloaded yet?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-11 07:35:49 UTC
From: winston@merk.com
Message-ID: <D59MFr.Mr4@merk.com>
Source record: 93610

What is "GTRACKER" and what does it do?

2169. [--- TEXTPRO and 1020s ---]

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-11 08:23:57 UTC
From: winston@merk.com
Message-ID: <D59ony.ox@merk.com>
Source record: 93611

NOTE: This letter got mailed to me by mistake. Evidently the poster
didn't understand how to read NewsGroup message headers and assumed that
my reply was an origin message. Due to the importance of the message to
this USENET NewsGroup, I am including it below. By the way, what is a
Z-MARGIN ? I wasn't aware of such a feature on the earlier TEXTPRO
versions 4.xx that I had been using.... What does this new feature do?
(I was aware of the Assembly Language ADD-INs and the lightning fast
search-and-replace string features....)

NOTE: Also, while I am on the subject of TextPro, does anyone know how to
do "three element" headers ? I tried going:

CHAPTER 1[c]ATARI MANUAL[e]Page 1

...in the hopes of getting:

```
l...+....1....+....2....+....3....+....4....+....5....+....6....+....7
CHAPTER 1 ATARI MANUAL Page 1
```

...but it doesn't work. I wound up going:

```
CHAPTER 1
[c]ATARI MANUAL
[e]Page 1
```

...and then cutting and pasting. <* sigh! *>

```
- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -
> From delphi.com!SGWALLACE Mon Mar 6 00:11:30 1995
> Return-Path: <SGWALLACE@delphi.com>
> Received: by merk.merk.com (/\==/\ Smail3.1.25.1 #25.19)
> id <m0rlV4n-0001yaC@merk.merk.com>; Mon, 6 Mar 95 00:11 EST
> Received: from delphi.com by delphi.com (PMDF V4.3-9 #7804)
> id <01HNSNS09UE8937VMH@delphi.com>; Mon, 06 Mar 1995 00:11:18 -0500 (EST)
> Date: Mon, 06 Mar 1995 00:11:18 -0500 (EST)
> From: SGWALLACE@delphi.com
> Subject: TextPro/1020
> To: winston@merk.com
> Message-id: <01HNSNS0A41E937VMH@delphi.com>
> X-VMS-To: INTERNET"winston@merk.com"
> MIME-version: 1.0
> Content-type: TEXT/PLAIN; CHARSET=US-ASCII
> Content-transfer-encoding: 7BIT
> Status: RO
```

Sunday March 5, 1995 9:38 PM EST

Hi Winston,

Saw your message requesting information about using an Atari 1020 printer with TextPro. I've used both and it's not too hard to set up TextPro to invoke the 1020's various features. Hope it's not too late to offer some assistance.

Although you asked about how to set TextPro's margins to 40 columns, the printer can be set to print 20, 40, or 80 columns in international or standard characters. The defaults when the printer is first turned on are 40 columns and standard characters.

TEXTPRO FORMATTING COMMANDS

Margins (and other TextPro features) are set by text formatting commands. With TextPro, these are usually placed at the top of the document and are entered by holding the [SELECT] key while typing a _lower case_ letter. On the screen, the letter should appear in inverse video. Below is a list of the most important text formatting commands and their defaults:

```
[SELECT] + Key Default
-------------- -------

b bottom margin.................58
c center text..................none
d down page with count........none
e edge right...................none
f footer define................none
g go to linked file............none
h header define................none
i information line.............none
k down page w/o count.........none
l left margin...................5
m margin release...............none
n next page, conditional with #0
p page length..................66
q justify right 0=off 1=on.....off
r right margin..................75
t top margin....................5
w page wait.....................off
x columns across...............80
y set z-margin.................none
z z-margin.....................5
# page number..................none
@ starting page number.........1
? print starting with #........1
& stop at page.................none
! skip # pages during print....0
```

To set the margin to 40 columns, enter these lines at the top of your document:

[SELECT-l]0[RETURN]
[SELECT-r]40[RETURN]
[SELECT-x]40[RETURN]

Hold the [SELECT] key while typing the letter and release it while typing the number. All of these commands can be typed on the same line with only one [RETURN] at the end if you want. The numbers associated with the "l" and "r" set the actual margin widths. The "x" number sets maximum page width (the printer's column width) and is used during line centering.

TEXTPRO PRINTKEYS

TextPro doesn't use printer drivers as some word processors do. It's possible to send commands to your printer at printout time by imbedding them in your text file. The method used in TextPro is to assign a printkey that represents each printer feature. Each printkey uses an _upper case_ letter typed while holding the [SELECT] key. On-screen in your document, the letter will appear in inverse video.

Most printers have a command set made up of "escape sequences". During printout, the ASCII escape character is sent to the printer followed by the command character. The escape character can be included in your text file by pressing the [Esc] key twice. A special escape symbol should be displayed on the screen at the cursor location on the second press. The command character will be the assigned printkey and will also be included in the text.

To assign printkeys for the Atari 1020 printer, boot up TextPro and type in the following printkey assignments:

[SELECT-N]=14[RETURN]
[SELECT-P]=16[RETURN]
[SELECT-S]=19[RETURN]
[SELECT-W]=23[RETURN]
[SELECT-X]=24[RETURN]

Hold the [SELECT] key while typing the letter, and release it for the equals sign and number. These five lines should be placed at the top of your document either above or below any formatting commands. They will define your printkeys. They may be written to a file by themselves which you would load before typing in your text if you don't want to have to type them in each time.

To use a printkey to invoke a printer feature, type the [Esc] key twice and hold the [SELECT] key while typing the upper case printkey letter. The escape symbol and inverse printkey letter should be positioned just before where the printer feature you want to use begins. Here is how to type the printkeys into your text and what they mean:

printer Feature Escape Sequence
-------------- ---------------

20 Columns........[Esc][Esc][SELECT]P
40 Columns........[Esc][Esc][SELECT]N
80 Columns........[Esc][Esc][SELECT]S
Start Intnl Char..[Esc][Esc][SELECT]W
Stop Intnl Char...[Esc][Esc][SELECT]X

When setting printer column width with printkeys, keep in mind you will also have to set TextPro margins and columns across to prevent words from being broken at the ends of printed lines.

International characters can be printed on paper, but will show up on-screen as a different symbol. To print international characters on paper, turn on the feature with the printkey. Type the [Esc] character _once_, then hold the [CONTROL] key and type a letter key where you want the international character to appear. At printout time, the international character associated with that letter key will be printed on paper. You can use TextPro to make a chart that you can print out and keep that will show all international characters. Type the international printkey first, then make a list like this:

A [Esc][CONTROL-A][RETURN]
B [Esc][CONTROL-B][RETURN]
C [Esc][CONTROL-C][RETURN]
...
...
...
Z [Esc][CONTROL-Z][RETURN]

Hope this helps you to better use your Atari 1020 with TextPro.

Steve Wallace

- -
[END]

P.S. I hope this makes it to whoever it was that requested the ATARI 1020 information.

2170. Re: Byte 20th Aniv. sweepstakes

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-11 08:24:24 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9503110824.AA17304@zippy.sonoma.EDU>
Source record: 93608

Hahaha! Jack Tramiel! Hahhaa! :)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page is almost ready!!

2171. Re: Thanks, and 1050 Woes!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-11 09:09:52 UTC
From: Amos.Jackson@flight.org
Message-ID: <2eb_9503111227@flight.org>
Source record: 93618

No problem with a couple of 20 meggers. That 16 megs max per partion. I'm running 85 megs and have no problem accessing anything.

There are also utilities that allow a user to break the 120 meg limit, but I don't know if there are any that are stand alone.

Amos Jackson
---------- -//- ----------
Internet: Amos.Jackson@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

2172. MIO Problem/Question

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-11 09:18:08 UTC
From: Amos.Jackson@flight.org
Message-ID: <2ec_9503111227@flight.org>
Source record: 93619

On you MIO power supply problem:

You didn'T say which MIO you have, so I'll go through both of them, and I'm sure if I miss anything, someone else will step in and assist.

Version 1 of the MIO (the one with the video port) uses a 9V AC power supply Mine is rated at 9V AC 31VA.

Version 2 of the MIO (the one WITHOUT the video port uses a 9V _DC_ power supply. My power supply for this unit went south a LONG time ago, so at this point, I'm using a different Atari Brick power supply rated at 11.5V DC 1.95A

Hope this helps.

Amos Jackson
---------- -//- ----------
Internet: Amos.Jackson@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

2173. Atari/Commodore Software/Accesories SALE 3/11/95

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-11 10:52:21 UTC
From: Lawrence Estep <71450.1050@CompuServe.COM>
Message-ID: <3jrvd5pcu1@mhadf.production.compuserve.com>
Source record: 93612
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

FOR SALE - ATARI/COMMODORE ACCESSORIES

Commodore VIC-1541 Disk Drive (USED) $20.00
Atari CO17945 9v AC power supply (NEW) $7.50 (1010/1020/1050,etc.)
Computer to TV switch box for Atari game and computer systems $1.50
Atari Basic cartridge CXL4002 (USED) $2.00
Atari CO61982 XE/XL Power supply (NEW) $15.00

FOR SALE - ATARI BOOK

Atari XL User's Handbook (WSI) $6 (good condition)

FOR SALE - NINTENDO ACCESSORIES

Nintendo Zapper light gun (NEW) $10.00
Nintendo Cleaning Kit (NEW) $7.50

FOR SALE - ATARI 8-BIT SOFTWARE

EDUCATIONAL:

Astrology (Antic APO167) $4
Biology Facts (AEC) $3
Blood Gases (Mad Scientist) $5
Cardio Quiz (Mad Scientist) $5
USED: Math Encounter (cartridge) $3
Songwriter (Thunder Mountain) $5
Spanish Vocab. Skills (AEC) $4
Turtle Tracks (Scholastic) $4

GAMES:

Adventure Master (CBS) $5
Chessmaster 2000 (Software Toolworks) $6
Computer Baseball (SSI) $4
Crypts Of Plymbous (Cosmi) $3
Elektraglide (Mastertronic) $4
Encounter at Questar IV (Artworx) $3
F-15 Strike Eagle (Microprose) $6
Forbidden Forest (Cosmi) $3
Lords Of Conquest (Elec. Arts) $5
Ninja (Mastertronic) $4
Pensate (Penguin) $4
Spy's Demise (Penguin) $3
Spy Strikes Back (Penguin) $3
Touchdown Football (Elec. Arts) $5

Winter Challenge (Thunder Mtn.) $6

UTILITIES:

Get Rich! Insurance Planning (Arrays) $5
Megafont II/II+/Font Sim. package (XLent) $5
Indus DOS XL Master Disk/GT Estate Word Processor package $5

FOR SALE - COMMODORE 64/128 SOFTWARE

F-15 Strike Eagle (Microprose) $6.00
The Filer (Spinnaker) $3.00
Bop 'N Rumble (Mindscape) $5.00
Pensate (Penguin), Computer Baseball (SSI) $4.00 each

USED: Professional Gambler (Load & Go) $2.00
USED: Spy Strikes Back (Penguin), Spy's Demise (Penguin) $3.00 each

Brand new software (software/docs only-no packaging):
Beyond The Black Hole (Software Toolworks) $6.00
Clubhouse Sports (Mindscape) $4.00
Chessmaster 2000 (Software Toolworks) $6.00
Crime Stopper (Hayden Software) $2.50
Crypts Of Plumbous (Cosmi) $3
Dig Dug (Thunder Mountain) $4.00
Double Dragon II:The Revenge $4.00
Elektraglide (Mastertronic) $4
Forbideen Forest (Cosmi) $3
General Knowledge Builder (Disk-count Software) $2.00
Mind-Roll (Epyx) $3.00
Ninja (Mastertronic) $4.00
Navcom 6 (Cosmi) $2.50
Payday (Gametek) $5.00
Robocop (Data East USA) $5.00
Shoot 'Em Up Construction Kit (Accolade) $5.00
Sorry! (Gametek) $5.00
Take Down (Gamestar) $4.00
Thing On A Spring (Epyx) $2.50
Top 20 Software Tools (Cosmi) $5.00
20 Solid Gold Entertainment Hits (Cosmi) $5.00

EDUCATIONAL: Biology Facts (AEC) $3.00, Spanish Vocab Skills (ARC) $4.00

I will consider package offers on software.

All items include original docs unless noted, and some are new in original
shrinkwrapped boxes. Inquire for specifics on any programs.

Shipping charges based on size of order.
If interested, please contact Lawrence Estep at 71450,1050 on
CompuServe or 71450.1050@COMPUSERVE.COM on Internet.

--

Lawrence Estep / 71450.1050@COMPUSERVE.COM
Remember...Friends Don't Let Friends Drive Drunk!!!

2174. Re: Dead 1050--any ideas?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-11 17:00:06 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <134572@cup.portal.com>
Source record: 93613

Tim; 90% of the time when this happens it means the 12V power supply is going south. Diodes CR15 & CR16 get so hot they desolder themselves. Atari's fix was to just solder the diodes about 1/2" off the board by leaving the leads real long. Just resolder the diodes & if that doesn't work it may be something like the 6532, this controls the motor on/off. Other stuff does go bad, like the controller itself, but IMHO: Not that often.
Rick

2175. Re: diff. gr. modes per scan line?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-11 17:20:12 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <134574@cup.portal.com>
Source record: 93614

Clay, I don't know if you wanted an example of GTIA mode or character based animation or neither of the above<g> but Dungeon Lords by Brian Bradly ~ANALOG 67-72??? used character set based enemies for just about all the movement. I think the only P/M thing on the screen was the 'hero. He used about 4 incarnations of a 2x2 graphics 12 to simulate movement for maybe 8 different opponents. I'd have to boot the game up again to see, but I think he didn't set the 7th bit of the characters matrix to get the 5th color during the game. I'm sure you know you can set GPRIOR to a GTIA mode while in a character graphics mode, but I've never done a conversion program to go from graphics 9 to a graphics 0 character set for instance. It would seem like a worth while project for something like a Dungeon Master clone. Rick

2176. Re: Gore demo & Umich archives

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-11 18:12:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <xowbmwl.jeking7@delphi.com>
Source record: 93615

You know what, though. I have a 486dx2/66 with SuperVideo (64bit video),
and Mosaic and/or Netscape were only mildly interesting for about 2 weeks.

After that, I switched back to my Atari in standard command line/ shell
mode. I hardly even use my graphical (Windows) stuff anymore, and resort
to dialing out with a plain term. program to check mail/news.

Web surfing gets boring REAL quick, then its back to basics again.

I hardly even use my PC anymore - as its quick to just boot up the
XE, load BObterm with my XEP80 and hit the net.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

2177. Re: Thanks, and 1050 Woes!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-11 18:17:08 UTC
From: James King <jeking7@delphi.com>
Message-ID: <5K542KE.jeking7@delphi.com>
Source record: 93616

I have 800meg on my system, partitioned out at SEVERAL 16meg drives - with bank switching, you can load in/out as many 16meg partitions as you have hard drive space - sort of like swapping a huge 16meg floppy! [grin]

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

2178. Re: Still wanting to trade (320k XE for upgraded XL)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-11 18:18:34 UTC
From: uea@delphi.com
Message-ID: <5IxbGWK.uea@delphi.com>
Source record: 93617

I have an 800XL and am looking for the old cart. game called:
EASTERN FRONT
Has anyone seen a copy of this recently? Like in your closet?

Send email to uea@delphi.com

2179. Re: Xformer Problem

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-11 18:35:43 UTC
From: ebgevza@oak.grove.iup.edu
Message-ID: <3jsqhv$4h4@jake.esu.edu>
Source record: 93620

article <D58HJx.M2p@dcc.uchile.cl>, evelasco@dcc.uchile.cl (VELASCO AGUIRRE ENRIQUE) writes:
> I'm having problems running bootable games such as EIDOLON and
>KORONIS RIFT from LUCAS GAMES using Xformer 3.01, my Atari 800XL has no
>problem.
> The ATARI just HUNG!, any ideas?
>
>
> BTW I'm looking for the greatest game of all: StarQuake hope someone
>has it!.
>
> Enrique Velasco
> evelasco@dcc.uchile.cl

Well, The copy protection for these and most of the Lucas Games is
it has a boot up timer...that is to say it should boot up in a certain
amount of time ONLY. If it boots up faster or slower than this
the game believes it to be a pirated copy of the game.
If you have a US doubler or 1050 Duplicator you know that in order
to run any of Lucas Games games, You have to turn the speed off on
Your drive or else it will load up faster than it should and
the game will believe it to be a pirated copy
Hope this helps, as to a solution, Your on yur own Im afraid.
One thing you may try, If you OWN the game, Is to put a patch
on the game so It won't do the timed Boot-up check and
then it won't note that it is a pirated copy or not. BUT
you may ONLY put a crack patch on a game if YOU own it, Otherwise
It would be ILLEGAL!!!
Comments are welcome.....
^ ^
DISK DOCTOR
()
__/

2180. Warp 10 BBS

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-11 19:02:10 UTC
From: Amos.Jackson@flight.org
Message-ID: <ac5_9503120107@flight.org>
Source record: 93629

```
Warp 10 BBS is now running under two lines.

#1: 612-221-9895 300-14,400 baud.

#2: 612-221-0825 300-2400 baud. 3-200 users: _PLEEASE_ use this line _FIRST_.
If it is busy, feel free to use the high speed line. Otherwise stick to line
#2, for it is _YOUR_ line as the 14.4 line is for the high speed users.

Amos Jackson
---------------------------- -//- ----------------------------
Internet: Amos.Jackson@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------
```

2181. Re: Thanks, and 1050 Woes!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-11 20:21:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <11MAR199515210169@pavo.concordia.ca>
Source record: 93621

In article <3jomar$3ag@dockmaster.phantom.com>, steveg@phantom.com (Steve G.) writes...
>
That's 16 megs per partition. With 9 dirves, that's 144 megs.
Not too shabby.

Dave
>Is that 16 meg barrier a _total_ of 16 megs, or is that 16 megs per
>partition? For example, I have two 20-MB SCSI drives. Does that mean I'm
>beat if I want to access more than 16-MB, or can I set them up as (for
>instance) four 10-MB partitions?
>
>I'd be running SpartaDOS, btw.

2182. Old games becoming rare?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-11 23:31:15 UTC
From: toastman@armory.com
Message-ID: <3jtbs3$3cu@nic.scruz.net>
Source record: 93622

It seems that the only place I can find games for the Atari 8-bit is the umich site... but it only has about 30 files in its directory. I remember logging onto boards in the 80's and finding hundreds of games available for download.

I've tried getting a few things from the Cislib directories but it's a total mess. All the files are .xmo or .bin files, which are completely inconclusive, and if it was easy to wade through all that, someone would have typed an index file by now. BTW, I use an Xm301 to download them to the atari, from my 386SX-16, this rules out trying them ALL on the atari, or trying them on an emulator. I did find out that a few of these .xmo and .bin files began with 0xFF,0x80...what are these? (comoki.bas was cool though)

Is there an FTP site with the massive collections of mid-80's games I'm used to seeing? Good stuff out of Analog, or such things? Things like that Snowball Fight (unparalelled!) or clever BASIC concoctions like Biker Dave, or that rare one I came in looking for called Hard-Hat Willy (NOT MACK!) that one person responded to, but never got back to me on, even after I checked back in six months later after finding his address in a 60-byte file called "fone" ion my source code directory. There was a BASIC game that ran in Gr11 called Colortype, I used to practice my touch typing with it, and I modified it to work with SAM, too.

Would it be in anyone's best interests to start one again? I'd offer a trade, but virtually all I have is from the archives. I'd be wiolling to give my mailing address to anyone who wants to sell disks, and if you want to trade that way I can just send you a copy of someone else's disk. :)

Thanks in advance.

--
Powdered <toastman@deepthought.armory.com> From a secret location in AZ

2183. How to ftp to umich...

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-11 23:35:16 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FCMKCJVUUp@stingray.manawatu.gen.nz>
Source record: 93623

If you want to ftp to umich, try this address:

barnone.citi.umich.edu (141.211.128.22)
/afs/umich.edu/group/itd/archive/atari/8bit

It should let you in fine. I don't have ftp access at the moment to try it,
but I have used it before (like about a month ago), and it always seems fine.

Try it and see.

Richard =8-]

PS. Thanks to whoever it was that posted this address ages ago.

--

```
_ _
/(. .)\ )
(*)____/|
/ |
/ |--\ |
(_)(_) (_)
```

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

2184. Re: MIO Problem/Question

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-12 03:32:26 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Mar11.222807.21236@wariat.UUCP>
Source record: 93624

(Somebody, (gees, short term memory), says the early MIOs with the
video port uses a 9v ac pwr supply and the later ones without the
video port use 9v DC pwr.)
I'm posting this here because I checked the FAQ and it has the info
I sent M. Current which is:
1 meg MIO uses a 9.3v DC power supply. (It happens to be an old one
with the video port.)
256k MIO uses a standard 9v ac CO17945 brick. (This is one without
the video port.)
I'm getting confused and if M. Hohman reads about this I'm sure he
could clear it up.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

2185. How to access disk sectors?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-12 03:45:26 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FCMQECUQUp@stingray.manawatu.gen.nz>
Source record: 93625

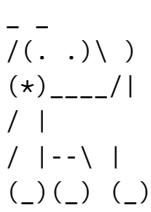
I would like to be able to access double density sectors, i.e. 256bytes,
and also side 2 of my XF551.

I don't want to use DOS to do it though. I can access single/enhanced
density sectors without problem, but don't know how you do the above.

Can anyone help, please?

Richard =8-]

--



Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

2186. Re: Thanks, and 1050 Woes!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-12 04:47:42 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3jtude$p18@nic-nac.CSU.net>
Source record: 93626

James, I forget, how do you do the banking?

Is it software? OS menu? Hardware (switches)?

ie, if you had a BBS running (like you do, don't you?) can the BBS ITSELF
swap in and out 16MB partitions? or does it have to be done manually? :(

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page is almost ready!!

2187. Re: Bob Klaas of Pro!/KPI goes PC!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-12 05:40:27 UTC
From: atari8@netcom.com
Message-ID: <atari8D5BBrF.2t6@netcom.com>
Source record: 93627

I have to say, having just gotten my copy of Express! Pro multiline from KPI, that I7m very impressed with the program though I find it interesting that it still very similar to the original BBS Express!. My fist thought was like several others, "only 32 message bases?" but then, how many bases do I really read when I call the RepairShop BBS anyway...3 maybe 4. The general stats on two of the local MSDos boards don't really look much better...i.e. lots of bases, very few readers...

Mike Todd
Atari8@netcom.com
or
Snyder10@rst.tcs.tulane.edu

2188. Re: looking for 80 column word processor for 65 xe

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-12 05:57:31 UTC
From: atari8@netcom.com
Message-ID: <atari8D5BCJv.4Lt@netcom.com>
Source record: 93628

Jeff M Lodoen (jlodoen@shell.portal.com) wrote:

: Was there ever a 80-column WP for a stock 8-bit? Maybe a text
: editor ala FlickerTerm could be made?

The only one that comes to mind is the one sold by CSS, "The Richman's Word Processor". It sells for something like $39 though that may have chanced by now.

(From the CSS ad)

This 80 column software-only word processor features ease of use and all features needed in a word processor. Works best with a black & white TV or monochrome monitor. Its features include:

Completely menu driven - Insert and Delete - Self containded DOS
Search mode - Complete text formatting - View-only mode
Built-in printer drivers - Memory statistics - Page numbering
Alternate output - Justify and endfill - 80 columns on screen
High speed cursor - Mouse compatible - Spell checker - XEP-80 compatible
Change screen colors, borders, and luminance.

Computer Software Services
P.O. Box 17660
Rochester, New York 14617

Order Line (716) 429-5639
Fax (716) 247-7158
BBS (716) 247-7157

Mike Todd
Atari8@netcom.com
or
Snyder10@rs5.tcs.tulane.edu

2189. Re: Looking for Broderbund's Spelunker

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-12 07:21:22 UTC
From: jvogel@crl.com
Message-ID: <3ju7di$9rg@crl12.crl.com>
Source record: 93630

Darrel Davis (darreld@access1.digex.net) wrote:
: I am desperately looking for a copy of Broderbund's
: Spelunker. I can't seem to find out if the game was

Ooooh Hooo! Now you're talking *classic*!

2190. Info wanted: Jupiter Mission???

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-12 07:33:17 UTC
From: jvogel@crl.com
Message-ID: <3ju83t$a16@crl12.crl.com>
Source record: 93631

Long ago (circa 1982) I saw in the pages of Antic & Analog an
advertisement for an arcade game called something like "Jupiter Mission".
Apparently it came on several disks, and looked like fun. I believe the
publisher was Avalon-Hill. Anybody have info or play the game? This
just popped into my head & I'd like to know.

John
|jvogel@crl.com |

2191. Re: Info wanted: Jupiter Mission???

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-12 08:07:52 UTC
From: jlodoen@shell.portal.com
Message-ID: <3jua4o$be9@jobe.shell.portal.com>
Source record: 93632

jvogel@crl.com (John M. Vogel) writes:

>Long ago (circa 1982) I saw in the pages of Antic & Analog an
>advertisement for an arcade game called something like "Jupiter Mission".
>Apparently it came on several disks, and looked like fun. I believe the
>publisher was Avalon-Hill. Anybody have info or play the game? This
>just popped into my head & I'd like to know.

I bought it in 1987. Parts written in BASIC, 4 disks. Difficult. I
didn't get past the 3rd part (navigation). Kinda frustrating. There
were sealed envelopes with hints for each disk, not very helpful IMO.

There was a sequel "Quest of the Space Beagle".

2192. 800XE!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-12 12:38:27 UTC
From: jkeane@thorung.eeng.dcu.ie
Message-ID: <m0rnmsw-000P6wC@thorung.eeng.dcu.ie>
Source record: 93633

>I'd be interested to find out as much as I could about the 800xE, since
>I know very little about it, and there hasn't been much about it here either.
>All I know is that it was intended for Eastern Europe...

The 800XE is actually an 800XL with the130XE's Freddy (memory managment) chip built in. It's case is the same as the 800XL's and it looks the same indeed it had the Parallel port of the 800XL (not the ECI of the XE). However Freddy's there. The 800XE by default still only has 64Kb of memory although since Freddy is capable of handling more it's common to find 256Kb of memory in these machines.

Now this is where the crunch comes, I'm not sure weather or not the 800XE is actually issued by Atari as an 800XE as one of the last revisions of the 800XL before the 130XE, OR, weather some of them hardware people in Germany, installed the chip into an XL, or even redesigned the board for the Freddy chip!

What ever the reason, why it seems as though it was intended for Eastern Europe is some German hardware freaks decided since the motherboard was a cross between an XE and and 800XL to call it the 800XE.

Jason Keane.

---
jkeane@ugmail.eeng.dcu.ie : Gravity Exists!! The planet sucks.

2193. Re: Bob Klaas of Pro!/KPI goes PC!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-12 13:02:08 UTC
From: krishna@primenet.com
Message-ID: <3jurcg$kl9@news.primenet.com>
Source record: 93557

The mortal Amos Jackson wrote:
:
: I also feel that anyone who is left that takes the time to program for the
: Atari should be supported, rather than condemed to failure. Recognize!!!
: There are not many left. Let's keep the ones we have.

I just know based on history that commercial BBS systems that suffer the indifference of their owners tend to rot away rather than get further development from 3rd parties because the owners tend to stifle development by not offering original source code which would be necessary to make important changes from the ground up.

In this respect, openly free systems like Forem XEP have much more potential for improvement.

No amount of 3rd party modules will solve some of PRO!s internal inadequacies which may be solvable if the owners just gave the thing up to PD and released the code.

2194. Re: 1030 modem problems...possibly...

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-12 13:03:46 UTC
From: krishna@primenet.com
Message-ID: <3jurfi$kl9@news.primenet.com>
Source record: 93558

The mortal Tim Irvin wrote:

: [Before you ask why I'd want to operate at 300 bps, I don't...at
: least not for long. What I'd like to do is just get started until
: I can put a 9600 bps setup together. I'd also like to download
: some other comm software so I can use that when I do upgrade.]

These days it's worth it for your sanity to at least pick up an SX-212
because 1200 baud is actually in the tolerable range for speed.

2195. Re: Gore demo & Umich archives

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-12 14:48:24 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <Ry5ZW2Q.ransom22@delphi.com>
Source record: 93634

James King <jeking7@delphi.com> writes:

>You know what, though. I have a 486dx2/66 with SuperVideo (64bit video),
>and Mosaic and/or Netscape were only mildly interesting for about 2 weeks.
>
>After that, I switched back to my Atari in standard command line/ shell
>mode. I hardly even use my graphical (Windows) stuff anymore, and resort
>to dialing out with a plain term. program to check mail/news.
>
>Web surfing gets boring REAL quick, then its back to basics again.

>
>I hardly even use my PC anymore - as its quick to just boot up the
>XE, load BObterm with my XEP80 and hit the net.

Yes, but then you don't get the pretty pictures coming up on your screen
at a bazing crawl. . . [grin]

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

2196. US Doubler(s) wanted for trade(s)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-12 15:37:47 UTC
From: James King <jeking7@delphi.com>
Message-ID: <Zw3a++b.jeking7@delphi.com>
Source record: 93635

I'd like to acquire 2 or 3 US Doubler chipsets. Anybody having these
and wanting to make trades for them (it?), please respond.

I have about 5 1050 drives and all are stock - would like to beef
at least 2 of them up.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

2197. newbie sorta...

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-12 20:03:46 UTC
From: jerkyjake@aol.com
Message-ID: <3jvk32$nu6@newsbf02.news.aol.com>
Source record: 93636

hi,

I got my atari 800 out of the attic yesterday, and it worked.

I am now insane, I want to run it like an SGI

anyone who wants to take the time to tell me anything about this system, other 8bits, newsletters AtariAnonymous meetings, BBS's FTP's etc, please do.

also, and if this is a faux pas please forgive, I am interested in emulation of an atari 8-bit on a 486 system, I WILL NOT be putting the atari 800 away, but I'd like to make sure I can backup some at least of the 5.25's (hundreds) I have for it.

Jake

(I'm very excited by all this!)

2198. Re: Thanks, and 1050 Woes!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-12 23:12:13 UTC
From: James King <jeking7@delphi.com>
Message-ID: <hM0beeV.jeking7@delphi.com>
Source record: 93637

Banking is software driven -- for MIO and/or BB. Yes, while running the BBS, I can automate the banking in/out of 16meg partions and have done so.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

2199. Re: Old games becoming rare?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-12 23:14:25 UTC
From: James King <jeking7@delphi.com>
Message-ID: <hu1YOAZ.jeking7@delphi.com>
Source record: 93638

FTP to ftp.xmission.com /pub/users/j/jeking/8bit to find the beginning
of a small horde of 8bit files.

Otherwise, for an excellent collection, call 801-969-1468 by modem to
connect to the Atari Connection BBS!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

2200. Re: Dead 1050--any ideas?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-13 01:07:18 UTC
From: ziggy29@rahul.net
Message-ID: <3k05s6$kb5@hustle.rahul.net>
Source record: 93639

Rick_Michael_Cortese@cup.portal.com wrote:
: Tim; 90% of the time when this happens it means the 12V power supply is
: going south. Diodes CR15 & CR16 get so hot they desolder themselves. Atari's
: fix was to just solder the diodes about 1/2" off the board by leaving the
: leads real long. Just resolder the diodes & if that doesn't work it may be
: something like the 6532, this controls the motor on/off. Other stuff does
: go bad, like the controller itself, but IMHO: Not that often.

Update:

I went to B&C the other day ans spoke of this problem, and the guy there
suspected a bad controller chip.

Anyway, the drive *mostly* works now, though it sometimes has seek problems
when a new disk is placed into it.

It's quite weird.

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Programmer/Analyst/Dino Jockey/ * GCS: !h s:+ !g au+ w+ C++$ v++ w+ U N++
* Husband/Net Geek/ASGX '65 Cabal * W po+ t+@ Y+ j++ B-- e+++ u** r+++ y+++

2201. Help!! No boot disk

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-13 01:40:57 UTC
From: gramlich@ns.cencom.net
Message-ID: <3k07r9$q7i@ns.cencom.net>
Source record: 93640

```
Newsgroups: comp.sys.atari.8bit
Subject: Help no dos boot disk!
Summary:
Expires:
Sender:
Followup-To:
Distribution:
Organization: Cen-Com-Internet
Keywords:

I'm at a loss right now and really could use some help.
I bought a 1050 disk drive and an 800 at a swap meet the
other day. Unfortuanately when I got home, I found that
the drive did not come with the dos disk (Dos 3 should
have been in there with the books for it). Does anyone
have any ideas as to what I could do. I have found
copies of some dos's for ataris in SIO2PC format and
XF25 format. Would it be possible to write these to
a disk on the PC that I could then boot from??

Any help would be greatly appreciated. Thanks

Jay

Newsgroups: comp.sys.atari.8bit
Subject: Help! No boot disk
Summary:
Expires:
Sender:
Followup-To:
Distribution:
Organization: Cen-Com-Internet
Keywords:
```

2202. Re: SpartaDos X ramdisk 9,15 problems

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-13 01:58:21 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <mcurrent.795059678@blue.weeg.uiowa.edu>
Source record: 93643

jeking@xmission.xmission.com (James King) writes:

>My autoexec.bat is very plain..

>TD ON
>CLS

>DEVICE RAMDISK 9,15 is supposed to reside in CONFIG.SYS, though - not
>autoexec.bat.

You can also try that (install any device) right at the command line,
although I don't know why it would make any difference.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

2203. Re: Uploads to /new at Um

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-13 02:02:21 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <mcurrent.795059934@blue.weeg.uiowa.edu>
Source record: 93642

ziggy29@rahul.net (Tim Irvin) writes:

>I've *never* got through to umich, and almost never to wuarchive. I do
>have one mirror site which has never refused a connection with me...

>I don't even *try* umich or any other mirror site anymore.

I've added two new mirror sites to the FAQ over the last couple months,
in case people haven't looked at that section recently.

It's true that both umich itself and wuarchive are usually full, but that
still leaves about six regularly updated mirror sites I rarely have
trouble with.

--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

2204. Re: Bob Klaas of Pro!/KPI goes PC!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-13 02:06:17 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <pYx6WkZ.ransom22@delphi.com>
Source record: 93641

Mike Todd <atari8@netcom.com> writes:

>I have to say, having just gotten my copy of Express! Pro multiline from
>KPI, that I7m very impressed with the program though I find it interesting
>that it still very similar to the original BBS Express!. My fist thought
>was like several others, "only 32 message bases?" but then, how many bases
>do I really read when I call the RepairShop BBS anyway...3 maybe 4. The
>general stats on two of the local MSDos boards don't really look much
>better...i.e. lots of bases, very few readers...

As an experienced MS-DOs sysop, I can attest to the fact that
32 message bases is PLENTY for a single-line, hobby board. there's
plenty of room for a variety of subs with that many bases.
And, as you said, most callers don't even bother to read them.
There's a HUGE file transfer segment of the BBS user population, and
a large online games segment. The pool of people who read and post
messages is, sadly, relatively small. :(

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

2205. PC Conversion for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-13 02:13:28 UTC
From: bfurbee@crl.com
Message-ID: <3k09o8$m2j@crl6.crl.com>
Source record: 93644

I have a quick opinion question for everyone who has done the Atari -> PC Conversion: Which case is the best fit for an 800XL motherboard? I am also looking to include either a CSS BlackBox or similar expansion equipment within the case, plus an XF551 or 1050 disk drive.

Any insight would be appreciated!

Brian

--
Brian Furbee InterNet: brian.furbee@digivortex.com
The Digital Vortex BBS VirtualNet: 1 @ 1713003
(713) 441-1635 FIDONET: Brian Furbee @ 1:106/501

2206. River Raid for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-13 02:15:26 UTC
From: bfurbee@crl.com
Message-ID: <3k09ru$m3i@crl6.crl.com>
Source record: 93645

Does anyone know if the old Activision game RIVER RAID was ever released for the beloved Atari 8-bit? This is my wife's favorite game and I would like to get her more involved in my "addiction".

Anyone knowing if this was ever released and if you would like to sell it if you have it please let me know here or via E-Mail. I've lurked long enough and decided it was time to get active again!

L8er,
Brian

--
Brian Furbee InterNet: brian.furbee@digivortex.com
The Digital Vortex BBS VirtualNet: 1 @ 1713003
(713) 441-1635 FIDONET: Brian Furbee @ 1:106/501

2207. Re: MIO Problem/Question

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-13 03:48:40 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3k0fao$11bc@hearst.cac.psu.edu>
Source record: 93646

Russ Gilbert (Russ.Gilbert@apk.wariat.org) wrote:
: (Somebody, (gees, short term memory), says the early MIOs with the
: video port uses a 9v ac pwr supply and the later ones without the
: video port use 9v DC pwr.)
: I'm posting this here because I checked the FAQ and it has the info
: I sent M. Current which is:
: 1 meg MIO uses a 9.3v DC power supply. (It happens to be an old one
: with the video port.)
: 256k MIO uses a standard 9v ac CO17945 brick. (This is one without
: the video port.)
: I'm getting confused and if M. Hohman reads about this I'm sure he
: could clear it up.

Odd, I have run both 1meg and 256k MIO's off the same brick for some
time. (Both are old ones with VIDEO ports... however, the 256k is
even older since it has pin headers for the 80 column card and power..etc..)
The only physical difference between my 2 mios is the EPROM and the RAM
count. In fact, I pulled my EPROM from the 256 K and threw it and its mem
chips into the 1meger since the 1 meger killed itself when my switching
power supply shorted a few years ago.

By the way... the ZIP rams in the MIO..use special ram chips...
Internally pins 1 and 5 are switched (as I recall).
they were made special for ICD supposedly yet used the same numbers
and the non-switched chips?

odd...

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---
Carts: 2600 104; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600 1; 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1;
800 2; 1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 w/Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

2208. Re: Still wanting to trade (320k XE for upgraded XL)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-13 03:49:57 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3k0fd5$11bc@hearst.cac.psu.edu>
Source record: 93647

uea@delphi.com wrote:
: I have an 800XL and am looking for the old cart. game called:
: EASTERN FRONT
: Has anyone seen a copy of this recently? Like in your closet?
:
: Send email to uea@delphi.com

Eastern Front 1941 (vers2, vers1 was cassette) is available from
B&C I think, in fact, I just needed the manual for my version
(yes, GET THE MANUAL) and they sold me just that!

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---
Carts: 2600 104; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600 1; 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1;
800 2; 1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 w/Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

2209. European 600XL question..

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-13 03:56:30 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3k0fpe$11bc@hearst.cac.psu.edu>
Source record: 93648

I was wondering how difficult it would be to convert one of these
to NTSC. 'Cause I want to get a 600XL with video ports and RF
FACTORY installed. (I am in the middle of upgrading my 600XL
to Supervideo2.1 but I would like to have an OFFICIAL released one with
video installed.)

That an an 800XE would be cool too.

By the way, someone a while back was wondering why the serial numbers
on the some 800XL's just said "800" and others said "800XL"...
well, I was surfing through tons of old news letters from 80 to 87
and came accross some "rumors" about the new line of computers
after the 1200XL. Supposedly there was going to be a "NEW" version
of the 800, with 1 cart slot and 2 joystick ports, and only 48K.
They weren't going to change the name or anything supposedly....

So I am guessing that is what the 800XL became.

whatever...

by the way... did you know you can use RGB monitors on the 800? =)
--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---
Carts: 2600 104; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600 1; 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1;
800 2; 1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 w/Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

2210. Re: Info wanted: Jupiter Mission???

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-13 03:59:48 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3k0fvk$11bc@hearst.cac.psu.edu>
Source record: 93649

Jeff M Lodoen (jlodoen@shell.portal.com) wrote:
: jvogel@crl.com (John M. Vogel) writes:

: >Long ago (circa 1982) I saw in the pages of Antic & Analog an
: >advertisement for an arcade game called something like "Jupiter Mission".
: >Apparently it came on several disks, and looked like fun. I believe the
: >publisher was Avalon-Hill. Anybody have info or play the game? This
: >just popped into my head & I'd like to know.

: I bought it in 1987. Parts written in BASIC, 4 disks. Difficult. I
: didn't get past the 3rd part (navigation). Kinda frustrating. There
: were sealed envelopes with hints for each disk, not very helpful IMO.

: There was a sequel "Quest of the Space Beagle".

JM was pretty cool, in fact it is still played in my house. However,
I have been unable to locate QSB... the pictures of that game look
FANTASTIC!!!!

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
----
Carts: 2600 104; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600 1; 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1;
800 2; 1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 w/Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

2211. Price of NEW Axlon 800 64K boards?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-13 04:03:33 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3k0g6l$11bc@hearst.cac.psu.edu>
Source record: 93650

I was at a flea market the other day (selling 1050's that look like
they came out of a war for $30 each...) and I saw a brand new
shrink wrapped axlon 64K board. Was wondering what this card can
be used for and what price it currently is going for, so next time
I go back (and yes, it will still be there, these guys havn't moved
a single piece of Atari stuff since I've been visiting...) I can
haggle them. =)

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
----
Carts: 2600 104; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600 1; 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1;
800 2; 1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 w/Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

2212. Re: Old games becoming rare?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-13 04:25:19 UTC
From: jlodoen@shell.portal.com
Message-ID: <3k0hff$s3k@jobe.shell.portal.com>
Source record: 93560

toastman@armory.com (Powdered Toast Man/n) writes:
>I've tried getting a few things from the Cislib directories but it's a total
>mess. All the files are .xmo or .bin files, which are completely
>inconclusive, and if it was easy to wade through all that, someone would have
>typed an index file by now.

There are index files from CIS on there: lc1.arc, lc2.arc, lc3.arc,
and lc4.txt... covers most files.

>I did find out that a few of these .xmo and .bin files began with 0xFF,
>0x80...what are these? (comoki.bas was cool though)

XMO and BIN just meant an 8 bit protocol was need for transferring
those files. If it starts out $FF FF it's usually a binary load
file. $00 00 signifies a SAVEd BASIC file.

2213. Re: 800 and RGB Monitors

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-13 04:38:09 UTC
From: tdrake1@umbc.edu
Message-ID: <3k0i7h$rs1@news.umbc.edu>
Source record: 93651

Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:

: by the way... did you know you can use RGB monitors on the 800? =)

Andrew,

Care to elaborate on how one can use an 800 with an RBG monitor??

I am sure a few of us are wondering the same thing.

Tom

-=-
Thomas Drake | Through the telephone,
tdrake1@umbc.edu | off of the server, over the T-1 backbone,
Test First! Then Code! | nothing but 'Net!!

2214. Strange "power losing" modem?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-13 04:45:45 UTC
From: ziggy29@rahul.net
Message-ID: <3k0ilp$2d3@hustle.rahul.net>
Source record: 93652
Cross-posted to: comp.sys.atari.8bit,sci.electronics

I've got an interesting thing happening with an Atari 1030 modem. It seems to "lose power" after starting up. At least the computer it's connected to seems to think it's lost power.

There's a built-in terminal program to this old modem, which apparently the modem sends (via ROM?) to the computer. Anyway, for this to happen, I assume that the modem must be receiving power. Yet when the terminal program actually *starts*, the message "modem power lost" is displayed, despite the fact that the power on light (and the ready light) still shines brightly.

I think the modem "starts" as being okay, but somehow becomes unrecognized by the computer. I'd think the power supply must be okay, but how does electronic equipment just "start up" seemingly normally when communicating with the computer, and then suddenly become unresponsive due to "lost power?"

I'm basically an electronics dummy; pointers and possible causes and/or solutions would be appreciated. Someone has suggested that there could be a problem in the I/O cable, but swapping cables preserves this problem.

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Programmer/Analyst/Dino Jockey/ * GCS: !h s:+ !g au+ w+ C++$ v++ w+ U N++
* Husband/Net Geek/ASGX '65 Cabal * W po+ t+@ Y+ j++ B-- e+++ u** r+++ y+++

2215. Re: Price of NEW Axlon 800 64K boards?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-13 05:02:00 UTC
From: bfurbee@crl.com
Message-ID: <3k0jk8$sjf@crl.crl.com>
Source record: 93653

```
: I was at a flea market the other day (selling 1050's that look like
: they came out of a war for $30 each...) and I saw a brand new
: shrink wrapped axlon 64K board. Was wondering what this card can
: be used for and what price it currently is going for, so next time
: I go back (and yes, it will still be there, these guys havn't moved
: a single piece of Atari stuff since I've been visiting...) I can
: haggle them!

Andrew,

If you happen across a second one of these Axlon units, please let me know,
as I have an old 800 that could use some decent memory. I would be more than
willing to take one off of your hands....

Thanks,
Brian

--
Brian Furbee InterNet: brian.furbee@digivortex.com
The Digital Vortex BBS VirtualNet: 1 @ 1713003
(713) 441-1635 FIDONET: Brian Furbee @ 1:106/501
```

2216. Re: River Raid for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-13 06:06:33 UTC
From: sydtech@winternet.com
Message-ID: <3k0qtt$qfo@blackice.winternet.com>
Source record: 93555

bfurbee@crl.com (Brian Furbee) wrote:
>Does anyone know if the old Activision game RIVER RAID was ever released for
>the beloved Atari 8-bit? This is my wife's favorite game and I would like to
>get her more involved in my "addiction".
>
>Anyone knowing if this was ever released and if you would like to sell it if
>you have it please let me know here or via E-Mail. I've lurked long enough
>and decided it was time to get active again!

I believe this was released for the 8-bit, although I've never been able to
find it. I'm also trying to find the Pitfalls for the 8-bit line....

Scott

2217. Cooltris 2 -> PC / Mac !?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-13 07:04:19 UTC
From: KENDRICK@sonoma.edu
Message-ID: <950312230233.20605f2c@sonoma.edu>
Source record: 93654

I may decide it'd be cool to rewrite Cooltris 2 on the PC and/or Mac
platform for those who care! :)

On PC it'd most likely be in QBASIC in 320x200x256 graphics w/ PC speaker
sound.

On the Mac it'd probably be in C with 256 color graphics and digitized
audio.

Of course, in either version I'll have a full blurb about the 8-bit
version, where to get it, the fact that us 8-bitters are still
around, etc.

Some people don't know, ya know! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page is almost ready!!
Gotta vacuum

2218. Re: River Raid for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-13 08:06:26 UTC
From: krishna@primenet.com
Message-ID: <3k0ue2$9q5@news.primenet.com>
Source record: 93559

The mortal Brian Furbee wrote:
: Does anyone know if the old Activision game RIVER RAID was ever released for
: the beloved Atari 8-bit? This is my wife's favorite game and I would like to
: get her more involved in my "addiction".

It was released. It differs from the 2600 in that it is fixed in
controlled-missile mode, and has new enemies, balloons, tanks, and
apache-like machinegun helicopters. Yet the executable is still only
about 8K.

I believe you can start at various bridgenumbers, in increments of 10.

2219. Atari/Commodore SALE 3/13/95

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-13 09:48:19 UTC
From: Lawrence Estep <71450.1050@CompuServe.COM>
Message-ID: <3k14d3$o1g$1@mhadf.production.compuserve.com>
Source record: 93556
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

FOR SALE - ATARI/COMMODORE ACCESSORIES

Atari CO17945 9v AC power supply (NEW) $7.50 (1010/1020/1050,etc.)
Computer to TV switch box for Atari game and computer systems $1.50
Atari Basic cartridge CXL4002 (USED) $2.00
Atari 2600 joystick w/stand (USED) $5.00

FOR SALE - ATARI BOOK

Atari XL User's Handbook (WSI) $6 (good condition)

FOR SALE - NINTENDO ACCESSORIES

Nintendo Zapper light gun (NEW) $10.00

FOR SALE - ATARI 8-BIT SOFTWARE

EDUCATIONAL:

Astrology (Antic APO167) $4
Biology Facts (AEC) $3
USED: Math Encounter (cartridge) $3
Songwriter (Thunder Mountain) $5
Spanish Vocab. Skills (AEC) $4
Turtle Tracks (Scholastic) $4

GAMES:

Adventure Master (CBS) $5
Chessmaster 2000 (Software Toolworks) $6
Computer Baseball (SSI) $4
Crypts Of Plymbous (Cosmi) $3
Elektraglide (Mastertronic) $4
Encounter at Questar IV (Artworx) $3
F-15 Strike Eagle (Microprose) $6
Forbidden Forest (Cosmi) $3
Lords Of Conquest (Elec. Arts) $5
Ninja (Mastertronic) $4
Pensate (Penguin) $4
Touchdown Football (Elec. Arts) $5
Winter Challenge (Thunder Mtn.) $6

UTILITIES:

Get Rich! Insurance Planning (Arrays) $5
Megafont II/II+/Font Sim. package (XLent) $5
Indus DOS XL Master Disk/GT Estate Word Processor package $5

FOR SALE - COMMODORE 64/128 SOFTWARE

F-15 Strike Eagle (Microprose) $6.00
The Filer (Spinnaker) $3.00
Bop 'N Rumble (Mindscape) $5.00
Pensate (Penguin), Computer Baseball (SSI) $4.00 each

USED: Professional Gambler (Load & Go) $2.00

Brand new software (software/docs only-no packaging):
Beyond The Black Hole (Software Toolworks) $6.00
Clubhouse Sports (Mindscape) $4.00
Chessmaster 2000 (Software Toolworks) $6.00
Crime Stopper (Hayden Software) $2.50
Crypts Of Plumbous (Cosmi) $3
Dig Dug (Thunder Mountain) $4.00
Double Dragon II:The Revenge $4.00
Forbideen Forest (Cosmi) $3
General Knowledge Builder (Disk-count Software) $2.00
Mind-Roll (Epyx) $3.00
Ninja (Mastertronic) $4.00
Navcom 6 (Cosmi) $2.50
Payday (Gametek) $5.00
Robocop (Data East USA) $5.00
Shoot 'Em Up Construction Kit (Accolade) $5.00
Take Down (Gamestar) $4.00
Thing On A Spring (Epyx) $2.50
Top 20 Software Tools (Cosmi) $5.00
20 Solid Gold Entertainment Hits (Cosmi) $5.00

EDUCATIONAL: Biology Facts (AEC) $3.00, Spanish Vocab Skills (ARC) $4.00

I will consider package offers on software.

All items include original docs unless noted, and some are new in original
shrinkwrapped boxes. Inquire for specifics on any programs.

Shipping charges based on size of order.
If interested, please contact Lawrence Estep at 71450,1050 on
CompuServe or 71450.1050@COMPUSERVE.COM on Internet.

--

Lawrence Estep / 71450.1050@COMPUSERVE.COM
Remember...Friends Don't Let Friends Drive Drunk!!!

2220. Re: Bob Klaas of Pro!/KPI goes PC!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-13 14:04:42 UTC
From: jeking@xmission.xmission.com
Message-ID: <3k1jdq$r0v@news.xmission.com>
Source record: 93561

Amos Jackson (Amos.Jackson@flight.org) wrote:
: All things considered when it comes to PRO, I feel that it is a well thought
: out program, even with it's limitations.
:
: I feel that the programmer did _VERY_ well in limiting the size of the message
: areas. I mean after all, we're talking about an Atari 8-bit system that this

Huh? Sometimes you're scarey, Amos. You think that limiting the base size is a GOOD thing? I've been running Express (then Pro!) since Ledbetter created it -- and was running a homebrew BBS just after Xmodem was created.

Pro! leaves quite a bit to be desired - and the assanine behavior of its programmers is beyond comprehension. Not providing any source code has contributed more to the downfall of Pro! than any other factor. During the Ledbetter days, it was encouraged to provide source, so others could create modules.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

2221. Where to find XL/XE emulator for PC? Sites ...

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-13 14:23:31 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3k1kh3$9ov@crchh327.bnr.ca>
Source record: 93563

I am looking for ftp sites with the Atari 8-bit emulator.
Please, anyone with some info, post it here in the newsgroup.
Thanks, Vladimir

vjancare@magi.com

2222. Re: River Raid for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-13 14:24:58 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <3k1kjq$rk6@ns.mcs.kent.edu>
Source record: 93562

bfurbee@crl.com (Brian Furbee) wrote:
>Does anyone know if the old Activision game RIVER RAID was ever released for
>the beloved Atari 8-bit? This is my wife's favorite game and I would like to
>get her more involved in my "addiction".

Yes, River Raid was made for the 8bit... Its a blast to play too!

--BRiT

2223. Re: 800XE!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-13 15:08:25 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3k1n59$a@dux.dundee.ac.uk>
Source record: 93564

Thanks!

What the world needs is a new age.
What the world doesn't need is New Age.

Graeme Fenwick:-

email gfenwick@mcs.dundee.ac.uk
homepage http://www.mcs.dundee.ac.uk:8080/~gfenwick/index.html
(includes link to Atari XL/XE page)

2224. Re: 1030 modem problems...possibly...

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-13 15:20:05 UTC
From: tirvin@lmsc.lockheed.com
Message-ID: <3k1nr5$m26@butch.lmsc.lockheed.com>
Source record: 93565

In article <3jurfi$kl9@news.primenet.com>, krishna@primenet.com (Glenn Saunders) says:
>
>The mortal Tim Irvin wrote:
>
>: [Before you ask why I'd want to operate at 300 bps, I don't...at
>: least not for long. What I'd like to do is just get started until
>: I can put a 9600 bps setup together. I'd also like to download
>: some other comm software so I can use that when I do upgrade.]
>
>These days it's worth it for your sanity to at least pick up an SX-212
>because 1200 baud is actually in the tolerable range for speed.

But I already have the 1030 and 1030 Express! to use...if I can get it
to work. I don't want to spend good money on anything under 2400 bps,
actually...I just want to download software which can support a 9600
connection and then junk it. THEN, I can get the 850/P:R:/MIO/BB and
9600 bps modem and let 'er rip. (I already have an 850 modem cable,
too.)

I figured I could connect with the 1030 (at 300 bps) and start down-
loading the necessary files before I go to work in the morning, and
it *should* be done by the time I got home. :)

--
Tim Irvin
ziggy29@rahul.net

"Love, Sol, Moons and Death, there is no other way."--the Timelord

2225. DROPZONE

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-13 18:30:48 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <2D510311C9C@east-01.novell.leeds.ac.uk>
Source record: 93566

I can supply the Atari 8-bit version of DROPZONE on disk and still
shrink wrapped for the price of $10 including shipping to the USA.

If you're interested e-mail me at chmrig@leeds.ac.uk

Richard Gore

2226. What is GTRACKER?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-13 18:30:53 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <2D658AB4332@east-01.novell.leeds.ac.uk>
Source record: 93567

GTRACKER is a new piece of commercial software from Visionaire
Software in the UK and sold by Richard Gore.

It can best be described as a sequencer for digitised sounds. You
sample some music (or whatever) using Replay, Parrot, ASP etc and
use GTRACKER to arrange and sequence it into a longer piece of
'music'. The editor is low level and requires the user to keep track
of the start and end addresses etc but it is powerful and supports
Gumby compatible stereo upgraded machines. Your mono samples can be
played back through both channels at once and/or steered to only one
of the channels (left or right). the tunes can then be saved and
played using the player program supplied.
GTRACKER is a two disk pack, one of them is a PD demo disk to show
you what can be done with GTRACKER. The package retails for #6.50
($14). We also have nearly ready a suite of utility programs that
include a sample editor and a mini compiled language to allow
inclusion of the sounds in your own programs, more utilities and
demo sound disks will follow.

Recently I uploaded a copy of the demo disk to the archives under the
name GTRACKxy.DCM, x=1 or 2, y= A to E, unfortunately side 2 got
corrupted and needs some extra files uploading which I will do shortly
In the meantime please download side 1 GTRACK1y.DCM and enjoy it.

If you want more information about GTRACKER please feel free to e-mail
me at chmrig@leeds.ac.uk or write to me at:

RICHARD GORE, 79 SPROTBROUGH ROAD, SPROTBROUGH, DONCASTER, DN5 8BW
ENGLAND

Thanks for your interest...

Richard Gore
chmrig@leeds.ac.uk

2227. Re: Alternate Reality Help.

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-13 18:49:57 UTC
From: MBITDC9306@titan.newi.ac.uk
Message-ID: <9503131848.AA00829@dylan.newi.ac.uk>
Source record: 93568

James Wood says:
> I bought Alternate Reality from Toad Computers (apparently used). What
> came was one disk, which appears to be 2-sided, and no docs.
>
> Am I missing other disks? I've never played this game before, but I seem
> to recall that there are many disks to the game. Somebody help me, please!!

Oh dear! I'm not going to say that Toad ripped you off since they're apparently a decent company ... usually. Alternate Reality (I assume you have the City) comes on two disks. If I recall, part two (the Dungeon) also comes on two disks. I would strongly recommend that you get hold of an unused copy since the packaging itself is of good quality and well worth the extra.

Both volumes are available from Micro Discount in the UK. I can't remember the price (I think it's about 15 - 19 pounds for both?). If you want me to find out, send me a message to get me off my butt.

I deal (or at least speak) with Derek Fern at Micro Discount on a regular basis and can vouch for his integrity. Mind you, I'm going to be speaking to him a lot over the next couple of weeks because I'd sent him my only 1050 drive to be upgraded and services ... and the bloody post office has gone and lost it!!!

David Wyn Davies
The Atari Classic Programmer's Club
---
e-mail: mbitdc9306@newi.ac.uk

Stupid comment of the Year:
'There are differences in the situations of Scotland and Northern Ireland. There have not been 25 years of troubles in Scotland' - John Major on why he oposes a Scottish parliament.

Yeah. Real clever, John. Cue the sounds of several Scottish terrorist groups being formed.

Mary had a little lamb
Who had a sooty foot
And everywhere that Mary went
His sooty foot he put.
==========

2228. Atari Base

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-13 21:00:12 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <134721@cup.portal.com>
Source record: 93569

Again

Message : 3811 [Open] 3-10-95 12:37pm
From : Sysop
To : Larry (x)
Subject : #3803 Atari Base
Sig(s) : 1 (General Information Files)

Hi Larry and everyone else that is interested. In response to your question, I called the Atari Corp. this morning and spoke at length to Don Thomas. He says that the person that was sysoping the board left the company but was doing it remotely. It seems everything is going to pot and he has decided to shut the board down for now and perhaps permanently. There doesn't seem to be anyone there that can handle the software or who knows how to fix the troubles that the bbs seems to be having. So rather than fumble around any longer he is just going to shut the board down. So that's it for now. Joe Fischer, Sysop

[P]rev [N]ext [J]ump [R]eply [A]gain [Q]uit

2229. Re: 1030 modem problems...possibly...

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-13 21:00:16 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <134722@cup.portal.com>
Source record: 93570

Tim; if you really want to see if the 1030's busted, have all your drives other stuff on the SIO line off. With the 1030 on, switch the 800 on while holding down the OPTION & START keys. The built in modem software for the 1030 should load. If it doesn't work, I wouldn't worry about buying software for the thing, it may be to badly broke.
Rick

2230. Re: 1030 modem problems...possibly...

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-13 21:47:37 UTC
From: ziggy29@rahul.net
Message-ID: <3k2ehp$na7@butch.lmsc.lockheed.com>
Source record: 93573

In article <134722@cup.portal.com>, Rick_Michael_Cortese@cup.portal.com says:
>
>Tim; if you really want to see if the 1030's busted, have all your drives
>other stuff on the SIO line off. With the 1030 on, switch the 800 on while
>holding down the OPTION & START keys. The built in modem software for the
>1030 should load. If it doesn't work, I wouldn't worry about buying software
>for the thing, it may be to badly broke.

I already *have* the software for the 1030. That's why I want to get this
thing to work--so I can download better comm software for faster modems!

What does holding down START do?

When I hold down OPTION, I get a high and somewhat wavering squeal from the
TV speaker and then I get to the MODEMLINK program.

It's *in* the MODEMLINK program where the program reports "Modem Power
Lost." So apparently, the modem had the power to load the program into
the 800XL, but somehow loses it when the program is up and running?

The "power lost" message is consistent with the message that 1030 Express!
returns to me: "Turn on modem and reboot."

MODEMLINK lists 4 options; the message appears on the line below option 4.
I can choose option 1 to dial, but after I enter the number, the screen
gives a quick "Dialing 555-1212" message before the screen goes blank,
with no sound, seemingly hung.

It's hardly worth losing a lot of sleep or putting much money into, but
I think it would be a good experience (as well as a cheap electronics
experiment if it's a hardware problem) if I could figure it out. Obviously,
if the problem is in an expensive part, I'd forget it and throw the darn
thing away, but if it's a cheap 50-cent part, maybe I could try to replace
it for fun and practice...

--
Tim Irvin
ziggy29@rahul.net

"Love, Sol, Moons and Death, there is no other way."--the Timelord

2231. Re: Atari Base

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-13 21:50:44 UTC
From: tirvin@lmsc.lockheed.com
Message-ID: <3k2enk$na7@butch.lmsc.lockheed.com>
Source record: 93574

In article <134721@cup.portal.com>, Rick_Michael_Cortese@cup.portal.com says:

[...]

> It seems everything is going to pot
>and he has decided to shut the board down for now and perhaps permanently.
>There doesn't seem to be anyone there that can handle the software or who
>knows how to fix the troubles that the bbs seems to be having. So rather
>than fumble around any longer he is just going to shut the board down. So
>that's it for now. Joe Fischer, Sysop

sigh

Another one bites the dust.

I'd really love to help support stuff like this, but I don't know of
any Atari BBSes or user groups in the San Jose area. I guess that in
the rush-rush high-tech Silicon Valley, this stuff has been long
forgotten. At least by prominent users, anyway; this area still
boasts a lot of support with respect to Atari dealers--Best, B&C and
American Technavision are all no more than 30-40 minutes away.

--
Tim Irvin
ziggy29@rahul.net

"Love, Sol, Moons and Death, there is no other way."--the Timelord

2232. 600XL/800XL os diffs?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-13 22:00:28 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3k2f9s$9pr@hearst.cac.psu.edu>
Source record: 93571

My 600XL came with an 800XL/XE os. However, BEST has listed a specific
catalog number for the 600XL OS. Whats the difference?

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
----
Carts: 2600 104; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600 1; 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1;
800 2; 1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 w/Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

2233. Re: SpartaDos X ramdisk 9,15 problems

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-13 22:07:42 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3k2fne$9pr@hearst.cac.psu.edu>
Source record: 93572

James King (jeking7@delphi.com) wrote:
: Finally got a 130xe to work on my MIO, but now that I want to use my
: SpartaDos X cart, I'm finding that adding DEVICE RAMDISK 9,15 doesnt
: do a damn thing. I can see it accessing the ramdisk (I installed
: the ramdisk LED hack), but doing a DIR D9: says invalid drive..
:
: I can then do a RAMDISK.SYS 9,15 from the command line, and it works.
:
: Any suggestions?
:

Do all versions of SPX support physical(logical) drive 9?
--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---
Carts: 2600 104; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600 1; 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1;
800 2; 1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 w/Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

2234. Re: Help restore my 600XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-13 22:12:32 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D5EGCx.G7v@itex.jct.ac.il>
Source record: 93582

Ben Corr (bjcorr@delphi.com) wrote:
: u1 - a sn74ls138n
: u2 - co616168
: u3 - co615988-01
: u4 - co60602a-03
: u5 - sn74ls158n
: u6 - same as u5
: u7 - sn74ls08n
: u8 - ca3586 (only 8 pin chip)
: u9 - c021697-31
: u10 - c014806-03
: u11 & 12 - Ram chips, 4464's
: u13 - c060472-d
: u14 - sn74ls04n
: u15 - sn74ls375n
: u16 - m74ls51p
: u17 - c014805-01
: u18 - sn74ls32n
: u19 - cd4050be
: u20 - c012294b-01
: u21 - c014795
: u22 & 23 - cd4051be
: bjcorr@delphi.com

I sure hope you were using some kind of reference for this..

;)

--- Itay Chamiel, Jerusalem, Israel / | \ bruck@brachot.jct.ac.il ---
Atari 8-bit geek since I was 6 \/|\/ (using someone else's account)

2235. Re: CX85 Keypad

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-13 22:13:32 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3k2g2c$9pr@hearst.cac.psu.edu>
Source record: 93575

Glenn Saunders (krishna@primenet.com) wrote:

: Re: CX85

: I really think the Innovative Concepts hardwire modification was a hack
: that never got its due. I never got it done, IC vaporized by the time I
: tried to reach them, but it sounded so kool.

Er hardwired CX85? I have some schematics laying around somwhere
do to that. I found it in the middle of some obscure User group
newsletter from the mid 80's. Was pretty cool, you could choose
which keys did what. You had a 15pin connector on the side of the
8bit and the keypad. (think it was 15.) And it worked with everything.

Of course, a 101 FOCUS keyboard and transkey just don't compare though =)

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---
Carts: 2600 104; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600 1; 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1;
800 2; 1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 w/Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

2236. Re: WANTED: Vanguard, Jr. Pacman for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-13 22:18:54 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3k2gce$9pr@hearst.cac.psu.edu>
Source record: 93576

Scott Butler (sydtech@winternet.com) wrote:
: These were never officially released. I'm looking for any unofficial
: "ports" of these 5200 games to the 8-bit.

: Any info/help would be appreciated!

Vanguard was too released!

: Thanks,
: Scott

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---
Carts: 2600 104; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600 1; 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1;
800 2; 1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 w/Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

2237. Re: 800 and RGB Monitors

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-13 22:33:47 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3k2h8b$9pr@hearst.cac.psu.edu>
Source record: 93577

drake thomas (phd posi) (tdrake1@umbc.edu) wrote:
: Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:

: : by the way... did you know you can use RGB monitors on the 800? =)

: Andrew,

: Care to elaborate on how one can use an 800 with an RBG monitor??

: I am sure a few of us are wondering the same thing.

Off the top of my head you pull the signals off of chip A103.
If you have an RGB monitor where you can adjust the signal
then the design is simple, other wise you need a few trimmers as well..

Its just a few resistors and transistors with 3 trimmers. Very
simple circuit. I was thinking of building some little external
box that I pluged between a new video jack (from the A103) and an
RGB. But since I don't ever really use my 800's and since I don't have
a vanilla RBG monitor. I never did the hack. I found it in an old
Atari Users group newsletter.

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---
Carts: 2600 104; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600 1; 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1;
800 2; 1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 w/Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

2238. Re: Bob Klaas of Pro!/KPI goes PC!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-14 00:40:44 UTC
From: Amos.Jackson@flight.org
Message-ID: <1d6_9503140106@flight.org>
Source record: 93594

I think that limiting base size is important to people who don't have the space to have 'unlimited' message sizes or space (that explnation was in my original post).

Not all of us can have 200 megs worth of message space, not all of us want 200 megs of message space.

So no it's not strange if one is not trying to communicate all over the world with mostly taglines that take up unecessary drive space in message bases. Some of us still like thing simple and straight forward.

Amos Jackson
---------- -//- ----------
Internet: Amos.Jackson@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

2239. Re: WANTED: Vanguard, Jr. Pacman for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-14 01:50:37 UTC
From: jlodoen@shell.portal.com
Message-ID: <3k2spd$lfp@jobe.shell.portal.com>
Source record: 93578

heller@akh104.rh.psu.edu (Andrew K. Heller) writes:

>Scott Butler (sydtech@winternet.com) wrote:
>: These were never officially released. I'm looking for any unofficial
>: "ports" of these 5200 games to the 8-bit.

>: Any info/help would be appreciated!

> Vanguard was too released!

But not for the computers. I wonder if it had to do with this fact.
The 5200 cart port allowed for 32K of ROM space. The 8-bit computers
only 16K. (disregarding banking) Perhaps Atari just didn't want to
bother converting it to a banked cart version? (Vanguard file is
21K long).

2240. new kid

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-14 02:51:17 UTC
From: RWoolley@ix.netcom.com
Message-ID: <3k30b5$eaj@ixnews3.ix.netcom.com>
Source record: 93579

I just got this fancy program thingie to talk to Atari 8-bit folks....
Is it working?
Bob

2241. Re: newbie sorta...

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-14 03:02:23 UTC
From: uea@delphi.com
Message-ID: <RwwY20n.uea@delphi.com>
Source record: 93580

Jerky Jake <jerkyjake@aol.com> writes:

>

I just bought an 800XL for nostalgia. I used to own a 400 w16K. I upgraded it to 32K with an Avlon kit and then 64K! Can that be right? Well, anyway, it was great to hear this 800XL purring into my TV set. I had not heard that distinctive sound for about a decade. The thought has occurred to me too that it must be possible to emulate the 400/800 series on an IBM, but I'll bet it is not profitable enough for anyone to have written the software. My question is, how much is this thing gonna cost to get repaired when it breaks down! Parts pool must be shrinking by the day. Then again, I still have the 16K and 32K boards (the only parts I still have from the 400) and I do still have all of the old magazines up in the attic. Remember ANTIC?

I was an avid collector/reader of ATARI magazine when the best software cane on one SS/SD disk.

2242. MIO vs Black Box?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-14 03:19:29 UTC
From: steveg@phantom.com
Message-ID: <3k3201$5l0@dockmaster.phantom.com>
Source record: 93581

I have the opportunity to buy a 1-MB MIO from someone on the net. I can also buy a Black Box (still waiting for catalog & price lists to arrive). Which would be the better choice for a BBS? And what are good prices for these two items? I can buy the MIO and a BASIC XE (or BASIC XL, don't remember which) for ~$140; is this cool?

2243. Re: new kid

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-14 04:18:28 UTC
From: tdrake1@umbc.edu
Message-ID: <3k35ek$kk7@news.umbc.edu>
Source record: 93583

Robert Woolley (RWoolley@ix.netcom.com) wrote:
: I just got this fancy program thingie to talk to Atari 8-bit folks....
: Is it working?
: Bob

Is this the same Bob Woolley of 1200XL fame??!!

If so, a hearty welcome to the comp.sys.atari.8bit newsgroup!

About time you showed up...!

Tom

-=-
Thomas Drake | Through the telephone,
tdrake1@umbc.edu | off of the server, over the T-1 backbone,
Test First! Then Code! | nothing but 'Net!!

2244. Re: MIO vs Black Box?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-14 04:35:38 UTC
From: krishna@primenet.com
Message-ID: <3k36eq$pg2@news.primenet.com>
Source record: 93584

The mortal Steve G. wrote:

: I have the opportunity to buy a 1-MB MIO from someone on the net. I can
: also buy a Black Box (still waiting for catalog & price lists to arrive).
: Which would be the better choice for a BBS? And what are good prices for
: these two items? I can buy the MIO and a BASIC XE (or BASIC XL, don't
: remember which) for ~$140; is this cool?

The MIO is probably better if no you have ramdisk in your 8-bit, then
you put most of the core BBS modules on the ramdisk for extra speed.

The 256 byte sector problem isn't that much of a problem these days
because drives tend to have configurable byte sectors now (or so I've
been told.)

Also, partition swapping software tends to be more available for MIOs
than BBs, to allow you to have a larger BBS with PRO!.

2245. Re: CX85 Keypad

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-14 04:37:07 UTC
From: krishna@primenet.com
Message-ID: <3k36hj$pg2@news.primenet.com>
Source record: 93585

The mortal Andrew K. Heller wrote:
: Glenn Saunders (krishna@primenet.com) wrote:

: : Re: CX85

: : I really think the Innovative Concepts hardwire modification was a hack
: : that never got its due. I never got it done, IC vaporized by the time I
: : tried to reach them, but it sounded so kool.

: Er hardwired CX85? I have some schematics laying around somwhere
: do to that. I found it in the middle of some obscure User group
: newsletter from the mid 80's. Was pretty cool, you could choose
: which keys did what. You had a 15pin connector on the side of the
: 8bit and the keypad. (think it was 15.) And it worked with everything.

: Of course, a 101 FOCUS keyboard and transkey just don't compare though =)

Yeah, but I was planning on doing it to a 1200XL. That's the problem,
though, because the jumperpoints would be different on a 1200XL from a
standard XL/XE... These hack files usually don't address all machines.

2246. Re: 1030 modem problems...possibly...

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-14 04:40:54 UTC
From: krishna@primenet.com
Message-ID: <3k36om$pg2@news.primenet.com>
Source record: 93586

The mortal Tim Irvin wrote:
: In article <3jurfi$kl9@news.primenet.com>, krishna@primenet.com (Glenn Saunders) says:
: >
: >The mortal Tim Irvin wrote:
: >
: >: [Before you ask why I'd want to operate at 300 bps, I don't...at
: >: least not for long. What I'd like to do is just get started until
: >: I can put a 9600 bps setup together. I'd also like to download
: >: some other comm software so I can use that when I do upgrade.]
: >
: >These days it's worth it for your sanity to at least pick up an SX-212
: >because 1200 baud is actually in the tolerable range for speed.

: But I already have the 1030 and 1030 Express! to use...if I can get it
: to work. I don't want to spend good money on anything under 2400 bps,
: actually...I just want to download software which can support a 9600
: connection and then junk it. THEN, I can get the 850/P:R:/MIO/BB and
: 9600 bps modem and let 'er rip. (I already have an 850 modem cable,
: too.)

Someone would probably gladly send you a Bobterm disk.

2247. Re: WANTED: Vanguard, Jr. Pacman for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-14 05:07:33 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3k38al$15lo@hearst.cac.psu.edu>
Source record: 93589

Jeff M Lodoen (jlodoen@shell.portal.com) wrote:
: heller@akh104.rh.psu.edu (Andrew K. Heller) writes:

: >Scott Butler (sydtech@winternet.com) wrote:
: >: These were never officially released. I'm looking for any unofficial
: >: "ports" of these 5200 games to the 8-bit.

: >: Any info/help would be appreciated!

: > Vanguard was too released!

: But not for the computers. I wonder if it had to do with this fact.
: The 5200 cart port allowed for 32K of ROM space. The 8-bit computers
: only 16K. (disregarding banking) Perhaps Atari just didn't want to
: bother converting it to a banked cart version? (Vanguard file is
: 21K long).

Oh, so you mean the 8bit version I have on disk is the 5200 ported?
Hmm...heheh have to rename that to VANGUARD.52...just like
PACMANJR.52. hehehhe I didn't see the usual "Glenn The 5200 Man"
title screen so I assumed it was released for the 8bits.

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---
Carts: 2600 104; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600 1; 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1;
800 2; 1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 w/Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

2248. Re: newbie sorta...

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-14 05:09:55 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3k38f3$15lo@hearst.cac.psu.edu>
Source record: 93591

uea@delphi.com wrote:
: Jerky Jake <jerkyjake@aol.com> writes:
:
: >
:
: I just bought an 800XL for nostalgia. I used to own a 400 w16K. I upgraded
: it to 32K with an Avlon kit and then 64K! Can that be right? Well, anyway,
: it was great to hear this 800XL purring into my TV set. I had not heard that
: distinctive sound for about a decade. The thought has occurred to me too
: that it must be possible to emulate the 400/800 series on an IBM, but I'll
: bet it is not profitable enough for anyone to have written the software.

Heheh... it has been done my friend. Tis been done. Of course
you will need a 486DX to run it since the Intel hardware is so
state of the art. =)
:

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---
Carts: 2600 104; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600 1; 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1;
800 2; 1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 w/Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

2249. Re: Uploads to /new at Umich

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-14 05:33:02 UTC
From: bjcorr@delphi.com
Message-ID: <9503132351591.DLITE.bjcorr@delphi.com>
Source record: 93587

>What files did you grab off of my FTP site? One of these days, I need
>to create a script that logs downloads and accesses.
>
>SOrry about the BBS being down - the MUX crashes it
>every one ina while!
>
>Damned line noise! ARGH!
>
>--
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - jeking7@delphi.com @ @ @
> @ @ @ ------------------------------------ @ @ @
>
Some text files regarding 8-bit modifications were the most interesting,
one called RGBTOCOM I never got to unpack!
bjcorr@delphi.com

2250. Re: Bob Klaas of Pro!/KPI goes PC!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-14 05:33:17 UTC
From: bjcorr@delphi.com
Message-ID: <9503132351592.DLITE.bjcorr@delphi.com>
Source record: 93588

I've always dreampt of a BBS on the Atari where the user had a psuedo (or
>true!) account; their own directory and disk space.
>
>Of course, for lame-o users, it'd have a default setting of standard
menu-based
>BBS (not command line) but all the menu's would be are sorta batch (source)
>files..
>
>oh well... how can I contact Tom Hunt!? :)
>
>-bill
Hmmmm... You know Bill, this kind of sounds like the original MUX design for
the Corvus drive on my 800. Different users logged on to the system and
their logon was used to run a small basic program to load a mount table to
mount a number of Corvus Volumnsthat were for that user to use. The user
couldn't change the mount table or access any other Corvus Volumns. Some of
the volumns would be general purpose for all users, some just for that one
user. Wasn't there a BBS that used the Corvus?
bjcorr@delphi.com

2251. Re: Depression...and things from 1985

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-14 05:33:28 UTC
From: bjcorr@delphi.com
Message-ID: <9503132351593.DLITE.bjcorr@delphi.com>
Source record: 93590

>The expansion box was called the 1090 (or 1090XL or something).
>
>Sounded neat... wonder why nobody's bothered recreating it (now, 10 yrs
later)
>
>:)
>
>-bill
>kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
We have the schematics for it don't we? But what of the hardware to plug
into the little beastie? I have had the same thoughts.
bjcorr@delphi.com

2252. Re: Price of NEW Axlon 800 64K boards?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-14 06:29:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <14MAR199501292828@pavo.concordia.ca>
Source record: 93592

In article <3k0g6l$11bc@hearst.cac.psu.edu>, heller@akh104.rh.psu.edu (Andrew K. Heller) writes...
> I was at a flea market the other day (selling 1050's that look like
>they came out of a war for $30 each...) and I saw a brand new
>shrink wrapped axlon 64K board. Was wondering what this card can
>be used for and what price it currently is going for, so next time
>I go back (and yes, it will still be there, these guys havn't moved
>a single piece of Atari stuff since I've been visiting...) I can
>haggle them. =)
>
The Axlon is for the 400/800; gives the system 52k RAM (up to $CFFF).
The $C000-CFFF 4k block can be banked (with 4 banks available).
I don't think it would work right with Omnimon, though (it also occupies the
$C000-CFFF area).
I think that with 3 of those an 800 could have 192k accessible (mostly 4k banks
but heck, not bad for 1982)

Dave

2253. Re: River Raid for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-14 06:31:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <14MAR199501311435@pavo.concordia.ca>
Source record: 93593

In article <3k0qtt$qfo@blackice.winternet.com>, sydtech@winternet.com (Scott Butler) writes...
>bfurbee@crl.com (Brian Furbee) wrote:
>>Does anyone know if the old Activision game RIVER RAID was ever released for
>>the beloved Atari 8-bit? This is my wife's favorite game and I would like to
>>get her more involved in my "addiction".
>>
>
>I believe this was released for the 8-bit, although I've never been able to
>find it. I'm also trying to find the Pitfalls for the 8-bit line....
>
I've got Pitfall (just the original). The computer version is just like the 2600 version; I'd hoped that they would have spruced it up a bit. Still fun, though.

Dave

2254. MIO vs Black Box?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-14 11:24:18 UTC
From: Amos.Jackson@flight.org
Message-ID: <fe2_9503141226@flight.org>
Source record: 93598

$140. for the cart and the MIO is a good deal.

As far as which is better, it depends on if you want more hard drive flexability, or you can live with 1 meg of extra ram and a straight out 256 byte sector count on your hard drive(s).

I use the MIO, and find that it is very useful, and it works well with my bbs. The extra ram helps the board run VERY fast.

Amos Jackson
---------- -//- ----------
Internet: Amos.Jackson@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

2255. FTP sites for ATARI 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-14 11:50:46 UTC
From: Oliver Redner <zxmou07@hp14.zdv.uni-tuebingen.de>
Message-ID: <Pine.HPP.3.91.950314124749.5308E-100000@hp14.zdv.uni-tuebingen.de>
Source record: 93597

Hi!

Can anyone name me some FTP sites where I can find ATARI 8bit software and perhaps upload some of my own programs?

Oliver Redner oliver.redner@student.uni-tuebingen.de

2256. Problems with screen.

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-14 13:02:32 UTC
From: Denver Leonard Giles <dlg2@coventry.ac.uk>
Message-ID: <Pine.ULT.3.91.950314125937.25836A-100000@rowan>
Source record: 93595

Hi, My dad has a problem with his 130XE. When he turns it on, the screen is OK for a short while but then all the colours go and the screen is blurred. The TV is OK as we can watch normal TV shows. Does anyone know what the problem is - and more importantly, howe to fix it ??

Thanks in advance.


```
================================================================================
Denver Leonard Giles | \\\\\ ///// | Restore Insanity
E-Mail dlg2@cov.ac.uk | O O | To the masses.
Student - MIS (N201) | / |
Coventry University | /_ | Sanity is for the mad
Priory St, CV1 5FB, England | \_____/ |
```

2257. Re: SIO2PC Cable

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-14 14:35:16 UTC
From: richard@rtubb.demon.co.uk
Message-ID: <795191716snz@rtubb.demon.co.uk>
Source record: 93596

In article <134053@cup.portal.com> Rick_Michael_Cortese@cup.portal.com writes:

> RE: Richard Tubb, 25 UKP? Unless I have my international money conversions
> off or the guy is including a computer with that sio2pc cable, he's way
> high! I'll ack the guy may be making 40k UKP for a living as an engineer so
> he doesn't want to work for less then he already makes, but I could teach a
> chimp to make those cables. Figure a MAX232 chip in US dollars is only
> $2, PC board $.89, 4 caps about $1, box & cables maybe another $4. That
> implies he's charging about 1 UKP for each solder connection he<or she>
> makes. If you find out the price is really lower or includes shipping or
> some other perk, please post or email me so I can get my blood pressure
> back down!

'Fraid not, I'm assured he charges 25 UKP for a SIO2PC cable with software.
So now the teaser, does anybody out there (preferably UK, but I will pay
postage from US if needed) have a SIO2PC cable in good working order to
sell for a decent price? I got my 850 interface yesterday, but it's just
not the same.

Cheers, Ric.

==========
The GLOBAL WRESTLING ASSOCIATION Play-by-Mail Game
** Europe's Number One Wrestling PBM! **
E-Mail gwa@rtubb.demon.co.uk for more details

2258. Problem with XF 551 floppy

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-14 18:37:48 UTC
From: elmi@extra.rwth-aachen.de
Message-ID: <elmi.15.0012A1D7@extra.rwth-aachen.de>
Source record: 93506

Hi,

I installed a switch so that *I* can decide wether writing to a disk is
allowed or not without biting a hole into every disk.

Writing to the second side is no problem but formatting does not work.
A 1050 drive can format the second side.

Does anybody know how to get this working?

I think the index-hole in the disk is needed for formatting. But why can the
1050 format the second side?

Thanks for your help

Elmar

Elmar Bongers, e-mail: elmi@extra.rwth-aachen.de

2259. Gtracker uploaded again

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-14 18:47:50 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <2EE0EF3774A@east-01.novell.leeds.ac.uk>
Source record: 93599

I've just uploaded another copy of side 2 of GTRACKER demo to the archives, side 1 works fine as it is but side 2 got corrupted. There are in fact 5 files that make up side 2, GTRACK2y.DCM, where y=A to E, not three as originally stated.

If somebody could download and test these new files when they appear I'd be most grateful.

Thanks

Richard Gore
chmrig@leeds.ac.uk

2260. ***800 to MSDOS: Any Ideas..?***

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-14 19:34:10 UTC
From: thunderjet@delphi.com
Message-ID: <5q87ewq.thunderjet@delphi.com>
Source record: 93600

I have been handed a challenge.. convert a half dozen 5.25 Atari 800
disks (c. 1982?) to MSDOS 5 or 6.

So far the disks have travelled across the country three times
to various conversion services, all unable to convert the disks.
The disks are readable as we can see the text through the
Atari Writer rom program. Disk drive is a 1050.

We have thought about printing through the oarallel port to
a receiving PC but we do not have the pinouts to create a
Atari 15pin to DB9 or 25 adaptor. Any help here?

If you know of a conversion service, commercial or private,
that can handle this task please drop a note to
Thunderjet@Delphi.com (Chemical Bank RCSG Help Desk)

Thanks in advance!

2261. Re: Bob Klaas of Pro!/KPI goes PC!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-14 19:35:04 UTC
From: jeking@xmission.xmission.com
Message-ID: <3k4r58$fli@news.xmission.com>
Source record: 93601

Amos Jackson (Amos.Jackson@flight.org) wrote:
: I think that limiting base size is important to people who don't have the space
: to have 'unlimited' message sizes or space (that explnation was in my original
: post).
:
: Not all of us can have 200 megs worth of message space, not all of us want 200
: megs of message space.
:

I dont know.. if you're going to run a BBS, you should have at LEAST 100meg
of space. I have 800meg on my little atari 8bit BBS - and would LOVE to
increase the message capacity. Having to take one captured message
of 10k or so and slice it into 10 peices just to insert it into a base is
a waste of time and energy.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

2262. Re: Hello Europe.

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-14 19:36:58 UTC
From: jeking@xmission.xmission.com
Message-ID: <3k4r8q$fli@news.xmission.com>
Source record: 93602

Mathy Van Nisselroy (mathniss@link.xs4all.nl) wrote:
: PabQWK is the easiest (make that: least difficult) way for me to read UseNet
: and get Email.
: PabQWK is fastest when run under SpartaDOS.

Speaking of PabQwk, pPab Sungenis contacted me awhile back and is
supposed to be sending me the original source code, so it can developed
upon further. Havent seen it yet, but I hope it gets here soo.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

2263. Re: 800 and RGB Monitors

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-14 21:16:00 UTC
From: marz@haari.mayn.sub.de
Message-ID: <5hpQoWYvyBB@haari.mayn.sub.de>
Source record: 93603

> Its just a few resistors and transistors with 3 trimmers. Very
> simple circuit. I was thinking of building some little external
> box that I pluged between a new video jack (from the A103) and an
> RGB. But since I don't ever really use my 800's and since I don't have
> a vanilla RBG monitor. I never did the hack. I found it in an old
> Atari Users group newsletter.

if it's simple and you have it, why not post it here?

i think many people are interested in that.
is that circuit supposed to create analog or digital rgb signals?

--

CrossPoint v3.02

2264. Re: 800 and RGB Monitors

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-14 21:27:08 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3k51nc$ksj@news2.delphi.com>
Source record: 93604

heller@akh104.rh.psu.edu (Andrew K. Heller) writes:

> Off the top of my head you pull the signals off of chip A103.
>If you have an RGB monitor where you can adjust the signal
>then the design is simple, other wise you need a few trimmers as well..

This won't give you RGB. GTIA produces a color signal that is far from
RGB (it's practically chroma right off pin 21), so getting RGB involves
chroma decoding which your composite monitor does. I've worked many hours
on a device to produce real RGB without chroma related loss, but I haven't
been too successful yet (and frankly, I haven't had much time to pursue it),
but working with 60MHz clocks and such to try and accurately sample the
chroma signal haven't worked. GTIA just isn't that accurate.

-Bry

2265. Journal idea

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-14 21:57:26 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3k53g6$rb1@hearst.cac.psu.edu>
Source record: 93505

Well, I have been sitting here putting off studying for mid-terms
and wanted to continue to do so for a while longer. I just received
the Dec issue of Nybles and Bytes. They were talking about a sketch
pad for the 8bits and how they had been in storage for over 10 years.

Well, this got me thinking again of an old idea. One of many ideas
actually, another one was to have an Eastern US Atari users group..etc..
of course I think that is now being taking over by NEAR*US or some
such thing. Another idea was to always have my own newletter, or to
atleast write for another such as Atari Classics. Well, this idea
was to dedicate each issue (At least the majority of it) to one
specific device in the Atari line. I'd call it the "History Page" or
some such non-creative title. Imagine if you will the following:

You just get a THICK (40+ typeset pages) new Atari mag in the mail.
(Come to think of it, It will be called "Technical Reference Notes"
hehehhahahahh. .. "Notes" as in "Current Notes"..um..anyways..).
This issue (for example purposed ONLY) is all about Atari tape drives.
It would start with the history of the 410, from creative concepts, it
would have perhaps, notes from the designers and what they were thinking
when they designed it. It would move on to the various incarnations
of the 410 (all those other brands from around the world).. then onto
the 1010, then the rare and strange XC units (2 of them as I recall,
why they made 2 models is beyond me). But you would have the reasons
why.. the HISTORY man!!!

Then you would have FULL schematics of the units
how they work, why they don't work, then changes in the 8bit os from
REV B to the XL's. How to fix them to make them work (I actually read
an article recently about how to fix a 410 so as not to have load
problems anymore!!!) You can have schematics of neat hacks, like one
I saw that lets you plug the SIO line into a little circuit that then
plugs into standard tape recorders. No more Atari needed equipment.

The schematics would be full tech note releases with some various
info from the repair manuals etc thrown in. Then you could put in
the educational concepts such as how to add voice tracks etc..
Then you would have complete, known list of all tape programs for
the unit.

Even better still is you would have a blow out bargain sale for
the month of the magazines issue. The people in charge of the mag
could get a large selection of NEW 1010's or 410's and offer them
to the readers. Or, print up special coupons that can be cut out
(or copied) and then mailed to B&C or whomever wished to sponser
the current months piece of hardware. "Brand new 1010's for $15

and for another $7 get the full tech manuals and repair manuals"
offer expires at the end of the month. Of course anybody could
sponsor it who wanted to get rid of a large pallette or 12 of some
units.

Next month we will be looking at the rare Atari 815 and comparing
it with the 810 (and the rumored DD drive! for dos 2.0d, by the way
does anybody have a copy of this dos?, was the 815 double density?)
(anybody got one they want to part with? someone had an 830? and
an 815 they wanted to unload on me last summer but I never got
back in touch with them...)

Another issue could be devoted to all the BOOKS ever published for
the Atari, such as all the COMPUTE! books, all the odd ball books,
(and let me tell you, I have some ODD books for the 8bit..I have
a book on "The very best Atari software" published in '84.) Anybody
still have large quantities of COMPUTE! books? (I need a copy of
their guide to DOS 2.0).

I like this idea A LOT. Yes, it would be very hard to do all the
research, but since we got guys on the West coast whom see to know more
than the people who built the machines, it shouldn't be too far out of reach.
And think of all the money the companies that support the 8bit could make
on such advertising/deals. (Better to make the coupon not to have an
expiration date. That way, some new people can order back issues and
still get the deals.)

Is it me? Does this sound like a GREAT concept? Or am I gonna have
to resort to studying "Computer System Architecture"? (Boring stuff
really, I know it all too well... yes, this is how mico operations work
and how to convert it to hardware, yes, take Booth's multiplication
method and design a circuit to implement it using digital IC's, then
draw the TTL level cicuit complete with transistors and diodes or
using VLSI designs...) blah blah... oh..to dream..

HEY WE COULD HAVE AN ISSUE DEVOTED TO THE 1400XL! and then the 1450XLD!!

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---
Carts: 2600 104; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600 1; 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1;
800 2; 1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 w/Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

2266. Re: PC Conversion for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-14 22:06:14 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9503142206.AA25110@zippy.sonoma.EDU>
Source record: 93507

Hey! Good question! I too would like to know:

"Which case is the best fit for an 800XL motherboard?"

Also, is there anyone out there who does Transkey upgrades (esp. if they're in California)?

-bill!
kendrick@zippy.sonoma.edu WWW URL: <soon!>

2267. Re: 800 and RGB Monitors

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-15 00:05:56 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3k5b14$r2r@hearst.cac.psu.edu>
Source record: 93508

BRYEDEWAARD@DELPHI.COM (BRYEDEWAARD@news.delphi.com) wrote:
: heller@akh104.rh.psu.edu (Andrew K. Heller) writes:

: > Off the top of my head you pull the signals off of chip A103.
: >If you have an RGB monitor where you can adjust the signal
: >then the design is simple, other wise you need a few trimmers as well..

: This won't give you RGB. GTIA produces a color signal that is far from
: RGB (it's practically chroma right off pin 21), so getting RGB involves
: chroma decoding which your composite monitor does. I've worked many hours
: on a device to produce real RGB without chroma related loss, but I haven't
: been too successful yet (and frankly, I haven't had much time to pursue it),
: but working with 60MHz clocks and such to try and accurately sample the
: chroma signal haven't worked. GTIA just isn't that accurate.

Hey hey...I was just repeating what the article said! =)

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---
Carts: 2600 104; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600 1; 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1;
800 2; 1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 w/Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

2268. Re: Problem with XF 551 floppy

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-15 00:07:22 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3k5b3q$r2r@hearst.cac.psu.edu>
Source record: 93509

Elmar Bongers (elmi@extra.rwth-aachen.de) wrote:
: Hi,

: I installed a switch so that *I* can decide wether writing to a disk is
: allowed or not without biting a hole into every disk.

: Writing to the second side is no problem but formatting does not work.
: A 1050 drive can format the second side.

: Does anybody know how to get this working?

: I think the index-hole in the disk is needed for formatting. But why can the
: 1050 format the second side?

The 1050 has its own clocking circutry where as the XF uses standard
mechs which need the timing hole for disk rotation speed..etc..

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
----
Carts: 2600 104; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600 1; 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1;
800 2; 1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 w/Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

2269. Re: FTP sites for ATARI 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-15 01:23:42 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3k5fiu$fj3@nic-nac.CSU.net>
Source record: 93510

Oliver said:

"Can anyone name me some FTP sites where I can find ATARI 8bit software and
perhaps upload some of my own programs?"

Yes! FTP to: atari.archive.umich.edu (hard to get in)
amiga.archive.umich.edu (acts strange (cd..=cd/)
msdos.archive.umich.edu (hard to get in)
mac.archive.umich.edu (hard to get in)
..probably others..

Or Gopher to: gopher.archive.umich.edu (under Merit Archives)

Directory: atari/8bit atari/8bit/New for uploads (n/a for Gopher)

Or e-mail to lenn@archive.umich.edu I THINK the UUencoded versions of files
you wish to be put up.

To see what's new lately, check atari/8bit/Newitems (don't get confused
with New! :))

Good luck! I hope to see some of your software (I like seeing ANY new stuff!)

-bill!
kendrick@zippy.sonoma.edu /|\ New Breed Software

2270. Atari 400 and 800 questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-15 03:28:21 UTC
From: rogtha@delphi.com
Message-ID: <Jm86mC1.rogtha@delphi.com>
Source record: 93511

What is the minimum amount of RAM needed on an Atari 400 to run the most basic communications program? As far as ports and peripheral possibilities go, what are the exact differences between the Atari 400 and 800? And, does anyone know of any Atari 400's for sale cheap?

2271. Re: Atari 400 and 800 questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-15 03:32:48 UTC
From: rogtha@delphi.com
Message-ID: <Jm8ZuIw.rogtha@delphi.com>
Source record: 93512

Forgot to add - using the standard 16K on a 400, what programs will run on it? And, can a 400 be converted to hook to a color monitor? I'm going nuts trying to find a 400; the original deal I had fell through, and there was someone else out there with a 400. So, if anyone knows . . .

2272. Re: Bob Klaas of Pro!/KPI goes PC!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-15 04:42:25 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3k5r7h$m6t@nic-nac.CSU.net>
Source record: 93513

Some of the problem I've had with message base programming on the 8-bit is editor size. Of course, a text dump or download would do (but I never got to file xfers when I wrote my latest BBS, it was going to be (don't laugh) an external door.. thing is I only had 2 1050's (254K) and a 192k RAMdisk online!).

Another problem I see some programs having is they allocate the message space in advance to quicken the read/write process. If you want message base #1 to have 10 message at 10K a piece, it wrote out a 100K file and kept track of the sector/track location via. a DOS "NOTE" command in another file (which it used also within the BBS) and then if someone posted a message and it was message #9, it wouldn't have to do a RANDOM I/O >READ< of 90K, it'd just do a quick POINT to the "90th K block" of the file.

This is a bit archaic in my opinion as we now have HD's and RAMdisks and the like to take care of speed for us, but back in the floppy drive days (yeah, last year or whenever when I had MY BBS up! :)) it was useful.

If you're wondering, my BBS used separate files for each message.. sure, it took a second for DOS to locate the file, but it worked well enough! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page is almost ready!!

2273. User Group Meeting Notice

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-15 04:44:54 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1995Mar15.044454.13726@vpnet.chi.il.us>
Source record: 93525
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

The Suburban Chicago ATarians (SCAT) user group will hold its March meeting on Tues. March 21 at 7:30 PM at the College of DuPage, Room K 157 (the K building is on the south side of 22nd St. just west of Lambert Rd., in Glen Ellyn [IL]). The scheduled demo is: <to be determined>. (Maybe I'll videotape some graphics on my TT for the benefit of all you guys who had the flu or whatever last month! I'll bring the 8-bit system too, I've still got that Cable Board screen-set that I used at a party and wanted to show you all...) Impromptu demos are always welcome - but SCAT doesn't have the STe yet :-/

Everyone is welcome to attend. (Especially anyone who is thinking of joining SCAT :-) Feel free to bring your family.

For more information, send me E-Mail at one of the addresses below. [If this article shows up outside the greater Chicago area, I apologize - the "chi" distribution may not work (at all sites) now. Say, if you're travelling to the Chicago area and will be free that evening, feel free to stop by!]

Nick DiMasi, SCAT President

dimasi@ssd.comm.mot.com (good til 6/30[+?], read M-F except holidays & vacatn.)
nickd@vpnet.chi.il.us ('permanent', read once/week [occasionally twice])
TURBONICK@delphi.com (" " " " " ")

2274. Re: River Raid for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-15 04:48:36 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FCPRCFUZUp@stingray.manawatu.gen.nz>
Source record: 93515

In <14MAR199501311435@pavo.concordia.ca> you (PATERSON, DAVID ANDREW) wrote :
>In article <3k0qtt$qfo@blackice.winternet.com>, sydtech@winternet.com (Scott Butler)
writes...
>>bfurbee@crl.com (Brian Furbee) wrote:
>>>Does anyone know if the old Activision game RIVER RAID was ever released for
>>>the beloved Atari 8-bit? This is my wife's favorite game and I would like to
>>>get her more involved in my "addiction".
>>
>>I believe this was released for the 8-bit, although I've never been able to
>>find it. I'm also trying to find the Pitfalls for the 8-bit line....
>>
>I've got Pitfall (just the original). The computer version is just like the
>2600 version; I'd hoped that they would have spruced it up a bit. Still fun,
>though.
>
>Dave

I've got Pitfall II - on tape only though. Used to drive me mad when I got
"killed" and it sent me back to the last "what's-it" that you stood on, but
some of the things were quite cool - like the balloon scene.

Hmm, maybe I should convert that one to disk...

Richard =8-]

--

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Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

2275. Re: SpartaDos X ramdisk 9,15 problems

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-15 05:19:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <JM5Ye60.jeking7@delphi.com>
Source record: 93514

Yeah, I'm pretty sure that all versions of SpartaDos X will provide
or allow for Drive 9:

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

2276. Re: Old games becoming rare?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-15 06:38:52 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3k621s$qb9@nic-nac.CSU.net>
Source record: 93517

(Jeff Lodoen says BASIC SAVEd files start with $00 $00)
(BTW, how's it going Jeff!?)

So THAT's why when I accidentally try to LOAD font files (ie, I go
"RUN "D:GAM*.*"" but the first file in the directory is the program's ".FNT")
it almost works (it usually goes "READY" <EOL> <EOL> "READY" <EOL>).

Hmm!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page is almost ready!!

2277. Re: River Raid for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-15 06:39:54 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3k623q$qbn@nic-nac.CSU.net>
Source record: 93516

Wow.. 8K.. how random was it? I take it the game levels were either random, small, or compressed quite well.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page is almost ready!!

2278. Re: River Raid for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-15 07:59:00 UTC
From: bjcorr@delphi.com
Message-ID: <9503150217591.DLITE.bjcorr@delphi.com>
Source record: 93518

>Does anyone know if the old Activision game RIVER RAID was ever released
for
>the beloved Atari 8-bit? This is my wife's favorite game and I would like
to
>get her more involved in my "addiction".

Yes it certainly was, but I can't find it in any of my catalogs, anyone else?
bjcorr@delphi.com

2279. Re: WANTED: Vanguard, Jr. Pacman for 8-b

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-15 07:59:14 UTC
From: bjcorr@delphi.com
Message-ID: <9503150217592.DLITE.bjcorr@delphi.com>
Source record: 93519

>heller@akh104.rh.psu.edu (Andrew K. Heller) writes:
>
>>Scott Butler (sydtech@winternet.com) wrote:
>>: These were never officially released. I'm looking for any unofficial
>>: "ports" of these 5200 games to the 8-bit.
>
>>: Any info/help would be appreciated!
>
>> Vanguard was too released!
>
>But not for the computers. I wonder if it had to do with this fact.
>The 5200 cart port allowed for 32K of ROM space. The 8-bit computers
>only 16K. (disregarding banking) Perhaps Atari just didn't want to
>bother converting it to a banked cart version? (Vanguard file is
>21K long).
>
Hmmmm... I have a copy of Vanguard I believe, on disk. Not sure if it is a
ort or a "broken" copy (got it with a bunch of other stuff from friends
who moved away after college, I've never played it.) I'll boot it up and
get back to you.
bjcorr@delphi.com

2280. Re: Atari 400 and 800 questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-15 07:59:26 UTC
From: bjcorr@delphi.com
Message-ID: <9503150217593.DLITE.bjcorr@delphi.com>
Source record: 93520

>What is the minimum amount of RAM needed on an Atari 400 to run the most
>basic communications program? As far as ports and peripheral possibilities
>go, what are the exact differences between the Atari 400 and 800? And,
>does anyone know of any Atari 400's for sale cheap?
>
The 400 came stock with less memory (8k or 16k vs. 48k for most 800's) has
only one cart port (2 for the 800) has no monitor output only rf, has a
membrane keyboard vs. the 800's rather nice full stroke one. Both have the
same OS and 4 joystick ports, the 400 is not as easy to upgrade in terms of
memory or other hacks and I got mine used for $10 bucks. I'm sure you can
run basic com programs in as little as 8k but 16k and even 48k 400's are
around dirt cheap, so why settle for 8k? I found mine at a used computer
store here in Rohnert Park, not exactly Silcon Valley, so there has to be
more anywhere else!
Not a bad computer if you can tolerate the keyboard (or find a b-keyboard
replacement some where.)
bjcorr@delphi.com

2281. Re: Atari 400 and 800 questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-15 07:59:39 UTC
From: bjcorr@delphi.com
Message-ID: <9503150217594.DLITE.bjcorr@delphi.com>
Source record: 93521

>Forgot to add - using the standard 16K on a 400, what programs will run
>on it? And, can a 400 be converted to hook to a color monitor? I'm going
>nuts trying to find a 400; the original deal I had fell through, and there
>was someone else out there with a 400. So, if anyone knows . . .
>
Okay, I'll let my 48k 400 go for $10 (I'll even replce the missing
joystick connector on JS4) plus shipping. That should be enough memory to
run all the early software and PD stuff. I've hung onto it for sentimental
reasons (my first computer was a 400!) but I never use it and I'd like to
see another Atari user in the world.

I have heard here that a 400 can be connected to a monitor (vs. a TV) but
is not a simple hack.
bjcorr@delphi.com

2282. Re: new kid

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-15 07:59:50 UTC
From: bjcorr@delphi.com
Message-ID: <9503150217595.DLITE.bjcorr@delphi.com>
Source record: 93522

>I just got this fancy program thingie to talk to Atari 8-bit folks....
>Is it working?
> Bob
>
>
Uhhhh....Mr. Wooley? Are you yanking our chain?
bjcorr@delphi.com

2283. Re: Help restore my 600XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-15 08:13:23 UTC
From: bjcorr@delphi.com
Message-ID: <9503150231591.DLITE.bjcorr@delphi.com>
Source record: 93523

```
>Organization: Jerusalem College of Technology
>X-Newsreader: TIN [version 1.2 PL2]
>Lines: 31
>
>Ben Corr (bjcorr@delphi.com) wrote:
>: u1 - a sn74ls138n
>: u2 - co616168
>: u3 - co615988-01
>: u4 - co60602a-03
>: u5 - sn74ls158n
>: u6 - same as u5
>: u7 - sn74ls08n
>: u8 - ca3586 ( only 8 pin chip )
>: u9 - c021697-31
>: u10 - c014806-03
>: u11 & 12 - Ram chips, 4464's
>: u13 - c060472-d
>: u14 - sn74ls04n
>: u15 - sn74ls375n
>: u16 - m74ls51p
>: u17 - c014805-01
>: u18 - sn74ls32n
>: u19 - cd4050be
>: u20 - c012294b-01
>: u21 - c014795
>: u22 & 23 - cd4051be
>: bjcorr@delphi.com
>
>I sure hope you were using some kind of reference for this..
>
>;)
>
>--- Itay Chamiel, Jerusalem, Israel / | \ bruck@brachot.jct.ac.il
--
Yeah Itay, the inside of my 600XL ( it's apart for a memory boost.)
bjcorr@delphi.com
```

2284. A game for kids...

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-15 08:16:50 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FCPVBDUQUp@stingray.manawatu.gen.nz>
Source record: 93524

Whoever it was that wanted a game for some young kids...

I wrote a game about 8 years ago (I think), which isn't brilliant, but not too hideous (for kids anyway I guess).

It's a car race through a maze game - 1 or 2 players - if 1 player, then the computer plays as the 2nd player.

If you want it, I can e-mail it to you - it's about 9K - basic file, with some machine code (which I did by hand, as I didn't have an assembler in those days - boy did I have fun with the maze generation routine...)

Don't expect anything as cool as Boulder Dash II, and Encounter though...

Richard =8-]

PS. I wouldn't feel nervous about new competition, Bill =8-]

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Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

2285. Re: Bob Klaas of Pro!/KPI goes PC!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-15 09:31:45 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9503150932.AA03436@zippy.sonoma.EDU>
Source record: 93526

I'm used to BBSes which DO separate e-mail and the only programs I've seen
which don't have been Michtron any MyBBS (the one I wrote; I based it a lot
on Michtron (BTW: e-mail within mail is very very simple to code! :)))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page is almost ready!!

2286. HyperIt! v.0.5 beta almost ready

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-15 09:45:29 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9503150945.AA03538@zippy.sonoma.EDU>
Source record: 93527

I've spent the last ~2.5 hours working on (and actually reworking) HyperIt!

I've turned it into three separate executables:

1) Title / Initialization
2) File selector
3) Stack viewer

(Looking back I believe I can put #1 and #2 back together, and I feel having the viewer separate could be handy for other people's demos!)

Additions I've added over 0.4 have been:

1) JUMP and RETURN commands (like GOSUB; the original LINK command is like GOTO (and yes, is still in HyperIt!))
2) BEGINTEXT / ENDTEXT commands (people (rightly) complained about the MORETEXT command being a pain in the rear)
3) The file selection screen's "Drive/Path" entry window now works (almost)
4) The file selection screen's "Stacks" list window now also displays subdirectories, and you can "Open" them (copy their name onto the end of the current path)

Before I release 0.5, I'm going to have to:

1) Test JUMP/RETURN more
2) Maybe add a "CONTINUETEXT" command (I found a place where I could have used it: when you do a "TEXT", add a button, and continue with MORETEXT's)
3) The "Drive/Path" entry routine has a bug (I think I was tired when I typed one line of code and it screwed it all up! :))
4) Test the "Stacks" window subdirectory selection for multiply-nested subdirectories and subdirectories with extensions in their filenames.
5) Find out why now when I go to "RunIt" ("Chain") from the Viewer back to the File selector it crashes and when I hit [Reset] it reboots!
6) Fix the pointer-handler

I should have this and more done by this weekend, so if anyone would like an updated beta copy (v.0.5) please let me know.

It requires:

MyDOS 4.53 (I'll add SpartaDOS support (if I CAN!) before the final release)

I recommend:

A fast drive (Hard drive or RAMdisk) (Stack I/O and program execution eats a bit of time)

Send me e-mail at: kendrick@vax.sonoma.edu
~~~
Thanks!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
NEW BREED SOFTWARE: Atari 8-bit and IBM PC software! E-mail for info!
~~~

2287. Re: River Raid for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-15 12:54:08 UTC
From: krishna@primenet.com
Message-ID: <3k6o1g$r4q@news.primenet.com>
Source record: 93529

The mortal William Kendrick wrote:
: Wow.. 8K.. how random was it? I take it the game levels were either random,
: small, or compressed quite well.

I believe the levels are generated via a mathematical nonrepeating
sequence of some kind, like the infinite decimal points on PI.

2288. Re: Bob Klaas of Pro!/KPI goes PC!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-15 12:57:06 UTC
From: krishna@primenet.com
Message-ID: <3k6o72$r4q@news.primenet.com>
Source record: 93530

The mortal William Kendrick wrote:

: If you're wondering, my BBS used separate files for each message.. sure, it
: took a second for DOS to locate the file, but it worked well enough! :)

Supposedly usenet uses that approach. But unix isn't limited to 64 files
per subdirectory. That's why using fixed max msg size allocation on one
contiguous file and note/pointing through it via Sparta's random access
system (which MYDOS lacks) became the defacto standard.

2289. Cooltris 2 -> PC / Mac !?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-15 13:18:31 UTC
From: ivan@rcp.co.uk
Message-ID: <8PsZvA+ABh107h@rcp.co.uk>
Source record: 93531

Bill,

If you can program in C anyway then why make the PC version so...
well, BASIC - there are numerous PD graphics and sound C libraries
on ftp sites.

I think it is a lot nicer having the sound out of a sound card.
My PC speaker is so loud that it is annoying to the extent of not
playing the game if it has speaker sound only.

Just my opinion,

Ivan
ivan@rcp.co.uk

--

2290. Re: Atari Books at your local library

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-15 13:57:10 UTC
From: nfriedla@visi.com
Message-ID: <3k6kgs$hud@mixer.visi.com>
Source record: 93528

In article <nerini.12.007FF4F8@primenet.com>, nerini@primenet.com says...
>
>In article <3jjtv6$lsl@news.primenet.com> krishna@primenet.com (Glenn
>Saunders) writes:>From: krishna@primenet.com (Glenn Saunders)
>>Subject: Re: De Re Atari, A Dilema
>>Date: 8 Mar 1995 09:38:46 GMT
>
>
>>Speaking of Atari books at the library, my old local library in Needham
>>has a copy of The Creative Atari, which is a compendium of Creative
>>Computer(?) articles. Mostly from the 1980-82 vintage, pre XL schtuff.
>
>I have a collection of Computes, Picked up here and there, I have most
issues
>from 1981-1984. up to just before the Amiga and ST were coming out...
>
>
>
>

My local library had Compute! issues from way back since 1981 and up until
the 8-bit section was discontinued. One day, as usual, I went back to the
magazine section and discovered that ALL of them were gone! They said they
'had to make room' for other magazines. There's a computer system where
you're supposed to be able to order those back-issues at no cost, but all
you can find is one or two issues. Son-of-a......

```
*************************************************************************
* Atari 8-Bit\ *
* > They take a lickin' and keep on tickin'. *
* Computers/ (And I aint kiddin'.) *
*************************************************************************
* *
* E-mail: nfriedla@visi.com *
* *
*************************************************************************

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(TM)

2291. Kennedy Approach

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-15 14:41:22 UTC
From: jkeane@thorung.eeng.dcu.ie
Message-ID: <m0rouDu-000P7NC@thorung.eeng.dcu.ie>
Source record: 93532

I need help play the game Kennedy Approach! In the arrival/departure table at the top of the screen the planes' sources and destinations are given. However what do I do when the source and destination are the same letter. I tired flying them around in a circle but that doesn't seem to work! Anybody?

Jason Keane

email: jkeane@ugmail.eeng.dcu.ie

2292. Just Checking ...

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-15 15:03:12 UTC
From: mbitdc9306@newi.ac.uk
Message-ID: <3k6vjg$m3@mercury.newi.ac.uk>
Source record: 93534

```
Um ... Just checking that I can send messages via the Usenet reader
recently installed here, rather than the poxy e-mail system (yawn).
```

2293. DROPZONE

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-15 15:19:53 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9503160914.AA03460@emh.kunsan.af.mil>
Source record: 93533

It might be interesting to know that Dropzone (the BEST Defender type game ever written on the 8-bits) was released for the Sega Game Gear a while ago. Never played it, but the screen shots I've seen looked identical.

Cool.

--
Clay Halliwell | ATARI XL/XE DO + THE
ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
Lonersoft ... Solutions you don't want, for problems you don't have!

2294. Re: Atari 400 and 800 questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-15 15:51:00 UTC
From: ziggy29@rahul.net
Message-ID: <3k72d4$mgo@butch.lmsc.lockheed.com>
Source record: 93535

In article <9503150217593.DLITE.bjcorr@delphi.com>, bjcorr@delphi.com (Ben Corr) says:
>
>>What is the minimum amount of RAM needed on an Atari 400 to run the most
>>basic communications ...

>The 400 came stock with less memory (8k or 16k vs. 48k for most 800's) has
>only one cart port (2 for the 800) has no monitor output only rf, has a
>membrane keyboard vs. the 800's rather nice full stroke one. Both have the
>same OS and 4 joystick ports, the 400 is not as easy to upgrade in terms of
>memory or other hacks and I got mine used for $10 bucks. I'm sure you can
>run basic com programs in as little as 8k but 16k and even 48k 400's are
>around dirt cheap, so why settle for 8k? I found mine at a used computer
>store here in Rohnert Park, not exactly Silcon Valley, so there has to be
>more anywhere else!

Heh. I picked up a 400 for basically free a few weeks ago ($5 for a 400,
paddle controllers, power supply and SIO cable) but I'm still at a loss
to describe what's wrong with it or how to fix it.

Basically, the keyboard functions normally until you press the RETURN key,
at which time the video starts printing garbage characters. Certain letters
might always get mapped to some strange ATASCII character when being output.
If I had any idea which chip was causing this problem, I'd try to replace
it...but I really have no clue.

It's a good (and basically free) game-cartridge player...at least for
cartridges which never use the RETURN key. I can play Star Raiders on it,
since I never need to hit that key.

--
Tim Irvin
ziggy29@rahul.net

"Love, Sol, Moons and Death, there is no other way."--the Timelord

2295. Wanted: Modem hookup and comm software

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-15 16:07:48 UTC
From: ziggy29@rahul.net
Message-ID: <3k73ck$mgo@butch.lmsc.lockheed.com>
Source record: 93536

Well, I've give up on my 1030. I'm in the process of acquiring a
9600 bps modem to use instead. I've already got the 850 cable as well.
What I need now is something to plug the cable in to (such as an 850,
P:R: connection, MIO or Black Box) and some communications software.

If anyone has one of these they'd like to unload, you have a taker
here if the price is right. I'd also appreciate it if you could include
a disk which has a terminal emulator/comm software on it--one which can
do file transfers and does not require an XEP-80.

Please send e-mail to this account if you can help...I thought I
had a P:R: connection secured, but the guy selling it here decided
to cancel the sale and sell it to a local buyer...

--
Tim Irvin
ziggy29@rahul.net

"Love, Sol, Moons and Death, there is no other way."--the Timelord

2296. Re: River Raid for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-15 16:28:42 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <1995Mar15.162842.9157@ericsson.se>
Source record: 93537

bfurbee@crl.com (Brian Furbee) writes:

>Does anyone know if the old Activision game RIVER RAID was ever released for
>the beloved Atari 8-bit? This is my wife's favorite game and I would like to
>get her more involved in my "addiction".
>
>Anyone knowing if this was ever released and if you would like to sell it if
>you have it please let me know here or via E-Mail. I've lurked long enough
>and decided it was time to get active again!

I clearly remember I had a tape copy of this game in 1986, it was probably
a copy of the original ROM image. However, that version did not work on
XL computers. I looked into the code and found an incompatible call to
some 400/800 OS ROM address. Then I found the corresponding OS address in
my XL computer, changed the call, and suddenly River Raid worked.

It was, for me, a great achievment at that time. Talk about bringing
back sweet memories.

>L8er,
> Brian

Anders Skelander

2297. Re: Atari Base

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-15 17:40:09 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <134813@cup.portal.com>
Source record: 93538

Tim; This is THE Atari Base as in Atari Corps in Sunnyvale. If you really want to try, just phone them up & ask if they would let an outside sysop run it. There's sort of a history of people doing this that goes back 7 or 8 years to the Michtron BBS days at Atari. What happened though is as the ST computers became increasing obsolete, people familiar with the computer became harder to find. Bob Brodie, former head of Customer Relations or something like that, left the company so that's why it's hurting now. I think the board runs on some flavor of Mega ST so you would have to learn to fool with them beasties.
BTW: (408)9860215 is BAAUG's bbs number. It doesn't get much traffic, but it has some 8 bit files. When the club went ST they kind of unofficially excommunicated the 8 bit. There's still a few of us around though. It looks like the club will become 'informal' <translation: Drove off the 8 bit users & when Atari dropped the ST line the remaining users became hard to find> with no dues/meetings open to anyone. It meets at Agnew 1st Monday of the month.
Rick

2298. Re: 1030 modem problems...possibly...

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-15 18:00:17 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <134814@cup.portal.com>
Source record: 93539

Ok, I think that's enough info to make a guess. I've had the same exact symtoms on 3 or 4 modems from different manufacturers. What happens is they use a relay to do things like simulate the reciever being picked up to dial. What happens is the coil of the relay shorts out & everytime a command to dial or check for dialtone is given, the power supply shorts out through the relay & blamo. DO NOT PUT A SERIOUS 9VAC POWER SUPPLY ON THIS THING! Just keep going with the wall warts with less then an amp if you want to keep fooling with it. You'd be suprised at just how much smoke they can generate if this is the problem<g>.
Rick

2299. Re: 800XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-15 18:44:18 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.192.0012BD95@genesis.informatik.rwth-aachen.de>
Source record: 93540

In article <3jpt96$f0l@dux.dundee.ac.uk> gfenwick@mcs.dundee.ac.uk (Graeme Fenwick) writes:

>I'd be interested to find out as much as I could about the 800xE, since
>I know very little about it, and there hasn't been much about it here either.
>All I know is that it was intended for Eastern Europe...
>
The 800XE is completly the same as a 130XE, has the same motherboard and so on !!
The only differences are the types on it (800 instead 130) and that the 64kb upgrade Memory aren't on the board yet (with to other chips for memory switching - but the Freddy is there yet).

Matt

2300. Re: 800XE!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-15 18:51:48 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.193.0012DD9E@genesis.informatik.rwth-aachen.de>
Source record: 93541

In article <m0rnmsw-000P6wC@thorung.eeng.dcu.ie> jkeane@thorung.eeng.dcu.ie (Jason Keane) writes:

>>I'd be interested to find out as much as I could about the 800xE, since
>>I know very little about it, and there hasn't been much about it here either.
>>All I know is that it was intended for Eastern Europe...

> The 800XE is actually an 800XL with the130XE's Freddy (memory
>managment) chip built in. It's case is the same as the 800XL's and it looks
>the same indeed it had the Parallel port of the 800XL (not the ECI of the
>XE).
I don't know where do you have your information from, but the 800xe has the
same case and the same board as the 130XE and it has not PBI but ECI.
Belive me - I have one and I've just opened it yet.
Of course, there do exist a small number of 800XL with a redesigned board
and Freedy Chip- but this are still XL and the board is completly different
than the 130/800 XE ones.
However Freddy's there. The 800XE by default still only has 64Kb of
>memory although since Freddy is capable of handling more it's common to
>find 256Kb of memory in these machines.

Matt

2301. Re: 600XL/800XL os diffs?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-15 18:56:39 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.194.0012F249@genesis.informatik.rwth-aachen.de>
Source record: 93542

In article <3k2f9s$9pr@hearst.cac.psu.edu> heller@akh104.rh.psu.edu (Andrew K. Heller) writes:
>From: heller@akh104.rh.psu.edu (Andrew K. Heller)
>Subject: 600XL/800XL os diffs?
>Date: 13 Mar 1995 22:00:28 GMT

> My 600XL came with an 800XL/XE os. However, BEST has listed a specific
>catalog number for the 600XL OS. Whats the difference?

I 've checked it up a little bit- there are no great differences - but some routines are located at other points in these ROMs - but they are still the same - don't know what the effect of this should be !!!

Matt

2302. Re: 800XE!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-15 19:43:12 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3k7g0g$e9l@hearst.cac.psu.edu>
Source record: 93543

Matthias Belitz (belitz@genesis.informatik.rwth-aachen.de) wrote:
: In article <m0rnmsw-000P6wC@thorung.eeng.dcu.ie> jkeane@thorung.eeng.dcu.ie (Jason Keane) writes:

: >>I'd be interested to find out as much as I could about the 800xE, since
: >>I know very little about it, and there hasn't been much about it here either.
: >>All I know is that it was intended for Eastern Europe...

: > The 800XE is actually an 800XL with the130XE's Freddy (memory
: >managment) chip built in. It's case is the same as the 800XL's and it looks
: >the same indeed it had the Parallel port of the 800XL (not the ECI of the
: >XE).
: I don't know where do you have your information from, but the 800xe has the
: same case and the same board as the 130XE and it has not PBI but ECI.
: Belive me - I have one and I've just opened it yet.
: Of course, there do exist a small number of 800XL with a redesigned board
: and Freedy Chip- but this are still XL and the board is completly different
: than the 130/800 XE ones.
: However Freddy's there. The 800XE by default still only has 64Kb of
: >memory although since Freddy is capable of handling more it's common to
: >find 256Kb of memory in these machines.

Um.. as I recall the 800XE's that I know about are the same in shape
as an 800XL but the board has 800XE screened on it. What name is on
this 65XE/130XE half breed board?
--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---
"The sky was Black and Lyon when I found the Magdalene, she was paralysed
in a streetlight she refused to give her name. She wore a ring of violent
bruises they were pinned upon her arm, two hundred francs for sanctuary and
she led me by the hand to a room of dancing shadows where all the heartache
disappears and from the glowing tongues of candles I heard her whisper in
my ear `J'ented ton coeur.' I can hear your heart." - Marillion

2303. Re: DROPZONE

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-15 19:46:47 UTC
From: junkster@coho.halcyon.com
Message-ID: <3k7g77$g66@news1.halcyon.com>
Source record: 93544

Earl C Halliwell <ehalliwe@emh.kunsan.af.mil> wrote:
>It might be interesting to know that Dropzone (the BEST Defender
>type game ever written on the 8-bits) was released for the Sega Game
>Gear a while ago. Never played it, but the screen shots I've seen
>looked identical.

SNES too. I never saw it though; it might have only been released in
England. The original programmer's name was on the title screen: Archer
MacLean.

James Hague
junkster@halcyon.com

2304. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-15 20:07:55 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/vendev_795297831@rtfm.mit.edu>
Source record: 93545
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Vendors and Developers List

Revised 24-Feb-95

----- All Print and Disk Magazines are now listed here. ----

Additions/suggestions/comments/corrections are needed! Please send to:

Michael D. Current
URL:mailto:mcurrent@carleton.edu

Where to get the latest copy of this list:

The home of many FTP archives, automatically updated monthly:
URL:ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev

The World Wide Web hypertext version, automatically generated monthly:
URL:http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html

Alternate hypertext version, not as fancy, in Europe:
URL:http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Usenet newsgroups where this list is automatically posted monthly:
URL:news:comp.sys.atari.8bit URL:news:comp.answers URL:news:news.answers

You can also send for this list by mail.
URL:mailto:mail-server@rtfm.mit.edu, message says:
send usenet/news.answers/atari-8-bit/vendev
quit

Finally, you can always ask me for a copy at URL:mailto:mcurrent@carleton.edu

Conventions
-----------
All commercial vendors, developers, and publishers should be listed here.
"Major" shareware/freeware/PD developers should also be listed.

"Vendor" = Reseller of products produced by others. Types of products
sold are given in categories: new hardware, used hardware, public domain
software/freeware/shareware, commercial software, used (commercial)
software.
```

"Developer" = Producer of products. Titles of products produced by the developer are listed. No product can be developed by more than one developer. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information is given, including prices.

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope. When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

I collect information for this list from wherever I can find it. While most updates to this list come from you, the user of the list, I'd like to recognize a few of the more prominent sources I use. Current Notes magazine, and their 8-Bit Editor Rick Reaser. Atari Classics magazine, published by Jim Hood and Bob Woolley. And The Atari 8-Bit Omnibus, published by David A. Paterson.

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

8-Bit Magazin (disk magazine)
See: Powersoft

A.B.B.U.C. e.V.
c/o Wolfgang Burger
Wieschenbeck 45
45699 Herten
Germany
Developer: various hardware and software (also schematics, mailbox, disk magazine, repair-service, helpline addresses, meetings)
Publisher: Diskmagazin (disk magazine)

Aerion Software
P.O. Box 1222, Riverdale Station
New York, NY 10471-1222
United States

tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
See also: DataQue
See also: Jeff Potter
Developer: Maze of AGDAgon, GameLink-II (cable)

Agencja Wydawnicza B.I.M.
P.O. Box 178
Warsaw 4
Poland
Publisher: Swiat ATARI (print magazine)
Very irregular

AMC-Verlag
Bluecherstr. 17
W-6200 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension) Stereo upgrade,
Herbert I, Herbert II, other games

American Techna-Vision
Mail Order:
15338 Inverness St.
San Leandro, CA 94579-2016
United States
Sales Office:
1903 Fairway Dr.
San Leandro, CA 94577
United States
tel: (510) 352-3787
FAX: (510) 352-9227
Vendor: new hardware, commercial software

Amethyst Software
211 South Kansas
Danville, IL 61832
United States
Vendor: commercial/PD/freeware/shareware

ANG Software
See also: MegaZine
Ridderkerksestraat 60
3114 RK Schiedam
Netherlands
tel/FAX: +31-10-4271732
Vendor: Polish Software, other software/hardware
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip),
t-shirts with Atari 8-bit game motives on them
Publisher: MegaZine (disk magazine)

fl10.00/disk

Artacyis Publications
639 West Grace, Suite #336
Chicago, IL 60613
United States
Publisher: Classic 8-Bit Atari (disk magazine)
$5 for sample disk

AS
See: Mirage

Assisting Children to Excel
P.O. Box 1213
Camarillo, CA 93011
United States
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape sets each in: Reading, Spelling, Math, Economics, Physics, Psychology, U.S. History, World History, Digital Electronics)

Atari 8-Bit Alive
c/o Damon Walker
RD#1 Box 62
Salem, NJ 08079
United States
URL:mailto:74354.3015@compuserve.com
Publisher: Atari 8-Bit Alive (print magazine)
bimonthly, $8/three issues

Atari 8-Bit Omnibus (publication)
See: David A. Paterson

The Atari Classic Programmer's Club
Pen-Tyddyn
Capel Coch
LLangefni
Anglesey
Gwynedd
Wales LL77 7UR
United Kingdom
URL:mailto:mbitdc9306@newi.ac.uk
Developer: Swift Spreadsheet (Standard or New), Loopz, Helter Skelter

Atari Classics
5507 Langford Court
Concord, CA 94521-1614
United States
URL:mailto:j.hood9@genie.geis.com
Publisher: Atari Classics (print magazine)
1 Year 2 Years 3 Years
USA 2nd Class Mail $25 $46 $63
Canada Surface Mail $30 $56 $78

Other Foreign Surface Mail $32 $60 $84
European Airmail $38 $72 $102
Asia/Pacific Airmail $40 $76 $108
AC Software Disk (Anywhere) $9 $18 $27

ATARImagazin (print magazine)
See: Power Per Post

Atari PD Software
c/o Andrew Pittman
418 Marilyn Drive
Pearl, MS 39208
United States
Vendor: shareware/freeware/PD

Atari Video Club
c/o Dan Iacovelli
1411 North 36th
Melrose Park, IL 60160-2726
United States
tel: (708) 345-4127
Vendor: games

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Place
Seal Beach, CA 90740-5909
United States
tel: (310) 430-5433
tel: (310) 596-6123
URL:mailto:d.mcalliste2@genie.geis.com
Developer: hardware and software for model railroading applications

Avatar
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/7678
BBS/FAX: +49/4381/4739 (24 hours, 8N1, 300-19200 bps)
URL:mailto:ulf@zodiac.de
FIDO: Ulf Petersen@2:240/2018.22
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: Pirates of the Barbary Coast, LDS Freezer XL/XE,
LDS "C:" Emulator, Paradise Games #1, PC/XL-Convert II, Ultracopier II
Publisher: User-Mag (disk magazine)
bi-monthly

Subject: B

B&C ComputerVisions
1725 De La Cruz Blvd., #7

Santa Clara, CA 95050-3011
United States
tel: (408) 986-9960
FAX: (408) 986-9968
Phone Hours: Tue-Fri 10am-6pm
Retail Store Hours: Thu & Fri 10am-6pm, Sat 10am-5pm
Vendor: new/used hardware, commercial/PD/freeware/shareware

Bensley Consulting
P.O. Box 301
Westfield, IL 62474-0301
United States
tel: (217) 967-5465
URL:mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA 95126-1127
United States
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun

Larry Black
2337 Douglas Rd.
Panama City, FL 32405-5902
United States
Developer: Atar-Z-Modem

Black Moon Systems
P.O. Box 152
Wind Gap, PA 18091
United States
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St.
Simi Valley, CA 93065-5646
United States
tel: (805) 579-9954
Vendor: used hardware

Branch Always Software
14150 N.E. 20th St., Suite 302
Bellevue, WA 98007
United States
tel: (206) 369-5513 (voicemail)
FAX: (206) 885-5893
URL:mailto:brasoft@aol.com
Developer: ST Xformer 2.55 (for Atari ST), PC Xformer 3.0 (for DOS/Windows)

Bravo Sierra Computers
c/o Ben Smith
tel: (503) 256-9974 24hrs
BBS: (503) 255-9657
URL:mailto:bensmith@teleport.com
Vendor: used hardware/software

BRE Software
352 West Bedford, Suite 104
Fresno, CA 93711
United States
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St.
Mansfield, MA 02048-2925
United States
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

B. Utschig
This address has recently been reported invalid. Confirmations?
2012 South 314th St., #314
Federal Way, WA 98003-5622
United States
Vendor: PD/freeware/shareware

Subject: C

C&T ComputerActive
P.O. Box 893
Clinton, OK 73601
United States
tel: (405) 323-5890
Vendor: ???what???

Change In Heat
12 Bella Vista Place
Iowa City, IA 52245
United States
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay SoftWare Services
6812 Hill Place
Crystal, MN 55427-2259
United States
Developer: various software

Classic 8-Bit Atari (disk magazine)
See: Artacyis Publications

The Complete and Essential Map (book, in 2 volumes)
See: TWAUG

Compsult
P.O. Box 5160
San Luis Obispo, CA 93403-5160
United States
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Software Services
See also: Bob Puff
P.O. Box 17660
Rochester, NY 14624
United States
tel: (716) 429-5639 10am-6pm Mon-Fri
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
URL:mailto:76702.1076@compuserve.com (Bob Puff)
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Hard Drive Pro Backup,
SIO Power Booster, Super E-Burner, Quintopus, Power Plus, Multiplexer,
XF551 Enhancer, XF Single Drive Upgrade, XF Dual Drive Upgrade,
Super Archiver, Super Archiver II, Bit-Writer, Ultra Speed Plus OS,
Floppy Board, XF551 Update, Bit-Writer

Current Notes
122 North Johnson Rd.
Sterling, VA 20164
United States
tel: (703) 450-4761
URL:mailto:joe.waters@genie.geis.com
URL:mailto:74005.1270@compuserve.com
Publisher: Current Notes (print magazine)
published bi-monthly
$24 per year ($44/2 years)
foreign surface: $30/year ($55/2 years)
disk subscriptions: $48/year ($92/2 years)
foreign disk subscriptions: $57/yr ($109/2 yrs)
air mail: Canada/Mexico $35; Cen.Am., Caribbean, $42;
S.Amer. Europe, N.Africa, $49; Mid East, Africa, Asia,
Australia, $58

Subject: D

Daisy Dot Software
c/o Roy Goldman
2440 South Jasmine

Denver, CO 80222
United States
Developer: Daisy-Dot III

Data 8
P.O. Box 210
Mouth Card, KY 41548
United States
Vendor: used hardware, used/commercial/PD/freeware/shareware

DataQue
See also: The AGDA Group
1623 West Fourth St.
Mansfield, OH 44906-1701
United States
tel: (419) 529-9797 1pm-5:30pm EST M-F
URL:mailto:dataque.1@genie.geis.com
URL:mailto:71777.3223@compuserve.com
Developer: 4 Megabyte Bank Select Cartridge, 16K Standard EPROM
Cartridge, TransKey (attach a PC keyboard), Battery Backed ZRAM,
Programmer's Pal, Turbo-Calc 1.01, various Turbo-Calc source list
options, 6502/65816 PC Cross-Development Package, 8-Bit Survival Kit,
Maze of AGDAgon 1.02 Disk and Cartridge, 6ft Atari-8 TriLink GameLinkII Cable

DCW Magazine
c/o Richard Vermeulen
Princessenpad 3
5502 TV Veldhoven
Netherlands
Publisher: DCW Magazine (disk magazine)
free introductory issue,
7.50 Dutch guilders/disk
outside the Netherlands: add 6.00 guilders/disk

D.G.S.
62 Thomson Ave.
Balby
Doncaster
England DN4 0NU
United Kingdom
tel: +44-302-855-026 (10am - 7pm GMT/BST only)
URL:mailto:dx107@cleveland.freenet.edu
Vendor: used hardware, commercial/PD/freeware/shareware
Developer: Digi-Studio
Publisher: News-Paper (print magazine)
UK: #6.00 / 4 issues
Europe: #8.00 / 4 issues
USA: #10.50 (US$21) / 4 issues
Far East & Rest Of World: #13.00 / 4 issues

Discount Video Too
3223 F. South U.S. Hwy. 1

Fort Pierce, FL 34982
United States
tel: (407) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software

Diskmagazin (disk magazine)
See: A.B.B.U.C. e.V.

DynaComp Software
178 Phillips Rd.
Webster, NY 14580
United States
tel: (800) 828-6772
Developer: various software

Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
United States
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
United States
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic
4916 Del-Ray Ave.
Bethesda, MD 20814
United States
tel: (301) 656-7983
Vendor: used hardware, commercial/used software

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
United States
Vendor: commercial software

Evangelo's Atari Software
Angelo V
27 Stiles St.
Elizabeth, NJ 07208
United States
tel: (908) 558-9518
Vendor: comercial software

Subject: F

Far North Computers
59 College Rd., #217
Fairbanks, AK 99701
United States
tel: (908) 456-3700
Vendor: hardware, software

Fine Tooned Engineering
P.O. Box 66109
Scotts Valley, CA 95066
United States
tel: (408) Get-REAL {438-7325} [Orders]
BBS: (408) 438-6775
URL:mailto:ftooned@delphi.com
URL:mailto:f.tooned@genie.geis.com
Developer: BASIC XL, BASIC XL ToolKit, BASIC XE, MAC/65, MAC/65 ToolKit,
Action!, Action! ToolKit, Action! RunTime Package, P:R: Connection,
R-Time 8, US Doubler, Multi I/O 130XE Extender, FlashBack!, SpartaDOS X 4.21,
SpartaDOS 3.2g, SpartaDOS ToolKit, 256KXLE, MEG130/MEG65/MEGXL, RAMROD XL,
RAMROD XL2, OSNXL, OmniView, RAMROD MMOS, RAMROD 2, RAMROD 3, OmniMon,
Small Business Management, Small Business Management for the 130,
Express! Professional, MARS 8, Mini I/O II, Sweet 16

John Foskett
26 Auckland Rd.
Kingston-Upon-Thames
Surrey
England KT1 3BG
United Kingdom
tel: 081 549 8620
Developer: The Cave, Ye Olde House (both adventures), Jurrasic

Futura (disk magazine)
See: North of Scotland Atari User Group (NOSAUG)

Subject: G

Richard Gore
79 Sprotbrough Rd.
Sprotbrough
Doncaster
England DN5 8BW
United Kingdom
tel: (0302) 784642 after 7pm(GMT) weekdays, any reasonable time weekends
URL:mailto:chmrig@leeds.ac.uk
Vendor: commercial software
Developer: Arena, Bubble Zone, Jawbreaker, Mousekattack, GTracker,
Super Print Lab XE, Yorky 256K Memory Upgrade, Golf Tour 95

Subject: H

Historically Brewed (print magazine)
See: Historical Computer Society

Historical Computer Society
2962 Park St., #1
Jacksonville, FL 32205
United States
URL:mailto:hcsociety@aol.com
Publisher: Historically Brewed (print magazine)
6 bimonthly issues: $18 ; or $2 for a sample issue

Horizon Computers
601 South Broadway, Suite B
Denver, CO 80209
United States
tel: (303) 777-8080
Vendor: ????

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

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Subject: I

IB Computers
9242 S.W. Beaverton-Hillsdale Hwy.
Valley Plaza Shopping Center
Beaverton, OR 97005
United States
tel: (503) 297-8425
Vendor: hardware, software

IceSoft
c/o Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
URL:mailto:bruck@brachot.jct.ac.il
Developer: Ice-T 1.0

Subject: J

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107
United States
Vendor: ????

JRC
Vanickova 5
16900
Praha 6-Strahov
Czech Republic
Developer: Turbo Tape, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
United States
URL:mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
United States
Vendor: PD/freeware/shareware

K-Products
P.O. Box 2212 A.M.F.
Salt Lake City, UT 84122
United States
tel/FAX: (801) 967-7400
BBS: (801) 967-8738
Vendor: used hardware
Developer: BBS Express! Professional, Multiline Version,
Multiline Version and Mux Hardware, Networking Modules,
Pro_Term Terminal Module, Hardback & Restore H/D Utility,
DK-Utilities for Black Box, TurBoss! High Speed OS, KPI Hard Disk Interface

Nick Kennedy
300 South Vancouver Ave.
Russellville, AR 72801
United States
tel: (501) 967-3843
Developer: SIO2PC

KE-Soft
c/o Kemal Ezcan
Frankenstrasse 24
63477 Maintal
Germany

tel: +49 6181 87539
FAX: +49 6181 83436
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Donald, Saper, Tactic, Zador II, Atomit II,
Tecno Ninja, Fisher-Technik interface, The Brundles
Publisher: Zong (print magazine)
40DM/6 months (3 issues)
magazine + disk: 55DM/6 months (3 mags., 3 disks)
abroad: add 10DM p&p

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
United States
Vendor: PD/freeware/shareware

Subject: L

L&Y Electronics
13644C Jefferson Davis Hwy NEW/TO CONFIRM: 14628 Build America Drive
Woodbridge, VA 22191
United States
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

LACE (London Atari Computer Enthusiasts)
c/o Roy Whiteman, Secretary
153b Swaby Rd.
Earlsfield
London
England SW16
United Kingdom
URL:mailto:trew@def.bae.co.uk
Vendor: used hardware/software, PD/freeware/shareware
Publisher: LACE Newsletter
#7.00 / year (monthly), or free to members

Lex-Tronics
See: DataQue

L.K. Avalon
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: Blinky's Scary School, Cavernia, Mirax Force, Ninja Commando,
Speed Ace, Stack Up, Zybex, Android, Imagine, Microx, RAM-CART (cartridge
with 64KB or 128KB RAM with battery), Centronics interface: Microprint,
all Polish software

Developer: -games: Barbarian, Frank&Mark, Hawkmoon, Wloczykij, A.D. 2044,
Adax, Barahir, Global War, Hans Kloss, Kampania Wrzesniowa, Klatwa,
Lasermania+Robbo Konstruktor, Misja+Fred, Neron, Piekielko, Robbo, Smus,
Spy Master, Syn Boga Wiatru, The Last Guardian, Uczen Czarnoksieznika,
Upior, Vicky, Wladcy Ciemnosci, Zeus, Aurum, Captain Gather, Change,
Constellation, Czaszki+Electra, Dagobar, Darkness Hour, Digi Duck,
Easy Money+Honky, Gold Hunter, Hydraulik+Snowball, Kernaw, Lorien's Tomb,
Major Bronx, Rucu, Saper, The Jet Action, Trix, U235
-tools: Animator (graph&anim), Automat Perkusyjny (digi drums),
Chaos Music Composer, Geometria (education), Kurs Fizyki (education),
Panther (text editor), Quick Assembler (with some other tools),
Szperacz Dyskowy (disk monitor)

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
United States
URL:mailto:e.halliwell@genie.geis.com
URL:mailto:ehalliwe@emh.kunsan.af.mil
Developer: FlickerTerm 80 (beta), ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, Maze-War 3D

Subject: M

Mars Merchandising
1041-B East St. Charles Rd.
Lombard, IL 60148-2059
United States
tel: (708) MARS-INC ((708) 627-7465)
Vendor: new hardware, commercial/PD/freeware/shareware

MegaZine (disk magazine) (c/o Freddy Offenga, a.k.a. Frankenstein)
See also: ANG Software
P.O. Box 164
8800 AD Franeker
Netherlands
URL:mailto:offen300@hio.tem.nhl.nl

Micro-Discount
265 Chester Rd.
Streetly
West Midlands
England B74 3EA
United Kingdom
tel: 021-353-5730 4pm-8pm Mon-Fri
FAX: 021-352-1669
Vendor: new/used hardware, commercial software
Developer: Print-LAB, Tricky Print, Turbo Charger, Menu Print

Mirage / AS
ul. Gen. Abrahama 4
03-982 Warsaw
Poland
tel: 671-77-77
FAX: 671-76-22
Vendor: All Polish software
Developer: -games: Operation Blood, Problem Jasia, Tanks, Bang Bank,
Ship, Tron, Special Forces, Najemnik, Top Secret, Tusker, Mozgprocesor,
Roderic, Inspektor, Magia, Battle Ships, Kolony, Raszyn 1809,
Super Fortuna, Wyprawy Kupca, Tank vs. Tank, Axilox, Cywilizacja,
Thinker, Eureka, Reverse+Missile Action, Whoops, Atomia, Bertyx, Pong,
Duch+Robal, Helix, Jaffar, Midnight, Rycerz, Zbir, Dziedzictwo Gigantow,
Tagalon, Caveman
-edu: Ortografia, Geografia Polski, Historia Polski, New Words,
Geografia Swiata
-tools: Videograph, Sound Tracker Player (Amiga module player),
Audio Master (sample editor), Kleks+Trzmiel (graph),
SN-360 Utility (disk tools), SN-360 Disk Drive (double side),
Sampler (with some software), Video interface (digitizer+genlock)

Moonsoft
See: Black Moon Systems

More Than Games
8207 Briarwood Lane
Austin, TX 78757-7642
United States
URL:mailto:74766.1561@compuserve.com
URL:mailto:rixcat@rider.cactus.org
Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL 60656
United States
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
United States
Vendor: PD/freeware/shareware

MyTek
P.O. Box 750396
Petaluma, CA 94975-0396
United States
FAX: (707) 527-0674
URL:mailto:mytek@genie.geis.com
Developer: Prism Studio (full color genlocking, NTSC only)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY 11738
United States
Developer: Print Shop icons

New Atari User (print magazine)
See: Page 6 Publishing

New Breed Software
c/o Bill Kendrick
59 Palm Lane
Novato, CA 94945-2574
United States
URL:mailto:kendrick@vax.sonoma.edu
Developer: sound and animation demos, Cooltris, Sludge, HyperIt! (beta), Geneocide (beta), ScotchDUP (beta)

News-Paper (print magazine)
See: D.G.S.

No Frills Software
800 East 23rd St.
Kearney, NE 68847
United States
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

North of Scotland Atari User Group (NOSAUG)
P.O. Box 10001
Peterhead
Scotland AB42 6ZN
United Kingdom
Publisher: Futura (disk magazine)
$3 cash or #2 IMO for sample issue

NOVAtari
c/o Geoff DiMego
8612 Thames St.
Springfield, VA 22151
United States
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Subject: P

Page 6 Publishing
P.O. Box 54

Stafford
England ST16 1DR
United Kingdom
tel: 0785 213928
FAX: 0785 54335
Vendor: commercial/PD/freeware/shareware
Developer: Enigmatix!
Publisher: New Atari User (print magazine)
(bi-monthly) Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
USA/Canada - Surface #17.00 #32.00
USA/Canada - Air Mail #23.00 #42.00
Other countries as USA/Canada

Palette Imaging
47 South St.
Norwood, NJ 07648
United States
tel: (201) 767-3913
URL:mailto:itsmarver@aol.com
Developer: ChromaCAD (3-D modeler)

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
United States
tel: (815) 633-6300

David A. Paterson
P.O. Box 342
Cote-St-Luc, QU H4V 2Y5
Canada
URL:mailto:d.paterson2@genie.geis.com
Developer: CardStax
Publisher: Atari 8-Bit Omnibus
US$5 for 1994 edition

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
United States
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware

Klaus Peters Elektronik&Software
Moltkestrasse 29
D-42551 Velbert
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,

Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Jeff Potter
See also: The AGDA Group
202 Chestnut Ridge St.
Winter Springs, FL 32708
United States
URL:mailto:potter@escmail.orl.mmc.com
URL:mailto:74030.2020@compuserve.com
URL:mailto:jdpotter@genie.geis.com
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, JVIEW XL

Power Per Post
Postfach 1640
D-75006 Bretten
Germany
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Quick, Minesweeper, Glaggs It!, Rubber Ball,
Screen Aided Management
Publisher: ATARImagazin (print magazine)
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Powersoft
c/o Markus Roesner
Fachriastr. 9
D-74226 Nordhausen
Germany
tel: (0)7135/2840
Vendor: hardware, commercial/PD/freeware/shareware
especially recent software and hardware from Poland (Avalon etc.)
Publisher: 8-Bit Magazin (disk magazine)

Bob Puff
See also: Computer Software Services
Suite 222
2117 Buffalo Rd.
Rochester, NY 14624
United States

URL:mailto:76702.1076@compuserve.com
Developer: BobTerm

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
United States
tel: (206) 399-8700
Vendor: used commercial software

Subject: R

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, Taskmaster, Parallel Printer Port

Revista STAK Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Thomas Smailus
c/o READY +TECHNOLOGIES+
P.O. Box 17578
Baton Rouge, LA 70893
United States
URL:mailto:tom@ready.rsip.lsu.edu
Developer: Olympics, Word for the Blind, Menu Master (c)1986
Hardware & Software systems for Atari 8bit & specialized.

Ronnie Riche
1700 Aycock St.
Arabi, LA 70032
United States
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
United States
Vendor: PD/freeware/shareware

San Jose Computer
moving?
tel: (408) 995-5080

Software Infinity
642 East Waring Ave.
State College, PA 16801
United States
tel: (814) 238-7967 24hrs
Vendor: commercial/PD/freeware/shareware

STAK Atari (print magazine)
See: Revista STAK Atari

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Paul Sungenis
URL:mailto:pab@cnx.sccsi.com
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: (074) 969 169
URL:mailto:masstorage@closer.brisnet.org.au
URL:ftp://closer.brisnet.org.au/pub/archive1/8_bit/super/
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Surplus Computer Software
3301 South Harbor Blvd.
Santa Ana, CA 92704
United States
tel: (714) 751-2667
FAX: (714) 751-0914
Vendor: commercial software

Swiat ATARI (print magazine)
See: Agencja Wydawnicza B.I.M.

Subject: T

Lance Tatman
844 Kern St.
Richmond, CA 94805
United States
Vendor: Digi-Studio

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
United States
Developer?: education related

Telegames
Box 901
Lancaster, TX 75146
United States
Vendor: commercial software

Toad Computers
570 Ritchie Highway
Severna Park, MD 21146-2925
United States
tel: (800) 448-8623 Orders
tel: (410) 544-6943 Information
FAX: (410) 544-1329
FAX: (410) 544-0098 FAXBack
BBS: (410) 544-6999
URL:mailto:toad@genie.geis.com (slow response)
URL:mailto:toad@charm.net (fast response)
URL:ftp://ftp.charm.net/pub/home/toad/
URL:http://www.charm.net/~toad/
Vendor: new/used hardware, new/used software

TOMS
ul. Beldan 2
02-695 Warsaw
Poland
tel: 641-54-29
Developer: TOMS 720 disk drive, TOMS 710 disk drives

TOP-Magazin
c/o Markus Roemer
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software
Publisher: TOP-Magazin (disk magazine)

25DM for 6 months (6 issues)

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
United States
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

TWAUG (Tyne & Wear Atari User Group)
P.O. Box 8
Wallsend
Tyne & Wear
England NE28 6DQ
United Kingdom
Tel: 091/2710086 (David Ewens)
Vendor: PD/freeware/shareware
Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson
(book, in 2 volumes) #16.00 plus the following postage:
UK #1.50
Europe #2.50
USA/Canada Air Mail #5.50
USA/Canada Surface #2.50
Australia Air Mail #6.50
Australia Surface #2.50
Publisher: TWAUG Newsletter (print magazine)
bimonthly, includes either disk or cassette
1 copy #2.00
6 copies #11.00
Europe 1 copy #2.20
Europe 6 copies #12.50
Elsewhere 1 copy #2.50
Elsewhere 6 copies #14.00

Subject: U

UltraBasic
10 East 10th St.
Bloomsburg, PA 17815
United States
Vendor: commercial software

User-Mag (disk magazine)
See: Avatar

Subject: V

Video 61
22735 Congo St. N.E.
Stacy, MN 55079
United States
tel: (612) 462-2500 24hrs
Vendor: game hardware and software

Video Magic
c/o Frank M. Polosky
P.O. Box 9542
Pittsburg, PA 15223
United States
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Subject: Z

Zong (print magazine)
See: KE-Soft

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ 08731
United States
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

2305. Atari 65xe video upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-15 20:10:05 UTC
From: jeking@xmission.xmission.com
Message-ID: <3k7hit$2uf@news.xmission.com>
Source record: 93546

Are there any video upgrades for the 65xe? AC's article on SuperVideo included virtually ALL computers EXCEPT the 65xe. My 65XE sucks on a commodore 1702 - as it apparently has no split luma/chroma.

How simliar are the 130xe and 65xe? Could I use the AC 130xe video hack on a 65xe?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

2306. Re: User Group Meeting Notice

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-15 20:16:44 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <17362ACB6S86.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 93547
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <1995Mar15.044454.13726@vpnet.chi.il.us>
nickd@vpnet.chi.il.us (Nicholas J. DiMasi) writes:
>The Suburban Chicago ATarians (SCAT) user group will hold its March
>meeting on Tues. March 21 at 7:30 PM at the College of DuPage, Room
>K 157 (the K building is on the south side of 22nd St. just west of
>Lambert Rd., in Glen Ellyn [IL]). The scheduled demo is: <to be
(blah, blah, blah)
>Nick DiMasi, SCAT President

"SCAT"????!!!! Nice name for a user's group!! According to Webster's
New Collegiate Dictionary, the number 3 definition of "scat" is:
"an animal fecal dropping." Could this be referring to the Atari Falcon
and Jaguar lines?
---Mark van Wyk

2307. Atari 400 Setup 4 Sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-15 22:03:15 UTC
From: cboyer2133@aol.com
Message-ID: <3k7o73$nd0@newsbf02.news.aol.com>
Source record: 93548

On the block...
Atari 400 with pwr supply in excellent shape
Pair of sticks and paddles
Basic Manual
Speed Reading Course for 400/800 with all tapes and
binder
Carts:
Sesame St Letter Go Round
Sesame St Big Birds Funhouse
Pac Man
Galaxian
Choplifter
Defender
Frogger
Q-Bert

Best offer over 30 or will trade for Lynx/7800 carts/accessories.

2308. ROT-13

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-15 23:31:34 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9503161214.AA04730@emh.kunsan.af.mil>
Source record: 93549

Could someone please send me a ROT-13 encoded message? I've implemented what I think is a ROT-13 decoder, but have no way to test it!

--
Clay Halliwell | ATARI XL/XE DO + THE
ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
Lonersoft ... Solutions you don't want, for problems you don't have!

2309. Another 400 question

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-16 00:28:44 UTC
From: rogtha@delphi.com
Message-ID: <hu-b2W0.rogtha@delphi.com>
Source record: 93550

What modems can be connected to an Atari 400 without the Atari 850 Interface Module?

2310. Re: Journal idea

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-16 00:36:02 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <pw4ZmS6.ransom22@delphi.com>
Source record: 93551

Andrew K. Heller <heller@akh104.rh.psu.edu> writes:

> You just get a THICK (40+ typeset pages) new Atari mag in the mail.
>(Come to think of it, It will be called "Technical Reference Notes"
> hehehhahahahh. .. "Notes" as in "Current Notes"..um..anyways..).
>This issue (for example purposed ONLY) is all about Atari tape drives.
>It would start with the history of the 410, from creative concepts, it
>would have perhaps, notes from the designers and what they were thinking

Sounds like an interesting idea. I dunno if 40 pages would be
enough for some topics, tho. Might have to split some topics into two
or three (or more?) issues. :)
There are many "magazines" right now that publish in a curious
(to me) fashion. I just learned of this recently, from a friend who
is participating in one. What they do is this: Someone decides to
start a magazine on, say Role Playing Games. They get the word out
(ads in other RPG mags, bulletin boards, Usenet, whatever),and ask
for contributors. Each contributor pays a certain amount based on the
quality of the magazi they wish to receive (more on this later).
Then, each contributor writes an article each month, sends it in,
and the person who started the mag collects them all, has them printed
and bound according to the contributor's individual wishes (ie, wire
bound, loose, binder, "hot Glue" hardbound, etc. Each contributor
gets the binding he or she paid for). Then, the magazines are
re-distributed to the contributors ONLY (ie, not made for sale to anyone
else). They read eachothrs articles, then work on their contribution
for the next issue.
Perhaps we could do somethin of the sort in the Atari community.
With all the knowledge available here, we could certainly make available
all the knowledge you talk about wanting. :) And, it would be self-
supporting . . . and self-published. So, you get none of th horrors
that dealing with a major publishing hose can give you.
Just a thought . . .

-Joe
--

---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

2311. Re: Looking for Broderbund's Spelunker

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-16 01:23:40 UTC
From: steveg@phantom.com
Message-ID: <3k83us$fnc@dockmaster.phantom.com>
Source record: 93552

John M. Vogel (jvogel@crl.com) wrote:
: Darrel Davis (darreld@access1.digex.net) wrote:
: : I am desperately looking for a copy of Broderbund's
: : Spelunker. I can't seem to find out if the game was
: Ooooh Hooo! Now you're talking *classic*!

Uh-uh. TRUE classics follow the lines of Star Raiders, Archon, MULE (the primary reason why I reassembled my 8-bit), Lode Runner (now lookin' better than ever on more modern systems), and many others. :-)

2312. Re: Journal idea

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-16 02:15:09 UTC
From: ziggy29@rahul.net
Message-ID: <3k86vd$c4p@hustle.rahul.net>
Source record: 93553

Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
: Well, I have been sitting here putting off studying for mid-terms
: and wanted to continue to do so for a while longer. I just received
: the Dec issue of Nybles and Bytes. They were talking about a sketch
: pad for the 8bits and how they had been in storage for over 10 years.

I just got Jan./Feb. '95...

: Well, this got me thinking again of an old idea. One of many ideas
: actually, another one was to have an Eastern US Atari users group..etc..
: of course I think that is now being taking over by NEAR*US or some
: such thing. Another idea was to always have my own newletter, or to
: atleast write for another such as Atari Classics. Well, this idea
: was to dedicate each issue (At least the majority of it) to one
: specific device in the Atari line. I'd call it the "History Page" or
: some such non-creative title. Imagine if you will the following:

I've often figured that if there was ever another Atari rag coming out,
this was one area where I could *definitely* be a meaningful contributor.
I could easily write columns for a "nostalgia section;" I'm not a real
Atari tech guru (yet) but I've played with the 8-bit going to back to,
oh, 1981 or so.

: You just get a THICK (40+ typeset pages) new Atari mag in the mail.

[...]

: Then you would have FULL schematics of the units
: how they work, why they don't work, then changes in the 8bit os from
: REV B to the XL's. How to fix them to make them work (I actually read
: an article recently about how to fix a 410 so as not to have load
: problems anymore!!!) You can have schematics of neat hacks, like one
: I saw that lets you plug the SIO line into a little circuit that then
: plugs into standard tape recorders. No more Atari needed equipment.

Now *this* would be cool. I'd love to see more detailed schematics.
And troubleshooting. Lots of troubleshooting. With 8-bit parts becoming
scarcer and scarcer, and with fewer and fewer support avenues, this
would very much come in handy. I'd love to try to fix my sick 400 if
I had any idea where to start.

: The schematics would be full tech note releases with some various
: info from the repair manuals etc thrown in. Then you could put in
: the educational concepts such as how to add voice tracks etc..
: Then you would have complete, known list of all tape programs for
: the unit.

This is, of course, just for the 410/1010. I assume this would also be done for other components, perhaps one or two with each issue? I could see even fairly common things like putting a US Doubler into a 1050, for example, or expanding memory in an 800XL.

: Even better still is you would have a blow out bargain sale for
: the month of the magazines issue. The people in charge of the mag
: could get a large selection of NEW 1010's or 410's and offer them
: to the readers. Or, print up special coupons that can be cut out
: (or copied) and then mailed to B&C or whomever wished to sponser
: the current months piece of hardware.

Well, sure, if you could convince vendors that this will enhance their long-term survival (by helping to maintain and create a market for their products), then this would be quite useful and could even pay for a subscription (if one was charged).

: Next month we will be looking at the rare Atari 815 and comparing
: it with the 810 (and the rumored DD drive! for dos 2.0d, by the way
: does anybody have a copy of this dos?, was the 815 double density?)
: (anybody got one they want to part with? someone had an 830? and
: an 815 they wanted to unload on me last summer but I never got
: back in touch with them...)

No 815 here...just three 1050s--two hooked up to the 800XL and one to an 800 (just to play games incompatible with the XL OS; i.e. M.U.L.E.). Can't help you there.

: Another issue could be devoted to all the BOOKS ever published for
: the Atari, such as all the COMPUTE! books, all the odd ball books,
: (and let me tell you, I have some ODD books for the 8bit..I have
: a book on "The very best Atari software" published in '84.) Anybody
: still have large quantities of COMPUTE! books? (I need a copy of
: their guide to DOS 2.0).

I just placed an order through American Techna-Vision for five Atari books for $15--three of them are in the COMPUTE! series.

: I like this idea A LOT. Yes, it would be very hard to do all the
: research, but since we got guys on the West coast whom see to know more
: than the people who built the machines, it shouldn't be too far out of reach.
: And think of all the money the companies that support the 8bit could make
: on such advertising/deals. (Better to make the coupon not to have an
: expiration date. That way, some new people can order back issues and
: still get the deals.)

As long as the the vendor could ensure continuous stock of the items being advertised, perhaps.

I'd like to meet a few of these West coast gurus, actually...I'd love to be able to learn a lot from the masters as I astrive to develop my own "guruhood" in the 8-bit.

: Is it me? Does this sound like a GREAT concept? Or am I gonna have
: to resort to studying "Computer System Architecture"? (Boring stuff
: really, I know it all too well... yes, this is how mico operations work
: and how to convert it to hardware, yes, take Booth's multiplication
: method and design a circuit to implement it using digital IC's, then
: draw the TTL level cicuit complete with transistors and diodes or
: using VLSI designs...) blah blah... oh..to dream..

Not really. If I had the materials to learn the stuff very well, I'm
sure I could do it, and it sounds like fun. I'm sure there are lots of
others like me who probably know more to boot.

: HEY WE COULD HAVE AN ISSUE DEVOTED TO THE 1400XL! and then the 1450XLD!!

How much info could you get from for these? Throw in the 1090 while
you're at it... :)

Here's a question: What is the target audience? Hard-core Atariphiles?
Casual current 8-bit users? Budding wannabe gurus (like myself)? People
who are "on the fence" with respect to the 8-bit who need to see a bit
more literature and support before he/she takes the plunge? Some of the
above? All of the above?

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Programmer/Analyst/Dino Jockey/ * GCS: !h s:+ !g au+ w+ C++$ v++ w+ U N++
* Husband/Net Geek/ASGX '65 Cabal * W po+ t+@ Y+ j++ B-- e+++ u** r+++ y+++

2313. Re: A game for kids...

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-16 05:37:28 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3k8iqo$o73@nic-nac.CSU.net>
Source record: 93554

Hey Richard! :) I was the one looking for kid games (or I was ONE of the people if there were more than one).

As for the game, yes, please send me a copy! :) But, I'd like to know some things:

1) Does it require keyboard input?

2) Is it "fast action?"

(This kid is 4 and she sucks at the keyboard and can barely keep up with my slow stupid "attack of the killer alphabet" game :))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page is almost ready!!

2314. Re: Cooltris 2 -> PC / Mac !?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-16 05:40:03 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3k8ivk$o9g@nic-nac.CSU.net>
Source record: 93455

Well, for one, getting a hold of a PC machine to program on other than in QBASIC is difficult. The only C compilers I have access to are for the Macintosh (and of course 8-bit Atari :)). The only LANGUAGE I have good access to for a PC is QBASIC (and it can run on my extremely slow, stupid, sucky, small, crappy PS/2 #25).

Anyway, if I do finally get a good PC (I think I'm gonna stick to Mac, personally..) and a C compiler, I'll of course make Cooltris 2 for IBMs! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page is almost ready!!

2315. Re: newbie sorta...

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-16 05:43:26 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3k8j5u$ofu@nic-nac.CSU.net>
Source record: 93456

Heheh :)

PC Xformer 3.0 Atari 130XE emulator for PC's: $29.95

PC Xformer 2.5 Atari 800XL emulator for PC's: Freeware

3.0 supports sound, joystick, modem, printer, 320K RAM.
2.5 supports 64K RAM.

Both have 800 and 800XL OSes. (The original, 2.0, was only 800 OS).

ftp: atari.archive.umich.edu dir: atari/8bit/Xf2 file: xf25.zip
goph: gopher.archive.umich.edu dir: Merit/ " " "

-bill! (keeper of the "Atari New User, EMulator Help FAQ"! :))
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: HyperIt! beta 0.5 ; My WWW page. Later: Cooltris 2.

2316. Re: new kid

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-16 05:48:01 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3k8jeh$onb@nic-nac.CSU.net>
Source record: 93457

Bob Woolley, is that you!? :) (Hey, I still seriously owe you for the XL and Action! you dumped on me too :) .. don't worry, I have some useable software coming out and am willing to pay $$ for both/either as well.)

Good to see you here on c.s.a.8!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: HyperIt! beta 0.5 ; My WWW page. Later: Cooltris 2.

2317. Re: Journal idea

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-16 08:02:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <16MAR199503025418@pavo.concordia.ca>
Source record: 93458

In article <pw4ZmS6.ransom22@delphi.com>, Joe Walsh <ransom22@delphi.com> writes...
> There are many "magazines" right now that publish in a curious
>(to me) fashion. I just learned of this recently, from a friend who
>is participating in one. What they do is this: Someone decides to
>start a magazine on, say Role Playing Games. They get the word out
>(ads in other RPG mags, bulletin boards, Usenet, whatever),and ask
>for contributors. Each contributor pays a certain amount based on the
>quality of the magazi they wish to receive (more on this later).
>Then, each contributor writes an article each month, sends it in,
>and the person who started the mag collects them all, has them printed
>and bound according to the contributor's individual wishes (ie, wire
>bound, loose, binder, "hot Glue" hardbound, etc. Each contributor
>gets the binding he or she paid for). Then, the magazines are
>re-distributed to the contributors ONLY (ie, not made for sale to anyone
>else). They read eachothrs articles, then work on their contribution
>for the next issue.
> Perhaps we could do somethin of the sort in the Atari community.
>With all the knowledge available here, we could certainly make available
>all the knowledge you talk about wanting. :) And, it would be self-
>supporting . . . and self-published. So, you get none of th horrors
>that dealing with a major publishing hose can give you.
> Just a thought . . .
>
I recently published the Omnibus insert cheap plug here). It's definitely
do-able, but takes a fair bit of organization.

Hmm. We'll need a name. How about $D20A ?

Dave

DA_PATE@pavo.concordia.ca

2318. Re: Another 400 question

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-16 08:07:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <16MAR199503072385@pavo.concordia.ca>
Source record: 93459

In article <hu-b2W0.rogtha@delphi.com>, rogtha@delphi.com writes...
>What modems can be connected to an Atari 400 without the Atari 850 Interface
>Module?

This is a bit of a loaded question. The Atari XM301 (300 baud) and SX-212
(1200) are direct connect via the SIO port. The Supra 300AT (300 baud) is
direct connect via the joystick port. You can also build an RS232 serial
interface for the SIO line for about $10 worth of parts. It can operate any
stnadard modem at up to 19200 baud.

There has been a fair bit of interest in that recently; I'll repost the plans
(as captured from csa8) and send them to the archive.

Dave

DA_PATE@pavo.concordia.ca

2319. Re: Wanted: Modem hookup and comm software

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-16 09:21:28 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950316012011.29579B-100000@PEAK.ORG>
Source record: 93462

Hi! I have an 850 for you. I'd let you have it for really next to nothing at all. I can also copy a good terminal program.

I'm in Oregon at the moment, but I'll be going to Alaska for 10 days for spring break (in the snow), which is where my folks' house is.

There, I have a stack of 850s that all work. I don't have 850-->modem cables, but you have that already. Tell ya what - I'll send you one for *FREE* - just like to see another Atari user, and put a good 850 to use since nobody really uses them anymore.

I'll need to box it up with a power supply and SIO cable. You pay shipping only - which shouldn't be but a few dollars.

Hmmm..... I'm trying to think how I can check my E-mail to get your address. Go ahead and leave your address here, and I'll call down to the Unix system here and check my mail. It'll give me a good chance to test out said 850 and terminal software.

Let me know.... I'll probably call Saturday and check my mail.

James

2320. Re: MIO Problem/Question

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-16 09:59:22 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <xwy7mWy.ftooned@delphi.com>
Source record: 93460

Russ Gilbert <Russ.Gilbert@apk.wariat.org> writes:

>1 meg MIO uses a 9.3v DC power supply. (It happens to be an old one
>with the video port.)
>256k MIO uses a standard 9v ac CO17945 brick. (This is one without
>the video port.)
>I'm getting confused and if M. Hohman reads about this I'm sure he
>could clear it up.

Russ,

It's hard to know exactly what power supplies were shipped with
the MIO's over the years from ICD. The early units were shipped with
TRAK power supplies. (9V AC, and identical to the Atari 9V AC supplies)

It doesn't matter as to whether there is a video port or not, and even
though the 1 meggers will draw more juice, they still use the standard
9V AC supplies. (hence the 7805 inside the case).

They never used 9V DC supplies, as the actual voltage on the board is
5V DC...

The MIO's were notorious for heat problems, and I've seen many boards
where the diodes have turned the PCB black. It's best to just simply
pull the top cover off, and try to allow for sufficient airflow so that
they run a little cooler.

Hope this helps. Mike

2321. XFormer-Prob: NanaDOS, MicroDOS

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-16 10:05:52 UTC
From: Oliver Redner <zxmou07@hp07.zdv.uni-tuebingen.de>
Message-ID: <Pine.HPP.3.91.950316110015.10785F-100000@hp07.zdv.uni-tuebingen.de>
Source record: 93461

Is there any short (load-only) DOS working together with XFormer 3.01?
I tried NanaDOS and MicroDOS, but even programs I can load with MyDOS 4.5
or DOS 2.5 would not load with both Nano and MicroDOS. (Only very short
programs work...)
Some of my own programs require a short DOS because they need almost
the entire memory.

Oliver Redner oliver.redner@student.uni-tuebingen.de

2322. Re: 1030 modem problems...possibly...

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-16 12:53:18 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <xa3aW0+.lmcclure@delphi.com>
Source record: 93463

In a message dated 3-13-95, Tim Irvin said:

"Obviously, if the problem is in an expensive part, I'd
forget it and throw the darn thing away, but if it's a
cheap 50-cent part, maybe I could try to replace it for
fun and practice..."

Why not be kind to the environment instead and sell it to a fellow 8-bitter
for shipping charges only instead?

The 1030 makes for a very attractive project box, and chances are the power
supply is still good.

2323. Re: ***800 to MSDOS: Any Ideas..?***

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-16 12:58:21 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D5JAp9.IBz@nntpa.cb.att.com>
Source record: 93464

In article <5q87ewq.thunderjet@delphi.com>, <thunderjet@delphi.com> wrote:
>I have been handed a challenge.. convert a half dozen 5.25 Atari 800
>disks (c. 1982?) to MSDOS 5 or 6.
>
>So far the disks have travelled across the country three times
>to various conversion services, all unable to convert the disks.
>The disks are readable as we can see the text through the
>Atari Writer rom program. Disk drive is a 1050.
>
>We have thought about printing through the oarallel port to
> a receiving PC but we do not have the pinouts to create a
>Atari 15pin to DB9 or 25 adaptor. Any help here?
>
>If you know of a conversion service, commercial or private,
>that can handle this task please drop a note to
>Thunderjet@Delphi.com (Chemical Bank RCSG Help Desk)
>
>Thanks in advance!

Sounds like a job for SIO2PC to me! SIO2PC could capture the
printed output to a PC file. It requires the software for the PC,
plus a cable to adapt from the 15 pin open collector TTL SIO
connector of the Atari to the RS-232 9 or 25 pin connector on the
PC. I am sure you can find volunteers here to do this for you,
particularly as this seems to be a _real job_ <grin>. I currently
do not have an SIO2PC setup, or I would offer.

--
Richard Dell

2324. Re: River Raid for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-16 13:28:58 UTC
From: c21rag@kocrsv01.delcoelect.com
Message-ID: <3k9eeq$ntc@kocrsv08.delcoelect.com>
Source record: 93466

> Does anyone know if the old Activision game RIVER RAID was ever released for
> the beloved Atari 8-bit? This is my wife's favorite game and I would like to
> get her more involved in my "addiction".
>
> Anyone knowing if this was ever released and if you would like to sell it if
> you have it please let me know here or via E-Mail. I've lurked long enough
> and decided it was time to get active again!
>
Yes, River Raid was released for the 8-bits, and I wish I had a penny
for every piece of 'enemy' hardware I've shot up playing it. I could
buy my own South Pacific Island and retire. :-), Sorry mine's not for
sale. I may resurrect the old Atari some day.

Roger Grady c21rag@kocrsv01.delcoelect.com
Delco Electronics Corp. Kokomo, IN
"All information and opinions are strictly personal."

2325. 800 - MSDOS

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-16 13:47:05 UTC
From: jkeane@thorung.eeng.dcu.ie
Message-ID: <m0rpFqY-000P7UC@thorung.eeng.dcu.ie>
Source record: 93465

I have been handed a challenge.. convert a half dozen 5.25 Atari 800
disks (c. 1982?) to MSDOS 5 or 6.

So far the disks have travelled across the country three times
to various conversion services, all unable to convert the disks.
The disks are readable as we can see the text through the
Atari Writer rom program. Disk drive is a 1050.

We have thought about printing through the oarallel port to
a receiving PC but we do not have the pinouts to create a
Atari 15pin to DB9 or 25 adaptor. Any help here?

If you know of a conversion service, commercial or private,
that can handle this task please drop a note to
Thunderjet@Delphi.com (Chemical Bank RCSG Help Desk)

Thanks in advance!

****

I don't exactly know what you mean by converting but if you just want
to transfer the files (binary ot textual) from one machine to another
you can use some serial comms package on both machines. Upload
one the 800 and download on the PC using the same protocol
(E.G. Xmodem). This I have been doing for a while now to get files
from the Atari to the PC for Xformer.

If you haven't got hardware to connect the two machines together,
about 6 months ago I designed a interface that would connect
straight to the SIO bus and the PC serial port and would allow
communication (kinda like a null modem jobbie). If you want it let
me know and I'll drag the appropiate docs. together! However
if you ever heard of a disk mag Phoenix all the details are on issue
3. the interface is the one I used to transfer files.

Byeee...

Jason Keane.

---
e-mail: jkeane@ugmail.eeng.dcu.ie

2326. Re: ROT-13

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-16 14:26:51 UTC
From: eyvind@pvv.unit.no
Message-ID: <EYVIND.95Mar16152651@jones.pvv.unit.no>
Source record: 93470

In article <9503161214.AA04730@emh.kunsan.af.mil> ehalliwe@emh.kunsan.af.mil (Earl C Halliwell) writes:

> Could someone please send me a ROT-13 encoded message? I've
> implemented what I think is a ROT-13 decoder, but have no way to
> test it!

Try to ROT-13 a file twice. If you end up with the original text, it
works.
--
Eyvind Bernhardsen

2327. Re: Wanted: Modem hookup and comm software

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-16 15:13:38 UTC
From: ziggy29@rahul.net
Message-ID: <3k9kj2$7m8@butch.lmsc.lockheed.com>
Source record: 93467

In article <Pine.SUN.3.91.950316012011.29579B-100000@PEAK.ORG>, James Wood
<jamesw@PEAK.ORG> says:
>
>
>
>Hi! I have an 850 for you. I'd let you have it for really next to
>nothing at all. I can also copy a good terminal program...

[...]

>There, I have a stack of 850s that all work. I don't have 850-->modem
>cables, but you have that already. Tell ya what - I'll send you one for
>*FREE* - just like to see another Atari user, and put a good 850 to use
>since nobody really uses them anymore.

Why....thank you. How generous.

>I'll need to box it up with a power supply and SIO cable. You pay
>shipping only - which shouldn't be but a few dollars.

Okay...

>Hmmm..... I'm trying to think how I can check my E-mail to get your
>address. Go ahead and leave your address here, and I'll call down to the
>Unix system here and check my mail. It'll give me a good chance to test
>out said 850 and terminal software.

My e-mail address or snail mail address?

e-mail is ziggy29@rahul.net (which, I guess, you figured out as it's in the
header)

snail mail: Tim Irvin
5252 Makati Circle
San Jose, CA 95123

Thanks again! I'll send e-mail, too...just in case.

--
Tim Irvin
ziggy29@rahul.net

"Love, Sol, Moons and Death, there is no other way."--the Timelord

2328. Re: 1030 modem problems...possibly...

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-16 15:24:36 UTC
From: ziggy29@rahul.net
Message-ID: <3k9l7k$7m8@butch.lmsc.lockheed.com>
Source record: 93468

In article <xa3aW0+.lmcclure@delphi.com>, Lonnie McClure <lmcclure@delphi.com> says:
>
>In a message dated 3-13-95, Tim Irvin said:
>
> "Obviously, if the problem is in an expensive part, I'd
> forget it and throw the darn thing away, but if it's a
> cheap 50-cent part, maybe I could try to replace it for
> fun and practice..."
>
>Why not be kind to the environment instead and sell it to a fellow 8-bitter
>for shipping charges only instead?

Probably because I didn't think the thing was even worth the shipping
charges to anyone. I bought it at a junk store for $2, and I guess it's
just that...junk.

>The 1030 makes for a very attractive project box, and chances are the power
>supply is still good.

Well, I have a generic (i.e. not 1030-specific) 9-volt, 800mA power
supply which I planned to put to another use. And it was the
"electronics lab" aspect of the thing which made me want to keep it
and try to fix it. I was hoping to learn something.

Actually, a project I'd love to see is developing a modem faster than
1200 baud which could use the 1030 case and just daisy chain via
standard I/O rather than requiring special interfaces and cables.

If nothing else, someone else with a broken 1030 might be able to use
it for parts.

--
Tim Irvin
ziggy29@rahul.net

"Love, Sol, Moons and Death, there is no other way."--the Timelord

2329. Atari 850 serial ports info WANTED

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-16 16:32:58 UTC
From: CONRADUS@PLEARN.EDU.PL
Message-ID: <199503161632.KAA26440@mail.cs.utexas.edu>
Source record: 93469

Hi.

I want to connect all my computers by RS-232, so I have to do a null modem cable between Atari 850 and Falcon. I remember, that the 850 serial ports scheme has been posted to this group, but, unfortunately, I drop this post somewhere in my room (there is a lot of papers and I am sure, that the printout is there, but I cannot find it). Can anyone send me the desired scheme? Thanks in advance.

Konrad
conradus@plearn.edu.pl

2330. Re: MIO Problem/Question

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-16 18:36:47 UTC
From: rob@wc.cdrom.com
Message-ID: <3ka0fv$8bj@reason.cdrom.com>
Source record: 93471

F Tooned (ftooned@delphi.com) wrote:
: Russ Gilbert <Russ.Gilbert@apk.wariat.org> writes:
:
: >1 meg MIO uses a 9.3v DC power supply. (It happens to be an old one
: >with the video port.)
: >256k MIO uses a standard 9v ac CO17945 brick. (This is one without
: >the video port.)
: >I'm getting confused and if M. Hohman reads about this I'm sure he
: >could clear it up.
:
: Russ,
:
: It's hard to know exactly what power supplies were shipped with
: the MIO's over the years from ICD. The early units were shipped with
: TRAK power supplies. (9V AC, and identical to the Atari 9V AC supplies)
:
: It doesn't matter as to whether there is a video port or not, and even
: though the 1 meggers will draw more juice, they still use the standard
: 9V AC supplies. (hence the 7805 inside the case).
:
: They never used 9V DC supplies, as the actual voltage on the board is
: 5V DC...
:
: The MIO's were notorious for heat problems, and I've seen many boards
: where the diodes have turned the PCB black. It's best to just simply
: pull the top cover off, and try to allow for sufficient airflow so that
: they run a little cooler.

Mike:

Trouble is, the thing used to work perfectly when I got it, with the top closed, for hours at a time.

Then I moved and set it back up, and it immediately causes problems. Example: With any cartridge installed, when I hit '0' to exit the MIO page, it drops into Memo Pad mode (or Self-Test actually).

Lately, in addition to that, there are times when it prevents the floppy from booting, or will simply make the floppy stop booting and freeze. But if I power down and unplug the MIO, everything is fine.

Rob

2331. Re: Bob Klaas of Pro!/KPI goes PC!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-16 18:48:08 UTC
From: Amos.Jackson@flight.org
Message-ID: <4b3_9503170106@flight.org>
Source record: 93487

As stated, not everyone needs or even wants that kind of message space alloted for use. If it works for you, fine. Fact of the matter is other users and sysops have different needs.

Amos Jackson
---------- -//- ----------
Internet: Amos.Jackson@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

2332. Re: new kid

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-16 21:16:41 UTC
From: rlziegler@aol.com
Message-ID: <3ka9rp$af3@newsbf02.news.aol.com>
Source record: 93472

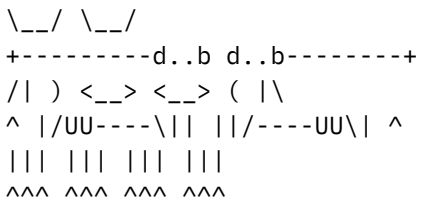
Wow!! Just the guy to answer all my questions!! :) I tried to do the 800xl OS in a 1200xl mod and failed. I get a corrupted character set on the screen that continually degrades itself into jibberish. I know all the parts I have work correctly (i.e. the MMU and OS chips). I was wondering if you could shed light on my problem. The computer goes right into self test mode upon bootup, and they seem to run. The audio test works, but the video is corrupted beyond imagination. Same deal with the key board test... Help!!
BTW, I didn't put in basic, as I'd rather pull the cart...

Rick Ziegler
RLZiegler@aol.com

2333. WTB working Atari 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-16 21:26:36 UTC
From: dfoster@ccnet.com
Message-ID: <3kaaec$499@ccnet3.ccnet.com>
Source record: 93473

I need someone to sell me their working Atari 1050 drive so that I can get back to having more fun. Mine craped out. Email me at the address above. Lowest price wins!

Dave
--


2334. Re: WTB working Atari 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-16 22:29:52 UTC
From: ziggy29@rahul.net
Message-ID: <3kae50$asq@butch.lmsc.lockheed.com>
Source record: 93475

In article <3kaaec$499@ccnet3.ccnet.com>, dfoster@ccnet.com (David Foster) says:
>
>I need someone to sell me their working Atari 1050 drive so that I can get
>back to having more fun. Mine craped out. Email me at the address above.
>Lowest price wins!

I just thought I'd mention for the benefit of anyone who has a crapped
out 1050...American Technavision is currently selling the 1050 drive
mechanisms for $14.95 each, or 2 for $24.95. They look like they
should be fairly easy to replace; I just placed an order for two of them
as an "insurance policy."

Of course, if your 1050 crapped out on the PCB (electronics) and not in
the mechanical drive mechanism, I guess you'd need a 1050 PCB. And I
don't know what they're going for these days.

Of course, if you're not inclined to do the replacement work yourself, I'm
sure *someone* out there has a 1050 they want to get rid of... :)

--
Tim Irvin
ziggy29@rahul.net

"Love, Sol, Moons and Death, there is no other way."--the Timelord

2335. Re: Kennedy Approach

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-16 23:39:54 UTC
From: bernard@beco.link.xs4all.nl
Message-ID: <bernard.04ag@beco.link.xs4all.nl>
Source record: 93474

Jason Keane (jkeane@thorung.eeng.dcu.ie) wrote:
> I need help play the game Kennedy Approach! In the arrival/departure
> table at the top of the screen the planes' sources and destinations are
> given. However what do I do when the source and destination are the
> same letter. I tired flying them around in a circle but that doesn't seem
> to work! Anybody?

It is a long time I play Kennedy Approach but I think you must land
your plane and fly to the destination exit...

Greetinx from Bernard kok

--
Bernard Kok BECO TEL (XL/XE support)
bernard@link.xs4all.nl Online : every day from 18-07 CET
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859

2336. Re: looking for 80 column

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-17 00:01:32 UTC
From: robert.stout@akron-info.com
Message-ID: <9503162001.0HURL37@akron-info.com>
Source record: 93486

Hi,
There was an 80-col wordprocessor for the 8-bit aka Flickerterm, but it
was Really for the 800 and so required the Translator (to run on an XL),
and it was SpeedScript 80. It artifacted (?) 80 columns aka OmniCom.

2337. Re: User Group Meeting Notice

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-17 00:10:48 UTC
From: ziggy29@rahul.net
Message-ID: <3kak28$5r9@hustle.rahul.net>
Source record: 93476
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

L676791@LMSC5.IS.LMSC.LOCKHEED.COM wrote:
:
: "SCAT"????!!!! Nice name for a user's group!! According to Webster's
: New Collegiate Dictionary, the number 3 definition of "scat" is:
: "an animal fecal dropping." Could this be referring to the Atari Falcon
: and Jaguar lines?
: ---Mark van Wyk

Heh. This reminds me of the light rail line that goes through San Jose, and when (circa 1987) they were looking for a name. They originally chose "Santa Clara County Automated Transit" or something like that--which they (trying to sound geeky and hi-tech; this *is* Silicon Valley) billed as "SC^2AT." Of course, the "2" was a superscript, so it really looked more like "SCAT." The name lasted maybe a week amidst a lot of ridicule by the public and the local press. :)

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Programmer/Analyst/Dino Jockey/ * GCS: !h s:+ !g au+ w+ C++$ v++ w+ U N++
* Husband/Net Geek/ASGX '65 Cabal * W po+ t+@ Y+ j++ B-- e+++ u** r+++ y+++

2338. Re: Another 400 question

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-17 00:12:41 UTC
From: ziggy29@rahul.net
Message-ID: <3kak5p$5vh@hustle.rahul.net>
Source record: 93477

rogtha@delphi.com wrote:
: What modems can be connected to an Atari 400 without the Atari 850 Interface
: Module?

Typically, I guess any of the daisy-chain modems in the Atari line; that would leave the 830, 1030, XM301 or SX212. (Would a guru please correct me if I'm wrong?)

All but the SX212 are 300 baud. The SX212 is a speed burner at 1200. :)

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Programmer/Analyst/Dino Jockey/ * GCS: !h s:+ !g au+ w+ C++$ v++ w+ U N++
* Husband/Net Geek/ASGX '65 Cabal * W po+ t+@ Y+ j++ B-- e+++ u** r+++ y+++

2339. Re: Looking for Broderbund's Spelunker

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-17 00:14:25 UTC
From: ziggy29@rahul.net
Message-ID: <3kak91$631@hustle.rahul.net>
Source record: 93478

Steve G. (steveg@phantom.com) wrote:

: Uh-uh. TRUE classics follow the lines of Star Raiders, Archon, MULE (the
~~~~~~~~~
: primary reason why I reassembled my 8-bit), Lode Runner (now lookin'
~~~~~~
: better than ever on more modern systems), and many others. :-)

Hot damn! I'm not alone!! :)

I got an 800XL very cheap a few weeks ago, but still had to buy an
800 to play M.U.L.E.

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Programmer/Analyst/Dino Jockey/ * GCS: !h s:+ !g au+ w+ C++$ v++ w+ U N++
* Husband/Net Geek/ASGX '65 Cabal * W po+ t+@ Y+ j++ B-- e+++ u** r+++ y+++

2340. A Trip Down Memory Lane--CGW, 1982-84

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-17 00:22:10 UTC
From: ziggy29@rahul.net
Message-ID: <3kakni$6m9@hustle.rahul.net>
Source record: 93479

I managed to dig some old back issues of Computer Gaming World out of a box in my closet the other day. Damn, there are some memories in there.

Most of the back issues are in the 1982-1986 era; there were really some memories up to around 1984 (when *everything* became Apple [grumble]).

One of the issues in early '83, in fact, had a review of M.U.L.E. in it. In fact, it had articles written by Dan Bunten before that game was even released. There was a special Atari column with each bi-monthly issue, and you could find ads which sold cartridge games for $40.

Anyone remember Time Zone, the huge (for its time) Sierra On-Line effort? There's an ad for that one--suggested retail price $99.

One of the most interesting nostalgic pieces was a couple of pages which listed all the major releases of 1982. From A.E. to Zork III, they were all there, about 140 of them.

I feel like I'm 18 again. :)

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Programmer/Analyst/Dino Jockey/ * GCS: !h s:+ !g au+ w+ C++$ v++ w+ U N++
* Husband/Net Geek/ASGX '65 Cabal * W po+ t+@ Y+ j++ B-- e+++ u** r+++ y+++

2341. Re: SIO2PC Cable

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-17 02:00:22 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <134992@cup.portal.com>
Source record: 93480

Rick, what all do you want with the cable? Full blown in box or are you willing to put it in a box your self? I'm getting a little back logged on projects<again>, but I could probably wire wrap up the two I owe + one for you if you like. If you want to keep it non-commercial, it's been 25 years since I visited England. I miss the good breakfast tea. An appropriate quantity mailed in return for a cable would be sufficient. You see we have this problem in America, about 200 years ago so smugglers <whoops! 'some'> in contraband tea got upset when England provided us with low cost high quality tea. They ended up throwing the whole batch in Boston Harbor. You guys got so upset you abandoned us by 1776. We now have this ugly trend where people collect garden prunings, mix them with the parts of citrus you usually throw away, & call it herb tea. Really a putrid mess!

2342. Atari 8-bit emulator??? (wanted)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-17 03:04:28 UTC
From: toby@cyberspace.com
Message-ID: <3kau7s$9br@case.cyberspace.com>
Source record: 93481

Does anyone have an 8-bit emulator for PC? I love my 8-bit and I also love my PC, but...I don't want to keep on switching between them. So, please give me an FTP site or mail it to me -- if you have one. Thanx.

-Toby
<toby@cyberspace.com>

2343. Re: FTP sites for ATARI 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-17 04:50:59 UTC
From: bjcorr@delphi.com
Message-ID: <9503162344591.DLITE.bjcorr@delphi.com>
Source record: 93482

[No readable article body recovered]

2344. Re: Journal idea

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-17 04:51:12 UTC
From: bjcorr@delphi.com
Message-ID: <9503162344592.DLITE.bjcorr@delphi.com>
Source record: 93483

> Well, this got me thinking again of an old idea. One of many ideas
>actually, another one was to have an Eastern US Atari users group..etc..
>of course I think that is now being taking over by NEAR*US or some
>such thing. Another idea was to always have my own newletter, or to
>atleast write for another such as Atari Classics. Well, this idea
>was to dedicate each issue (At least the majority of it) to one
>specific device in the Atari line. I'd call it the "History Page" or
>some such non-creative title. Imagine if you will the following:
Clip, Clip...
>
> I like this idea A LOT. Yes, it would be very hard to do all the
>research, but since we got guys on the West coast whom see to know more
>than the people who built the machines, it shouldn't be too far out of
reach.
This sounds like a GREAT IDEA!!! You have my vote!
bjcorr@delphi.com

2345. Re: Another 400 question

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-17 04:51:26 UTC
From: bjcorr@delphi.com
Message-ID: <9503162344593.DLITE.bjcorr@delphi.com>
Source record: 93484

>What modems can be connected to an Atari 400 without the Atari 850
Interface
>Module?
>
Hmmm... Off the top of my head, the Atari 835 and MPP series are direct
connect models. Not sure about the Atari XM 301 or SX 212.
bjcorr@delphi.com

2346. Re: MIO Problem/Question

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-17 07:11:41 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3kbcnd$s6o@nic-nac.CSU.net>
Source record: 93485

Mike! Whew! I was wondering where you've been! :) I was worried since
I hadn't seen any mail/posts from you and neither had one or two other people
I talk to who've been contacting you lately. I remember last I heard from
you that you were pretty sick!

I hope you're doing better! Got any new cool stuff you may release soon
or have you been too busy with the "other" world (<gasp>! OUTSIDE! THE SUN!
NOOOO!!) and your current projects.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: HyperIt! beta 0.5 ; My WWW page. Later: Cooltris 2.
Always happy to see new stuff coming!

2347. RS232 cable to Atari 8 bit joystick port

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-17 07:38:09 UTC
From: henry.chen@mgasoft.ersys.edmonton.ab.ca
Message-ID: <9503170413111155@mgasoft.ersys.edmonton.ab.ca>
Source record: 93504

The other day, someone listed a schematic for making a cable which connects from a standard IBM RS232 port to an Atari 8-bit joystick port. I captured the file, but then it got accidentally erased.

I would REALLY appreciate it if whoever it was could list this again. And do you need some sort of "TSR" (although this word wasn't yet in use at the time of the 8-bit) to run this kind of setup?

I also have well over 1000 programs in my closet of Atari 8-bit related programs. Are there any BBS's where one could still upload or download this kind of software?

2348. 800 - MSDOS

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-17 08:03:43 UTC
From: cmwagner@gate.net
Message-ID: <3kbfov$24o3@tequesta.gate.net>
Source record: 93488

For the person who wanted to get AtariWriter files to your PC then contact me. Maybe I can help you. I may not be able to convert the AtariWriter files to ascii text, because I am not at all familiar with AW, but I can get them to MSDOS using my interface box and e-mail the files to you.

And I am not even asking for money, will just do it because I am a nice guy.

--
cmwagner@gate.net http://www.gate.net/~cmwagner

2349. WANTED: Dealers for SwapMeet: Pacific NorthWest!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-17 09:50:49 UTC
From: bensmith@teleport.com
Message-ID: <3kbm1p$ekr@kelly.teleport.com>
Source record: 93489
Cross-posted to: alt.forsale,alt.satellite.tv.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.hp.misc,comp.sys.ibm.pc.hardware.misc,comp.sys.mac.wanted,comp.sys.misc,comp.sys.tandy,comp.sys.ti

The Next scheduled SwapMeet will occur on Monday, April 3rd at 7 PM.

WANTED: Dealers to sell at Upcoming Swap Meets. Dealerships sought
fall into such Categories as Computer Dealers, all kinds. All kinds of
Computer HardWare, SoftWare, Peripherals & Accessories for ALL Computer Makes
and Types.

Also Sought are Dealers in Video Gaming Equipment, such as Video Game
Consoles, Cartidges, Video Game CD Players and Video Game CDs. ALL Video Game
Makes and Types. ALL Video Game Consoles, Cartridges, CDs, Peripherals &
Accessories.

Also Wanted are Dealers in ALL Types of Electronics.

WANTED are Dealers in Ham Radio, CB Radio, Music CDs and other
Recorded Music. Stereo Equipment also Wanted.

Also Wanted are VCR's, Video Tapes (NO PIRATED MEDIA OF ANY KIND,
PLEASE!!), TVs and Satelite Gear.

This is an ALL Computers, Game Machine and Electronics Swap Meet!!

Small Businesses, and all Dealers Welcome and Wanted!!

NO PIRATED ITEMS PLEASE!! NO PIRATED ITEMS PLEASE!! NO PIRATED ITEMS PLEASE!!

NO ADMISSION CHARGE!!! PLENTY OF FREE PARKING!!! NO ADMISSION CHARGE!!!

TABLES $10! CALL FOR RESERVATIONS! REMAINING TABLES, FIRST COME, FIRST SERVE!

Swap Meet Location in Portland, Oregon. USA. At 1819 N.W. Everett St.
at the NorthWest Service Center On the First Monday of each Month.

To find out about more about the Swap Meet or Table Rentals.
Reply in E-Mail to bensmith@teleport.com.
Or Call Ben Anytime at (503)256-9974 (VOICE/VOICE MESSAGING).

Please Direct all replies to bensmith@teleport.com in E-Mail or Call
Ben Anytime at (503)256-9974.

The Next scheduled SwapMeet will occur on Monday, April 3rd at 7 PM.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

2350. ALL Computers & Electronics SwapMeet: Pacific NorthWest!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-17 10:01:53 UTC
From: bensmith@teleport.com
Message-ID: <3kbmmh$hi5@kelly.teleport.com>
Source record: 93490
Cross-posted to: alt.forsale,alt.satellite.tv.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.hp.misc,comp.sys.ibm.pc.hardware.misc,comp.sys.mac.wanted,comp.sys.misc,comp.sys.tandy,comp.sys.ti

The Next SwapMeet will occur on Monday, April 3rd at 7 PM.

ACE of America, an All Computers and Electronics User Group, with a special emphasis on Atari. At ACE Swap Meets you might find Atari, Apple, Macintosh, Commodore, Amiga, IBM & Clones, Nintendo, SNES, Sega Genesis, Jaguar, Game Boy, Game Gear and Lynx. You could also find the following items to go with your system, such as Printers, MoDeMs, Monitors, Hard Drives, Disk Drives, Power Supplies, MIDI Devices, Mice, Joysticks, CD Roms, Cables, supplies and Accessories.

ALL COMPUTERS, GAME MACHINES AND ELECTRONICS ARE WELCOME!!

ACE Is currently holding Monthly Swap Meets with an occasional Raffle. Monthly Swap Meets are Held on the First Monday of each Month from 7 PM. Swap Meets are Held at 1819 NW Everett at the NW Service Center 3 Blocks North of the corner of 18th and W Burnside in Portland, Oregon. USA! Table space is $10. Tables provided as long as they last. Show up early to get a good table, like 6:30 PM.

FREE ADMISSIONFREE ADMISSION**FREE ADMISSION**FREE ADMISSION**

PLENTY OF FREE PARKINGEVERYONE WELCOME**PLENTY OF FREE PARKING**

FOR ANY INFO INCLUDING RESERVING TABLES: CALL BEN AT (503)256-9974!!
THESE SWAP MEET SPONSORED BY ACE OF AMERICA!!

This Message is distributed throughout the Pacific NorthWest, everyone reading and their Brother is welcome to come and Attend!!

Please Direct all Replies to bensmith@teleport.com in E-Mail or call Ben anytime at (503)256-9974.

The Next SwapMeet will occur on Monday, April 3rd at 7 PM.

As Mr. T. would say, "Be their, Fool!".
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

2351. Re: Kennedy Approach

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-17 11:02:10 UTC
From: s480@ernie.icslab.agh.edu.pl
Message-ID: <3kbq7i$j3l@galaxy.uci.agh.edu.pl>
Source record: 93500

Jason Keane (jkeane@thorung.eeng.dcu.ie) wrote:

: /deleted/

: same letter. I tired flying them around in a circle but that doesn't seem
: to work! Anybody?

: Jason Keane

I played it many years ago. I don't have my 65XE anymore but
i remember that flying around in a circle is the right way to do it.
Perhaps you should alter the landing direction or flight altitude.

Jacek Schneider s480@icslab.agh.edu.pl

2352. Re: 800 - MSDOS

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-17 11:13:22 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <3kbqsiE4u8@uni-erlangen.de>
Source record: 93405

To transfer data from Atari 8bit to PC, you can use the commercial hardware+programm kit from PPP of Germany (about DM 100). If you are interested mail me for more information.

--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

2353. 8-bit wishlist & sale/trade items

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-17 12:06:50 UTC
From: richczeta@aol.com
Message-ID: <3kbu0q$meq@newsbf02.news.aol.com>
Source record: 93491

```
Atari 8-bit wishlist

Looking for 1 each of the following games, cartridge or disk,
preferably with original docs, for the 800/XL/XE. Titles with a
"?" I need info about what they are. Thanks!

800/XL/XE - must have docs!
------------
Beamrider ?
Blue Max - need docs!
Burgertime
Choplifter
Creepy Corridors ?
Crossbow
Crossfire ?
Dark Crystal
Frogger II
Gateway to Apshai
Gemstone Warrior
Gyruss
Kangaroo
Legionnaire ?
Mario Bros.
Marble Madness
Montezuma's Revenge ?
Moonsweeper
Moon Patrol
Mousetrap (Atari) (Coleco?)
Mr. Do!
Necromancer
Pac-Man Jr.
Phantasie I-II ?
Pharoah's Revenge ?
Phoenix - arcade
Pitfall II
Pole Position II - does this exist?
Q*Bert's Qubes!
Rescue on Fractalus
Serpentine ?
Spindizzy
Star Raiders II - cart version
Thunderfox ?
Time Pilot
Tutankham (PB)
Vanguard
```

Venture - arcade (Atari?)
Wizard of Wor
Xevious

Also any Tolkien based graphic Adv/RP games.
Good Astronomy/Planetarium program for Atari 8-bit that is
updatable & takes full advantage of the Atari's capabilities.

Atari 2600 - must include original docs! No late releases!

Atlantis - need docs!
Basic Programming - with overlay(s).
China Syndrome ?
Dark Chambers
Dragonfire
Encounter at L-5
Exocet ?
Frogger
Frogger II
Montezuma's Revenge
Moonsweeper
Mousetrap (Atari)
Mousetrap (Coleco)
Mr. Do!
Pengo
Secret Quest
Smurf
SwordQuest: Waterworld
Solaris - need docs!
Stellar Track
Tunnel Runner
Yar's Revenge
Zoo Fun ?
Any good Adv/RP games for 2600.
I also need a pair of "keyboard controllers".

For sale or trade:

Atari 600XL (rust spots on RF shield) w/64K x 4 RAM chips. Board mods
not yet made. Five damaged joysticks, 2 RF cables, SIO cable, 1050 drive
(won't format), Wico trackball, & missile command cart. No PS's
$25, best offer, or trade.

Atari 5200 2-port with 2 working controllers, power supply, cables,
and 16 cartridges. Also 2600 adapter for 5200. System is in excellent
condition. Will take best offer. I would prefer to sell everything in
one bundle, but I'd consider splitting it.

Here are the 16 5200 carts. Please note a few are somewhat rare.
All except Frogger II, Pole Position, and Soccer have docs.

Pitfall II

Mario Bros.
Vanguard
Q*Bert
Gyruss
Frogger
Frogger II
Joust
Ms. Pac-Man
Kangaroo
Pac-Man
Qix
Congo Bongo
Popeye
Realsports Soccer
Pole Position

7800 cartridges w/box & docs for sale/trade.

Commando
Mat Mania
Touchdown Football
One-on-One Basketball
Hat Trick

2600 cartridges w/box & docs for sale/trade.

Dig Dug
Kangaroo
Jungle Hunt
Ms. Pac-Man
Phoenix
Realsports Football
Super Football
Space Invaders

I have the following BOXES in mint/near mint condition. Free to anyone
who wants them (Just pay shipping).

800/XL/XE

Ballblazer
Gauntlet
Ghostbusters
Final Legacy
Millipede

7800

Asteroids
Ballblazer
Centipede
Dark Chambers

Donkey Kong
Galaga
Ikari Warriors
Jinks
Joust
Pole Position II
RealSports Baseball
Robotron 2084
Scrapyard Dog
Super Huey

2600

Battlezone
Galaxian
Gravitar
Defender II

If anyone has anything to offer, a sale reference, or trade, please email!
richczeta@aol.com

2354. FS: Classic Atari 8 Bit Books/Manuals/Docs!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-17 12:08:44 UTC
From: bensmith@teleport.com
Message-ID: <3kbu4c$jac@kelly.teleport.com>
Source record: 93492

I have the following computer books for sale, most are for the Atari 8-Bit line of computers.

Title; Author; Publisher; Description; Price

An Invitation to Programming 2:; Atari; SoftWare Manual for Writing Programs; .....$5.00 U.S.

Atari Basic; Bob Albrecht, LeRoy Finkel & Jerald R. Brown; John Wiley & Son Basic Reference/Minus front Cover; .....$3.00 U.S.

Atari Basic; Bob Albrecht, LeRoy Finkel & Jerald R. Brown; John Wiley & Son Basic Reference;.....$5.00 U.S.

Atari Basic Reference Guide; Atari; Quick Reference for Atari Basic.; .....$7.50 U.S.

Atari Microsoft Basic Instruction Manual; Atari; PhotoCopied and Bound Manual;.....$5.00 U.S.

Atari User's Guide; Mark Ellis, Robert Ellis & Larry Joel Goldstein; Brady Communicat Basic & Graphics for Atari 400/800/600XL/800XL/1200XL;..$5.00 U.S.

Basic Atari Basic; James S. Coan & Richard Kushner; Hayden Book Comp Atari Basic Book for the 400, 800 and the XL Computers;.....$5.00 U.S.

Bits, Bytes and Buzzwords; Mark Garetz; dilithium Press; Understanding Small Business Computers;.....$5.00 U.S.

COMPUTE!'S FIRST BOOK OF ATARI GRAPHICS; COMPUTE! Books; Games, Tutorials, Programs & Other Helpful Information!;.....$7.50 U.S.

Compute!'s Second Book of Atari;
Compute! Books;.....$7.50 U.S.

Compute!'s Third Book of Atari;
Compute! Books; Games, utilities,
tutorials, & other helpful info. XL
Compatible.....$7.50 U.S.

DOS 3; Atari; An Introduction to DOS 3;
.....$3.00 U.S.

Gemini-10X/15X Users Manual; Star
Micronics,; Manual for Gemini Printers;
.....$10.00 U.S.

HomePak; Russ Wetmore; Batteries Includ
Manual for HomePak;.....$5.00 U.S.

Inside Atari Basic; Bill Carris; Reston
Publishin A Fast, Fun and Friendly
Approach to the BASIC Language!;
.....$5.00 U.S.

Inside Atari DOS; COMPUTE! Books; DOS
2.0S Reference.;.....$5.00 U.S.

Introduction to Computers and Data
Processing Shelly & Cashman; Anaheim
Publishi Class Room Text Book, not
necessarily about Atari Computers;
.....$3.00 U.S.

Making it Count; Boeing Computer;
Student Manual/Introduction to
Computers & their Applications;
.....$3.00 U.S.

Mapping the Atari; Ian Chadwick;
COMPUTE! BOOKS; Comprehensive
sourcebook and memory guide for Atari
400/800;.....$7.50 U.S.

Music Construction Set; Will Harvey;
Electronic Arts; Just the Manual and
Reference Card;.....$5.00 U.S.

My First Alphabet; Atari; SoftWare
Reference;.....$3.00 U.S.

OS/A+; OSS; Manual for/Systems Software
for Apple and Atari Computers;
.....$5.00 U.S.

Paint; Alex Packer; Reston Publishin;
.....$3.00 U.S.

Program Design and Construction; David
A. Higgins; Prentice Hall In Book on
General Programming;.....$3.00 U.S.

The Home Accountant; Continental Soft
PhotoCopied and Bound Manual;
.....$5.00 U.S.

The Home Filing Manager Users Guide;
Atari; SoftWare Manual/Users Guide;
.....$5.00 U.S.

The Home Filing Manager Users Guide;
Atari; PhotoCopied and Bound Manual;
.....$3.00 U.S.

User's Handbook to the 400/800
Computers; Jeffrey R. Weber & Stephen
J. Sczcecinski; Weber System's I Atari
Handbook;.....$5.00 U.S.

Your Atari Computer; Lon Poole with
Martin McNiff & Steven Cook;
Osborne/McGraw-H Guide to Atari 400/800
Personal Computers/includes XL Series
Update;.....$5.00 U.S.

Leave E-Mail here to #55-Bravo Sierra
or on the internet to:
bensmith@teleport.com or call
(503)256-9974 anytime.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

2355. FS: Classic Atari HardWare!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-17 12:11:56 UTC
From: bensmith@teleport.com
Message-ID: <3kbuac$jcm@kelly.teleport.com>
Source record: 93493

```
ATARI 8-BIT HARDWARE FOR SALE:

PS=Power Supply.

NEC Color Monitor with Audio/Video/
In & Out RCA Jacks.........$100 U.S.

Comrex Composite Color Monitor w/
Audio/Video/In RCA Jacks....$75 U.S.

Atari 130xe, 128K
w/ Special PS & Manual.....$100 U.S.

Atari 130xe, 128K
w/PS & Manual..............$75 U.S.

Atari 800xl, 64K
w/ Special PS..............$75 U.S.

Atari 800xl, 64k
w/PS.......................$50 U.S.

Atari 800xl, 64k
w/o PS.....................$40 U.S.

Atari 800, 48K/52K/Impossible Chip
40/80 Column, w/o PS........$50 U.S.

Atari 800, 48K
w/o PS.....................$20 U.S.

Atari xf551 Disk Drive, DS/DD, New
w/Box, Manual, Dos, PS.....$175 U.S.

Atari xf551 Disk Drive, DS/DD, New
Drive Only, w/o PS.........$125 U.S.

Indus GT Disk Drive, SS/DD, 3X Speed
with DOS XL w/GT, All GT SoftWare &
Docs, SIO Cable, w/PS, Like New
Good for Hacking...........$75 U.S.

Atari 1050 Disk Drive, SS/DD, w/PS,
U.S. Doubler & SIO Cable....$75 U.S.

Atari 1050 Disk Drive, SS/ED, w/PS,
DOS, Manual & SIO Cable.....$70 U.S.
```

Atari 1050 Disk Drive, SS/ED, w/PS,
DOS, & SIO Cable.....$60 U.S.

Atari 1050 Disk Drive, SS/ED
w/o PS.....$50 U.S.

Atari 810 Happy Disk Drive, SS/SD
Excellent for Disk Copying. With/PS,
All Docs & Happy SoftWare...$60 U.S.

Atari 810 Disk Drive, SS/SD
w/PS.....$30 U.S.

Atari 1020 Plotter (Color Printer)
Direct Connect, w/o PS.....$25 U.S.

Atari 850 Interface
Lets your Atari use standard modems
and Printers, w/o PS.....$50 U.S.

Atari 850 Interface
With All Manuals & PS.....$75 U.S.

Supra Direct Connect SIO to Printer
Interface, No PS Needed.....$25 U.S.

MPP Direct Connect SIO to Printer
Interface, No PS Needed.....$25 U.S.

MPP-1100 Printer InterFace
No PS Needed, Plugs into Joystick
Port, as is.....$10 U.S.

Atari CX85 Numeric KeyPad
Plugs into Jostick Port.....$8 U.S.

Atari XM301 modem, 300bps
Direct Connect, needs no PS.$20 U.S.

Atari 1010 Program Recorder
Cassette Storage, w/o PS.....$5 U.S.

Atari 410 Program Recorder
Uses standard cassette tapes
w/Built In PS.....$5 U.S.

JoySticks, makes/models
E-Mail or Call Voice for more info.
Starting at only .....$5 U.S.

All interested Parties Reply in
E-Mail at the Following Address:

bensmith@teleport.com

Or call (503)256-9974 anytime! Call
For Faster Service!

--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

2356. FS: Classic Atari SoftWare!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-17 12:15:10 UTC
From: bensmith@teleport.com
Message-ID: <3kbuge$jf6@kelly.teleport.com>
Source record: 93494

ATARI 8-BIT SOFTWARE FOR SALE:

130xe Art Show
Disk.....$5.00 U.S.

An Invitation to Programming 1:, Atari
Cassette, Box & Docs.....$5.00 U.S.

An Invitation to Programming 3:, Atari
Cassette, Box & Docs.....$5.00 U.S.

Analog Issue 57, Aug. '87
Disk.....$5.00 U.S.

Analog Issue 64, Sept. '88
.....$5.00 U.S.

Antic Vol. 3 #10
Finance Issue
Disk.....$5.00 U.S.

Antic Vol. 4 #7
New Communications
Disk.....$5.00 U.S.

Antic Vol. 5 #6
Hard Disks, Education
Disk.....$5.00 U.S.

Antic June, 1988 Vol.7 #2
Disk.....$5.00 U.S.

Atari Mini Film Festival
Disk.....$5.00 U.S.

Basic, Atari
Cart.....$5.00 U.S.

Basic A+ (with OS/A+), OSS
Disk, & Docs.....$10.00 U.S.

Battle of Antietam, SSI
Disk, Box, & Docs.....$20.00 U.S.

Carrier Force, SSI
Disk, Box, & Docs.....$20.00 U.S.

Centipede, Atari
Cart.....$5.00 U.S.

Clear for Action, Avalon Hill
Disk, Box, & Docs.....$20.00 U.S.

Colonial Conquest, SSI
Disk, Box, & Docs.....$20.00 U.S.

Computer Ambush, SSI
Disk, Box, & Docs.....$20.00 U.S.

Computer Quarterback, SSI
Disk, Box, & Docs.....$10.00 U.S.

Conversational Spanish, Atari
Cass, Box & Docs. Complete..$5.00 U.S.

Deadline, Infocom
Disk.....$5.00 U.S.

Deadline, Infocom
Disk, Box, Maps, & Docs....$20.00 U.S.

Desk Top Video April 88, Antic
Disk.....$5.00 U.S.

Dog Daze, APX
Cassette, Box, & Docs.....$5.00 U.S.

Encounter, Synapse
Disk.....$5.00 U.S.

Financial Asset Management System, APX
Disk, Box, & Docs.....$10.00 U.S.

Flight Simulator II, Sublogic
Disk, Box, Maps, & Docs....$20.00 U.S.

Forbidden Forest, Cosmi
Atari/C64
Disk, Box, & Docs.....$10.00 U.S.

FujiBoink, Atari???
Disk.....$5.00 U.S.

Gettysburg - The Turning Point
SSI
Disk, Box, & Docs.....$20.00 U.S.

Gorf, Roklan
Cart, Box, & Docs.....$5.00 U.S.

Hacker, Activision
Disk & Box.....$5.00 U.S.

Humpty Dumpty & Jack and Jill
Thorne EMI Video
Cassette, Box, & Docs.....$5.00 U.S.

Infidel, Infocom
Disk.....$5.00 U.S.

Juggles' House, Atari
Cassette, Box, & Docs.....$5.00 U.S.

Kampfgruppe, SSI
Disk, Box, & Docs.....$20.00 U.S.

Knights of the Desert, SSI
Apple/Atari/ TRS-80
Cass, Disk, Box, & Docs....$20.00 U.S.

Legionnaire, Avalon Hill
Disk, Cass, Box, & Docs....$20.00 U.S.

Lone Wolf Special Ramdisk Disk
Disk.....$5.00 U.S.

Lords of Conquest, Electronic Arts
Disk, Box, & Docs.....$10.00 U.S.

Match Racer, Gebelli
Disk & Reference.....$5.00 U.S.

Math Blaster! Davidson
Atari/Commodore 64/128
Disk, Box, & Docs.....$5.00 U.S.

Mech Brigade, SSI
Disk, Box, & Docs.....$20.00 U.S.

Memory Mania & Maxwell's Demon, Gentry
Disk.....$5.00 U.S.

Missile Command, Atari
Cart.....$5.00 U.S.

Nam, SSI
Disk, Box, & Docs.....$15.00 U.S.

Operation Market Garden, SSI
Disk, Box, & Docs.....$20.00 U.S.

PAC Utility Disk #3
Disk.....$5.00 U.S.

Pac-Man, Atari
Cart.....$5.00 U.S.

Paris in Danger, Avalon Hill
Disk, Box, & Docs.....$20.00 U.S.

Pilot, with "Turtle Graphics", Atari
Programming Language: Pocket Reference
Users Guide, Teachers Primer, Student
Guide, Cart, Cass.....$10.00 U.S.

BC002 PrintShop Picture Printer
Disk.....$5.00 U.S.

Rails West!, SSI
Disk, Box, & Docs.....$20.00 U.S.

Reforger '88, SSI, Apple/Atari
Disk & Docs.....$10.00 U.S.

Rescue at Rigel, Atari
Disk.....$5.00 U.S.

Shamus, Synapse Software
Disk.....$5.00 U.S.

Space Eggs, Sirius Software
Disk.....$5.00 U.S.

Space Journey, Roklan
Cart, Box, & Docs.....$5.00 U.S.

Spider-Man, Green Valley Publishing
Disk.....$5.00 U.S.

Star Fleet I, Cygnus
Disk, Refer, Box, & Docs...$20.00 U.S.

Star Raiders, Atari
Cart.....$5.00 U.S.

Star Trek, Sega
Cart, Overlay, Box & Docs..$10.00 U.S.

Stock Charting, Atari
Disk, Box & Docs.....$10.00 U.S.

Stratos, Adventure International
Disk, Box, & Docs.....$10.00 U.S.

Syn Calc, Synapse
Disk, Box, & Docs.....$20.00 U.S.

TAC - Tactical Armor Command
Avalon Hill
Disk, Box, Docs.....$20.00 U.S.

TeleLink 1, Atari
Cart, Docs.....$10.00 U.S.

Telengard, Avalon Hill w/Docs
Cas/TRS-80/Comm64/Pet2001
Disk, Cassette, Box.....$20.00 U.S.

Temple of Apshai, Epyx
Disk, Box, & Docs.....$15.00 U.S.

Threshold, On Line Systems
Disk.....$5.00 U.S.

Tigers in the Snow, SSI
Apple/Atari, Disk, Docs....$15.00 U.S.

Tink! Tonk! Tuk Goes to Town, Sprout
Disk, Docs.....$5.00 U.S.

Top Gunner Collection, Microprose
Disk, Box, & Docs.....$15.00 U.S.

U.S.A.A.F., SSI
Disk, Box, & Docs.....$20.00 U.S.

Ulysses, Sierra On Line
Disk.....$5.00 U.S.

PD012 Super Utilities #3
Disk.....$5.00 U.S.

VC, Avalon Hill
Disk, Box, & Docs.....$15.00 U.S.

VisiCalc, VisiCorp, Disk, References
Box, & Docs.....$20.00 U.S.

Wayout, Sirius Software
Disk.....$5.00 U.S.

War, Adventure International
Disk.....$5.00 U.S.

War in Russia, SSI
Disk, Box, & Docs.....$20.00 U.S.

Warship, SSI
Disk, Box, & Docs.....$20.00 U.S.

Zork I, Infocom
Disk.....$5.00 U.S.

All interested Parties Reply in
E-Mail at the Following Address:

bensmith@teleport.com

Or call (503)256-9974 anytime!
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--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

2357. Re: FS: Classic Atari HardWare!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-17 13:13:49 UTC
From: cmwagner@gate.net
Message-ID: <3kc1ud$1foe@tequesta.gate.net>
Source record: 93495

Have you ever wondered why none of your stuff sells here? Have you looked at the prices lately? Do you really think this stuff is hard to find and is worth $175.00 for a XF551, or maybe a 130XE really is worth $100, they barely got that when they were new.

Get a clue. I really get offended by you trying to rob people.

--
cmwagner@gate.net http://www.gate.net/~cmwagner

2358. Atari 8-bit Tech Notes

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-17 13:56:48 UTC
From: lamcw@aston.ac.uk
Message-ID: <D5L82o.A3M@aston.ac.uk>
Source record: 93496

Hello,

I am considering writing an Atari 400/800 emulator for the Apple Mac.

I have already written a 6502 emulator (which mimics the BBC Micro and is called 'MacBeebEm').

I used to use the Atari 8 bitters alot when I was a teenager and programmed them with the help of the Technical Notes (big reference manuals) and De Re Atari.

If you can help this project by supplying ROM images of the OS and Basic, text files of the tech notes or just general advice, I would be very grateful.

Chris Lam,
Aston University,
U.K.

2359. Classic 8-bit conversions to new consoles

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-17 14:28:11 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <2B03627D0@east-01.novell.leeds.ac.uk>
Source record: 93497

Yes, Archer Maclean did write the original Dropzone, although I've no idea whether or not he wrote the Ninetendo version(s). I saw a mini documentary type program on him a year or two ago, he lives in a huge house/mansion with swimming pool etc and a red Ferrari sat in the drive way! I think its safe to assume he had made quite a bit of cash from his programming skills! Apparently one of his most successful titles was Jimmy Whites Snooker, this was written for the Am**a and PCs (I think) and had a table level prospective. It really did look pretty good.

Another classic game available on the 8-bits, Pitfall, has also recently made it onto the consoles, (SNES I think, but it could be a Sega (Megadrive!)). There is a secret entrance, if you find this you will be able to play an exact replica of the original Atari 2600 version of the game, including the original blocky graphics and beeping sound effects. They say immitation is the best form of flattery. They did change the name a little, its now called Pitfall, The Myan Adventure - I hope I've spelled Myan right!
I have the 8-bit versions of Pitfall and Pitfall 2 however both are on cartridge, both work fine on an XL, (I don't want to sell them) and I've never seen them available on tape or disk.

Richard Gore
chmrig@leeds.ac.uk

2360. Re: Another 400 question

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-17 14:34:34 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <mcurrent.795450783@blue.weeg.uiowa.edu>
Source record: 93498

rogtha@delphi.com writes:

>What modems can be connected to an Atari 400 without the Atari 850 Interface
>Module?

Direct-connect Atari -brand modems are, the 835, 1030, XM301, and SX212.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

2361. Classic 8-bit conversions to new consoles

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-17 15:25:49 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3kc9lt$sh7@crchh327.bnr.ca>
Source record: 93499

Richard Gore
chmrig@leeds.ac.uk wrote:

> Another classic game available on the 8-bits, Pitfall, has also
> recently made it onto the consoles, (SNES I think, but it could be
> a Sega (Megadrive!)). There is a secret entrance, if you find this
> you will be able to play an exact replica of the original Atari
> 2600 version of the game, including the original blocky graphics
> and beeping sound effects. They say immitation is the best form of
> flattery. They did change the name a little, its now called
> Pitfall, The Myan Adventure - I hope I've spelled Myan right!
> I have the 8-bit versions of Pitfall and Pitfall 2 however both are
> on cartridge, both work fine on an XL, (I don't want to sell them)

>>>>>>>>>> and I've never seen them available on tape or disk.

Well, I had those games on tape (TURBO format - it took 40 secs to load)
and I could copy it onto DD with a copy program I had as well.

Vladimir
vjancare@magi.com

2362. Re: CX85 Keypad

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-17 18:56:39 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3kcm17$1342@hearst.cac.psu.edu>
Source record: 93501

Glenn Saunders (krishna@primenet.com) wrote:

: Yeah, but I was planning on doing it to a 1200XL. That's the problem,
: though, because the jumperpoints would be different on a 1200XL from a
: standard XL/XE... These hack files usually don't address all machines.

Hmm.. I know they listed the differences between the XL and XE
connectors. Is the 1200XL and the 800 keyboard pinouts the same?
I can't remember right now, and the article is burried in the attic
BUT I will remember to dig it out again..

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---
"The sky was Black and Lyon when I found the Magdalene, she was paralysed
in a streetlight she refused to give her name. She wore a ring of violent
bruises they were pinned upon her arm, two hundred francs for sanctuary and
she led me by the hand to a room of dancing shadows where all the heartache
disappears and from the glowing tongues of candles I heard her whisper in
my ear `J'entend ton coeur.' I can hear your heart." - Marillion

2363. Xfering tapes to disk.. q?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-17 19:06:27 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3kcmjj$1342@hearst.cac.psu.edu>
Source record: 93502

I want to transfer some of my old binary tape games to disk.
I have done this for a good portion of them, with most of the publicly
available transfer programs. However!!!! There are still some
boot tapes that I can't convert to disk because DOS takes up too
much memory. I am trying VERY HARD to get Protector2 from tape
to disk but nothing around can do it without crashing.

Anybody got a copy of the Cassette Operating System? or anything
that might work ... anything up at atari.archive?

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---
"The sky was Black and Lyon when I found the Magdalene, she was paralysed
in a streetlight she refused to give her name. She wore a ring of violent
bruises they were pinned upon her arm, two hundred francs for sanctuary and
she led me by the hand to a room of dancing shadows where all the heartache
disappears and from the glowing tongues of candles I heard her whisper in
my ear `J'entend ton coeur.' I can hear your heart." - Marillion

2364. Xfering tapes to disk.. q?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-17 19:28:42 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3kcnta$1nt@crchh327.bnr.ca>
Source record: 93503

heller@akh104.rh.psu.edu (Andrew K. Heller) wrote:
>
>
> I want to transfer some of my old binary tape games to disk.
> I have done this for a good portion of them, with most of the publicly
> available transfer programs. However!!!! There are still some
> boot tapes that I can't convert to disk because DOS takes up too
> much memory. I am trying VERY HARD to get Protector2 from tape
> to disk but nothing around can do it without crashing.
>
> Anybody got a copy of the Cassette Operating System? or anything
> that might work ... anything up at atari.archive?
>
> --
> Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
> --

Well, I might be able to help you. What kind of tape deck do you have?
If you have original by Atari and no TURBO, it's going to be hard but
when I had my XE, I used to have many tape copy programs which copied
tape-->disk, tape-->tape, disk-->tape in normal or TURBO.
If you won't find it anywhere else I can get it for you but it will take
2-3 weeks.

Vladimir
vjancare@magi.com

2365. Re: FS: Classic Atari HardWare!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-17 20:07:59 UTC
From: rob@wc.cdrom.com
Message-ID: <3kcq6v$hc0@reason.cdrom.com>
Source record: 93406

Benjamin Smith (bensmith@teleport.com) wrote:

: ATARI 8-BIT HARDWARE FOR SALE:

Anybody who buys this stuff is an idiot. The prices are insane. I just paid $100 for an Omnimon 800XL AND a Happy 1050. A few months ago, I sold a few 800XL's I didn't need for $35 ea, and 1050's for $50 ea.

Rob

2366. Ultraspeed format in DOS 2.5?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-17 20:09:03 UTC
From: rob@wc.cdrom.com
Message-ID: <3kcq8v$hc0@reason.cdrom.com>
Source record: 93407

What is a good way to format Atari DOS 2.5-compatible disks (1050 density) in Ultraspeed format?

I'm reorganized all my binary games disks, and most need DOS 2.5 to work right, so I'm limited to 1050 density.

Ideas?

Rob

2367. Atari 800 computer equipment

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-17 21:53:51 UTC
From: kirk@ix.netcom.com
Message-ID: <3kd0df$apl@ixnews2.ix.netcom.com>
Source record: 93408
Cross-posted to: comp.sys.atari.8bit,dfw.forsale,tx.forsale,misc.forsale

I�d like to clear out all my Atari 8-bit stuff, just because I never use it anymore. I�d like to sell it as a package, but will break it up if I have to. Everything works perfectly unless specified otherwise.

Here�s what I have:

Atari 800 48K
Atari 800 48K that doesn�t work right. (I bought it for parts, but I think the only problem with it is in the memory cards)
Atari 800XL 64K
Commodore 1702 color monitor
ATR-8000 disk drive & printer interface w/64K buffer
Atari 810 disk drive
1 double density dumb drive (use w/ATR-8000)
1 double density dumb drive like above, w/broken door. Usable.
Joysticks
Paddles
Cables to hook all that stuff together
Bunch o� cartridges and diskettes with games & stuff

How about all this for $100.00 OBO? If you�re in the Dallas/Fort Worth area you can come by and pick it up, otherwise add shipping charges.

--

Kirk Lipscomb kirk@ix.netcom.com
Bedford, Texas

2368. Video Art Cart. (WANTED)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-18 00:06:30 UTC
From: Owen Dulmage <zalkind@access1.digex.net>
Message-ID: <Pine.SUN.3.91.950317190222.292A-100000@access1.digex.net>
Source record: 93409

It must have been around 15 years ago that I saw a cartridge for
the Atari 800 called (I think) Video Art. It was immensely hip. What it
did was draw all these cool color graphics on the screen in realtime. You
could either control it with the joystick or just let it go.

That was a cool cartridge! Does anyone have one that they don't
want and would sell? I'm dying to get one!

You can e-mail me at the above address.

Thanks,
Owen

2369. Re: Xfering tapes to disk.. q?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-18 00:28:27 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Mar17.192503.20897@wariat.UUCP>
Source record: 93410

(A. Heller talks about transferfing boot tapes to disk.)
There could be a number of problems with making disk load files from
cassette boot tapes. BUT, if memory conflicts with DOS are the problem,
Have you tried one of the 'Menu Maker' programs that justs puts a small
loader in memory, no DOS, and then you boot and choose a letter from
the menu? You know what I'm talking about? The 'Menu Maker' program
just puts a very small loader program someplace low or non-conflicting
in memory. It is generally used to make a games disk with several games
that then load from a a, b, c, d, e choice menu.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

2370. Re: FS: Classic Atari HardWare!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-18 03:41:56 UTC
From: ttan@inetnebr.com
Message-ID: <3kdkq4$c9r@legba.synergy.net>
Source record: 93411

In article <3kcq6v$hc0@reason.cdrom.com>, rob@wc.cdrom.com (Robert Glover) says:
>
>Benjamin Smith (bensmith@teleport.com) wrote:
>
>: ATARI 8-BIT HARDWARE FOR SALE:
>
>Anybody who buys this stuff is an idiot. The prices are insane. I just
>paid $100 for an Omnimon 800XL AND a Happy 1050. A few months ago, I sold
>a few 800XL's I didn't need for $35 ea, and 1050's for $50 ea.
>
>Rob
>
Wish I knew where I could either get working Ataris or get my nonwroking 800 and 800 XL repaired, but then, I'd need to get floppy drives for them
Roy

2371. Atari - past and present questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-18 03:46:48 UTC
From: rogtha@delphi.com
Message-ID: <Jkw7WNQ.rogtha@delphi.com>
Source record: 93419

Why did they discontinue the 830, and why did the 410 have loading errors?
Also, is it true that Atari is now making IBM-compatibles?

2372. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-18 05:07:45 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3kdpr1$mn2@lastactionhero.rs.itd.umich.edu>
Source record: 93412
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r----- lenn 24386 Mar 17 16:56 ./8bit/Demos/gtrack2c.dcm
-rw-r----- lenn 24386 Mar 17 16:56 ./8bit/Demos/gtrack2d.dcm
-rw-r----- lenn 22848 Mar 17 16:56 ./8bit/Demos/gtrack2e.dcm
-rw------- lenn 2293 Mar 17 16:54 ./8bit/Demos/gtracker.txt
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

2373. Re: A Trip Down Memory Lane--CGW, 1982-8

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-18 06:14:22 UTC
From: bjcorr@delphi.com
Message-ID: <9503180108591.DLITE.bjcorr@delphi.com>
Source record: 93420

>I managed to dig some old back issues of Computer Gaming World out of a box
>in my closet the other day. Damn, there are some memories in there.
>
>Most of the back issues are in the 1982-1986 era; there were really some
>memories up to around 1984 (when *everything* became Apple [grumble]).
>
>One of the issues in early '83, in fact, had a review of M.U.L.E. in it.
>In fact, it had articles written by Dan Bunten before that game was even
>released. There was a special Atari column with each bi-monthly issue,
>and you could find ads which sold cartridge games for $40.
>
>Anyone remember Time Zone, the huge (for its time) Sierra On-Line effort?
>There's an ad for that one--suggested retail price $99.
>
>One of the most interesting nostalgic pieces was a couple of pages which
>listed all the major releases of 1982. From A.E. to Zork III, they were
>all there, about 140 of them.
>
>I feel like I'm 18 again. :)
>
>--
>* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
Anyone ever play Time Zone? What did you think of it?
bjcorr@delphi.com

2374. Re: Atari - past and present questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-18 06:14:38 UTC
From: bjcorr@delphi.com
Message-ID: <9503180108592.DLITE.bjcorr@delphi.com>
Source record: 93421

>Why did they discontinue the 830, and why did the 410 have loading errors?
>Also, is it true that Atari is now making IBM-compatibles?
>
410's had problemns with loading reliably that can be cured (or at least greatly reduced) by the replacement of a couple of transistors of 10% tolerance with ones of 1% tolerance. The resistors are r15 (240k, 1/2watt) and r14 (330k, 1/4 watt), part of the feedback loopof the two active filters. It is also reccomended to replace the other resistors in the filters (r10, r11, r12 and r13) in the same fashion.
But who cares? We all use Disk Drives these days anyhow, right?

And no, Atari is not now making PC Clones, but they once did! Made 2 models as I recall. Anyone got one of these abominations?
bjcorr@delphi.com

2375. Have you seen these?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-18 06:14:57 UTC
From: bjcorr@delphi.com
Message-ID: <9503180108593.DLITE.bjcorr@delphi.com>
Source record: 93422

I got down my old collection of magazines last night and started thumbing through them and saw a lot of things I have NEVER seen. Being the curious type, I thought I would post a list to see if any of you have seen/used these goodies, tell me what you thought of them, were they junk or the real deal.
I'll limit myself to hardware items that I haven't seen mentioned on CSA8 as being in common use. Please forgive me if any of these are common and I should have seen one if I wasn't blind and stupid. Here goes;

Convox Voice master - Voice recognition module
the Ace 80 column cart
Midi Mate - Hybrid Arts (software for it was called Midi Tracker II)
the Plato Cartridge (the Learning Phone, remember?) by Atari
the ATR 8500 (not the famous ATR 8000) by SWP
the Rat - an 8-bit mouse, by Zobian-Controls
Persistant Ram Cart (?) by Intra-Tech Comp. Prod. , 16k & 32K
Stylewriter - Carolina Engineering Tech., a sort of Daisy Dot III HW interface! Worked with Epson compatables.
Joytyper detachable keyboard - Microtronics - for the 400
1 meg ramboard for the 800 - Eclipse (of top dos 1.5 fame?)
the Supra HD and interface for the PBI equiped XL's
the Supra Micronet - psuedo networking device
256 to 1 meg ramcarts - Canoe Computing (same as Magna ramcart? I would love to see one of these!)
ACS - Pacemark, allows multiple computers to use the same printer - NOT a switchbox, it acts as a spooler for all connected computers.)
810 Fast Chip - Binary Comp. Soft., a sort of US Doubler for the 810
Commander 2400 Detachable Keyboard - RCE
Voice Box & Voice Box II - Alien Group
EPROM BURNERS
Convologic Bytewriter
Duplicating Tech. Eprom Burner
Proburner - ?
My First Computer - ?, a keyboard and 8K for the 2600 VCS!!!!
Versawriter - Versaware, a graphics tablet.
Austin 80 col. board - 80 columns in RGB color for the 800!
XL/XE Boss II OS - Allen Macroware, replacement OS

There were others, maybe I'll do another list later.
bjcorr@delphi.com

2376. Re-re-re-reposts

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-18 08:52:34 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ke70i$p2u@nic-nac.CSU.net>
Source record: 93415

This is annoying!

Every other time I go to read news I find new mesgs on comp.sys.atari.8bit
but they're all re-posted copies of previous messages!

The list Ben Corr listed and Itay's comment "I hope you were using a
reference" and Ben's response "my taken-apart 600XL" I've all seen at
least 2 or 3 times in the past few days!

Is it just MY news-server going nuts or are anyone of the rest of you
getting this repetitive repetative repetetive stuff?

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: HyperIt! beta 0.5 ; My WWW page. Later: Cooltris 2.

2377. no subject (file transmission)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-18 08:55:21 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9503180855.AA02499@zippy.sonoma.EDU>
Source record: 93413

```
Newsgroups: comp.sys.atari.8bit
Subject: Re-re-re-reposts
Summary:
Expires:
Sender:
Followup-To:
Distribution:
Organization: Sonoma State University, Rohnert Park, Ca.
Keywords:
Cc:

This is annoying!

Every other time I go to read news I find new mesgs on comp.sys.atari.8bit
but they're all re-posted copies of previous messages!

The list Ben Corr listed and Itay's comment "I hope you were using a
reference" and Ben's response "my taken-apart 600XL" I've all seen at
least 2 or 3 times in the past few days!

Is it just MY news-server going nuts or are anyone of the rest of you
getting this repetitive repetative repetetive stuff?

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: HyperIt! beta 0.5 ; My WWW page. Later: Cooltris 2.
```

2378. OMNICOM help please!!????

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-18 09:41:57 UTC
From: ebgevza@oak.grove.iup.edu
Message-ID: <3ke9t5$fnb@jake.esu.edu>
Source record: 93414

I have Obtained SX212a.arc
I have it up and running now, and with this I can Now use My
kermit program for the atari to up/down load to/from my mainframe
this opens up a whole new world to my atari as I can now get
items from/to ftp sites.
Kermit though is only 40 columns, and as my mainframe, as Most I
would guess, is 80 columns, it make reading the screen hard to
say the least. I really want to get OMNICOM
up and running to combine the best of both worlds.
80 columns plus the Kermit upload/download protocol I crave.
HOWEVER, after getting the Omnicom.arc file from Umich
and unarcing it, I find it is MISSING a file????
omnicom.obj???
This file is not with the arc file. I need to be able
to attach my sx212a.arc file to it.....I believe the
sx212a.arc file turned into something like sx212.com
But it is a handler..I need to attach it to the omnicom.obj file
and run it, then run the omnicom.com program.
this sound right to anyone???
Any1 have the omnicom.obj, or know where I can get an UNMODIFIED
copy of it, Unless your using a SX212 atari direct-contact modem
A modified omnicom.obj file won't do me much good.
Thanks for any info you may have in helping me locate it.
---DISK DOCTOR!!!

2379. Re: FS: Classic Atari HardWare!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-18 10:56:12 UTC
From: cmwagner@gate.net
Message-ID: <3kee8c$1tf8@tequesta.gate.net>
Source record: 93416

Robert Glover <rob@wc.cdrom.com> wrote:
: Benjamin Smith (bensmith@teleport.com) wrote:
: Anybody who buys this stuff is an idiot. The prices are insane. I just
: paid $100 for an Omnimon 800XL AND a Happy 1050. A few months ago, I sold
: a few 800XL's I didn't need for $35 ea, and 1050's for $50 ea.

The guy is sick, he asks for people to give him the stuff and turns around and sells it for $75 a whack. Perhaps you saw his message posted in other newsgroups, I know a copy was forward here by a reader of this newsgroup. These machines shouldn't be donated to such a slime ball, atleast donate them to someone who could actually use them and wouldn't sell them, like a poor family. We all know Benjamin Smith will do with this equipment that he gets for nothing, turn around and try and sell it for $75 or more.

--
cmwagner@gate.net http://www.gate.net/~cmwagner

2380. Re: Classic 8-bit conversions to new consoles

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-18 11:02:37 UTC
From: cmwagner@gate.net
Message-ID: <3keekd$1tf8@tequesta.gate.net>
Source record: 93417

R. GORE <CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK> wrote:
: Another classic game available on the 8-bits, Pitfall, has also
: recently made it onto the consoles, (SNES I think, but it could be
: a Sega (Megadrive!)). There is a secret entrance, if you find this

It is, as I recall, on both Super Nintendo and Sega Genesis, and for
Sega the code is something like pressing 'A' 26 times and then start
at the title, forgot already. It is definately the same as Pitfall.

: flattery. They did change the name a little, its now called
: Pitfall, The Myan Adventure - I hope I've spelled Myan right!

Pitfall always had this "sequel" naming convention, the first was called
Pitfall: Harry's Jungle Adventure, the second was Pitfall II: Lost Caverns,
and the latest is Pitfall: The Mayan Adventure.

: I have the 8-bit versions of Pitfall and Pitfall 2 however both are
: on cartridge, both work fine on an XL, (I don't want to sell them)
: and I've never seen them available on tape or disk.

Me either, I have both 2600 versions, and boy are they tough to get up
and running. (like a dirty Nintendo cartridge, a big headache).

--
cmwagner@gate.net http://www.gate.net/~cmwagner

2381. Help with TurboBasic for the 800!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-18 11:36:00 UTC
From: lew.brooks@cshapiro.uucp.netcom.com
Message-ID: <522.238.uupcb@cshapiro.uucp.netcom.com>
Source record: 93442

```
HELP -HELP - HELP!
TURBO BASIC for the 800!
:
I am having problems accessing/using the TurboBasic program & docs
for the 800 that is in the Atari files library from Genie.
:
I downloaded the following files from the Atari library:
#5797 TR800A.ARC and #5798 TR800B.ARC.
Both files were received with no problems. Because they have an
.ARC extension I then deARCed both files with again no problems.
The results were TB14.DCM and TB14DOC.DCM.
I then used DSKCOM32.OBJ to again unCOMPACT them and I got one file
from TB14 that I guess is the TurboBasic program and a file that
contains the docs from TB14DOC.DCM. I am unable to read the docs since
they are not in text form. I tried to access them with a Atari Writer.
I also tried "Entering" them and "Loading" and "Running" them
(Of course I didn't expect that to do any good -
but I wanted to try it all). I also can't seem to get the TurboBasic
installed with or without a cartridge in place using the various
load / run / dos L / autorun.sys etc... I need help!
Please tell me what I gotta do!

----
ABSOLUT(e)LY TEMPORARY BBS PCBoard 15.21 OS/2 WARP 2 Lines
Las Vegas, NV, USA Public Line: (702) 254-8601 USR DS 14.4K V.32/HST
- Official BBS of the Las Vegas OS/2 User Group (lvos2ug@at.com)
```

2382. Terminator II

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-18 13:13:13 UTC
From: rogtha@delphi.com
Message-ID: <Rmz4GPZ.rogtha@delphi.com>
Source record: 93423

What is that tiny Atari computer in Terminator II? Just curious.

2383. Re: FS: Classic Atari SoftWare!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-18 13:42:43 UTC
From: rlcolli@ibm.net
Message-ID: <JDkQIGxOQgJ8075yn@ibm.net>
Source record: 93418

```
In article <3kbuge$jf6@kelly.teleport.com>,
bensmith@teleport.com (Benjamin Smith) wrote:
> ATARI 8-BIT SOFTWARE FOR SALE:
>
>FujiBoink, Atari???
>Disk.....................$5.00 U.S.
>

Isn't this a demo that is freely available?

===============================================================================
R y a n 'G o z a r' C o l l i n s
-------------------------------------------------------------------------------
"If you don't try to live in the future, then you're stuck | rlcolli@ibm.net
living in the present" -----------------

"What if you're an Athiest who hates sex?" - Question asked in an Education
class on teaching Abstinence in the schools.
//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\
===============================================================================
```

2384. Re: Re-re-re-reposts

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-18 18:28:23 UTC
From: jvogel@crl.com
Message-ID: <3kf8o7$7gf@crl4.crl.com>
Source record: 93424

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: This is annoying!

: Every other time I go to read news I find new mesgs on comp.sys.atari.8bit
: but they're all re-posted copies of previous messages!

: Is it just MY news-server going nuts or are anyone of the rest of you
: getting this repetitive repetative repetetive stuff?

If you can't already tell by now, it isn't just your news server. The
above message was repeated too, as well probably this reply.

John
jvogel@crl.com

2385. Re: FS: Classic Atari HardWare!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-18 18:38:03 UTC
From: ziggy29@rahul.net
Message-ID: <3kf9ab$8v7@hustle.rahul.net>
Source record: 93425

Chad Wagner (cmwagner@gate.net) wrote:
: Robert Glover <rob@wc.cdrom.com> wrote:
: : Benjamin Smith (bensmith@teleport.com) wrote:
: : Anybody who buys this stuff is an idiot. The prices are insane. I just
: : paid $100 for an Omnimon 800XL AND a Happy 1050. A few months ago, I sold
: : a few 800XL's I didn't need for $35 ea, and 1050's for $50 ea.

: The guy is sick, he asks for people to give him the stuff and turns around
: and sells it for $75 a whack. Perhaps you saw his message posted in
: other newsgroups, I know a copy was forward here by a reader of this
: newsgroup. These machines shouldn't be donated to such a slime ball,

Tim chokes on his Saturday morning coffee

So *he* is the one who was soliciting donations of equipment? I *am*
going to be ill.

I hope most of the people on c.s.a.8 are not this stupid, to either
donate equipment to this guy or buy the stuff. Nothing wrong with
donating equipment to a worthy cause, either to a school or to another
dirt-poor budding 8-bitter to get them into the world of 8-bit users,
but this? Bleah.

I'm going to go through his notes and point out where better deals can
be found...just in case anyone is considering buying any of the stuff.
(I speak mostly of lurkers; regular contributors wouldn't touch any of this
stuff, because of the asking price *and* the business practices.)

The COMPUTE! books at $7.50 each? HA!!! American Technavision is having
a 5-for-$15 sale, including the 1st and 3rd Books of Atari and the
2nd Book of Atari Graphics.

BASIC and Star Raiders for $5...with no documentation? You slay me.
Even *with* dox, these two carts--the equivalent of Combat and Pac-Man
in the 2600 world--are worth maybe two bucks. Again, American
Technavision has basic for $4 and Star Raiders for $2.50 (with dox, I
would assume).

I've accumulated maybe $250 worth of 8-bit stuff in the last month,
which includes:

One 800 XL, one 800 and one 400--the 800 and 800XL like new, with
all documentation for the 800;
Three 1050 disk drives with box and documentation for two;
Four 1010 program recorders;
One 1025 and one 1027 printer with all documentation;
Cables and power supplies for almost all of the above equipment;

about 50 software titles, all but a handful of cartridges with
box and documentation;
several books and magazines.

What would that cost me with the aforementioned ripoff?

Ouch. I hope P.T. Barnum wasn't right.

Just a thought...has anyone considered donating "marked" equipment--perhaps
with a distinguishing mark *inside* the equipment case--and then buying it
and seeing if you got your own equipment back? Try getting the part
about "donating to charity" in writing. Then if you got your own stuff
back, pursuing fraud charges with the relevant authorities?

If I had equipment, money and time to burn, I'd do it...

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Programmer/Analyst/Dino Jockey/ * GCS: !h s:+ !g au+ w+ C++$ v++ w+ U N++
* Husband/Net Geek/ASGX '65 Cabal * W po+ t+@ Y+ j++ B-- e+++ u** r+++ y+++

2386. Re: Atari 800 computer equipment

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-18 18:41:43 UTC
From: ziggy29@rahul.net
Message-ID: <3kf9h7$98c@hustle.rahul.net>
Source record: 93426
Cross-posted to: comp.sys.atari.8bit,dfw.forsale,tx.forsale,misc.forsale

Kirk Lipscomb (kirk@ix.netcom.com) wrote:
: I'd like to clear out all my Atari 8-bit stuff, just because I never use
: it anymore. I'd like to sell it as a package, but will break it up if I
: have to. Everything works perfectly unless specified otherwise.

: Here's what I have:

[details of stuff for sale deleted]

: How about all this for $100.00 OBO? If you're in the Dallas/Fort Worth
: area you can come by and pick it up, otherwise add shipping charges.

Why should we buy this from you when we can get one disk drive from
Ben Smith for $100? :) :)

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Programmer/Analyst/Dino Jockey/ * GCS: !h s:+ !g au+ w+ C++$ v++ w+ U N++
* Husband/Net Geek/ASGX '65 Cabal * W po+ t+@ Y+ j++ B-- e+++ u** r+++ y+++

2387. Re: Atari - past and present questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-18 18:43:36 UTC
From: ziggy29@rahul.net
Message-ID: <3kf9ko$9gr@hustle.rahul.net>
Source record: 93427

Ben Corr (bjcorr@delphi.com) wrote:
: >Why did they discontinue the 830, and why did the 410 have loading errors?
: >Also, is it true that Atari is now making IBM-compatibles?
: >
: 410's had problemns with loading reliably that can be cured (or at least
: greatly reduced) by the replacement of a couple of transistors of 10%
: tolerance with ones of 1% tolerance. The resistors are r15 (240k, 1/2watt)
: and r14 (330k, 1/4 watt), part of the feedback loopof the two active
: filters. It is also reccomended to replace the other resistors in the
: filters (r10, r11, r12 and r13) in the same fashion.
: But who cares? We all use Disk Drives these days anyhow, right?

Hmmm...I'm getting some errors with my 1010. I wonder if these are
similar errors as the 410 had problems with. Sometimes my loads work,
but I also get 138, 140 and 143 errors as well. Heck, I have four 1010s;
maybe I should just try another.

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Programmer/Analyst/Dino Jockey/ * GCS: !h s:+ !g au+ w+ C++$ v++ w+ U N++
* Husband/Net Geek/ASGX '65 Cabal * W po+ t+@ Y+ j++ B-- e+++ u** r+++ y+++

2388. Re: RS232 cable to Atari 8 bit joystick port

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-18 20:20:20 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <135123@cup.portal.com>
Source record: 93428

The RS232/joystick thing was probably me. There's two handlers that work with it, Jordan Chilcott's MDRIVE.COM & MPPHAYES.COM. Thing is, it's limited to 300 baud for using a modem or two way transfers via xmodem. If you want I can .UUE the files & send them to you.
Rick

2389. Re: Have you seen these?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-18 21:58:08 UTC
From: krishna@primenet.com
Message-ID: <3kfl1g$ncg@news.primenet.com>
Source record: 93452

The midimate interface w/Miditrack II and III is still available from B&C I believe. I've got one.

Miditrack III is very powerful, albeit limited by that fucking Forth disk structure...

2390. Re: Have you seen these?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-18 22:09:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <18MAR199517095788@pavo.concordia.ca>
Source record: 93429

In article <9503180108593.DLITE.bjcorr@delphi.com>, bjcorr@delphi.com (Ben Corr) writes...
>EPROM BURNERS
> Convologic Bytewriter
>
>There were others, maybe I'll do another list later.
>bjcorr@delphi.com
>
I've got a ByteWriter, used. It only handles up to 27128s, though - a bit of a problem. It hooks in via joyports 1&2 or 3&4. ZIF socket. It also included an offer for a cart clone device, to make backups of your 8k or 16k carts.

Dave

2391. Re: Have you seen these?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-18 22:20:06 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <135166@cup.portal.com>
Source record: 93430

I've seen the 80 column boards, pretty nice really, but they were way too expensive at the time they came out. I think they may have cost as much as a computer & disk drive. I have a Proburner, but loaned it out & it came back busted. Think I paid something like $150 for that. Idiot did not want anybody copying his design, so he potted the damm thing in epoxy! I got so PO'ed at the thing I slammed it down on a concrete floor. Nothing! They should have built the Space shuttle out of this stuff! It really only works great if you have a built in monitor anyway, like Omnimon. Other oddity of the thing was it had a 'run from EPROM' option: Everytime I tried this it fried the EPROM! Great engineering!
Canoe ram carts huh? <snicker>. Canoe was imfamous for announcing products then never delivering. I think they may have actually had a couple of products, but I can't remember a single thing they announced & actually delivered. IMHO: At least for something like SRAM, a ram cart makes some to no sense. For instance, if it's dynamic ram, just do like every other mod out there & put it under the hood or on the buss. For SRAM, that stuff's expensive! It's getting a little better now, something like the narrow .3" wide 128k SRAM goes for about $15. You could probably build a 256k cart yourself for $40-$50 in parts. I think Rambos still go for about $30+ the cost of the chips so it not a real bad idea. Problem is who's going to write software to support it?
Rick

2392. Game sought.. Dont recall title! HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-18 22:24:42 UTC
From: James King <jeking7@delphi.com>
Message-ID: <pE75WNS.jeking7@delphi.com>
Source record: 93432

I'm looking for a game I played YEARS ago, when I was just a young whipper-snapper.

It was a graphical game with ghostly background music.. Most of the game, as I recall was spent wandering around a cemetary looking at the headstones of famous people. You could enter crypts and such, and be chased by skeletons.

I remember the graphics were fairly decent.

Another hint: Throughout the game, names were spelled using headstones or other objects..

Does this game ring any bells to anybody? I've been trying to find this game for about 10+ years now!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

2393. Needed: hardware advice.

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-18 22:27:14 UTC
From: mikeedmo@omni.voicenet.com
Message-ID: <3kfmo2$nkk@omni.voicenet.com>
Source record: 93434

Hi all,

Just broke my 800 and software out of the closet. I want to rescue my collection before all those SS/SD diskettes decay beyond repair. I've got a few questions/problems...

1) I only have 1 IO cable (computer to disk drive). I have 2 1050's and an 850, but have lost track of the other 2 cables. Where can I get more? Is this called a "SIO" cable, or does SIO refer to RS-232?

2) If I got a U.S. Doubler chip to make the drive SS/DD, can I use one of these PC programs I've read about to read the diskettes? Or do I need a true DS/DD drive? Have any of you done this with this configuration? What free Atari DOS's support these densities?

Thanks for any help.

ps Is "Necromancer" an awesome game or what?

2394. Game title sought! Please help!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-18 22:27:21 UTC
From: James King <jeking7@delphi.com>
Message-ID: <pGzZ+fR.jeking7@delphi.com>
Source record: 93433

Help! It's been10+ years since I've played
this game and dont recall its title. If it sounds familiar, please
contact me.

The game is situaed in a cemetary, and throughout the game you
can wander through crypts and listen to eery background
music/noise.

I also seem to remember it has the names oc celebrities blasted
throughout the background.

It was a graphical adventure.

Does this ring any bells?

Sorry about the terrible line noise
--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

2395. Lots of Stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-18 22:29:35 UTC
From: toby@cyberspace.com
Message-ID: <3kfmsf$7q0@case.cyberspace.com>
Source record: 93431

Hi,
1) Anyone have the plans for the SIO2PC cable?
2) Is there an 8-bit discussion mailing list?
3) Does anybody have any GOOD 8-bit ftp sites?
4) Is there any program that will read 8-bit single-density disks from a PC drive and generate a PC Xformer Image?
5) A cool Atari BBs is Xanth BBs (206)868-8903...8bit/ST/DOS stuff!
6) Is there a way to download (TEXT) files in Gopher, rather that viewing them?

Thanx.
- Toby
Internet: toby@cyberspace.com
FidoNet :toby reed@1:343/128
MajorNet:toby@NOB

2396. Re: Have you seen these?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-18 23:11:43 UTC
From: jlodoen@shell.portal.com
Message-ID: <3kfpbf$smj@jobe.shell.portal.com>
Source record: 93435

bjcorr@delphi.com (Ben Corr) writes:
>I got down my old collection of magazines last night and started thumbing
>through them and saw a lot of things I have NEVER seen. Being the curious
>type, I thought I would post a list to see if any of you have seen/used
>these goodies, tell me what you thought of them, were they junk or the real
>deal.

I've never used much esoteric hardware, but I read about...

>the Plato Cartridge (the Learning Phone, remember?) by Atari

By the time it was released, PLATO wasn't offering home accounts
anymore. Written by Tim Vu, who I think did 8-bit Donkey Kong.

BTW, Phillip Price credits Collapsar (Mines of Moria), a PLATO
game, for some concepts for Alternate Reality. Read it in a
trascript of conference he was in on CompuServe.

jlodoen@shell.portal.com

2397. MIO vs BB!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-19 00:40:18 UTC
From: steveg@phantom.com
Message-ID: <3kfuhi$p30@dockmaster.phantom.com>
Source record: 93436

Unfortunately, I still haven't gotten a solid enough answer on this question:

Which is better for my purposes, an MIO or a Black Box?

My Purposes: To run a reliable Atari 8-bit BBS with a hard drive and
high-speed modem using (most likely) SpartaDOS-X and the BBS Express
cartridge on an Atari 800XL w/256K RAM.

Insight appreciated.

2398. Re: FS: Classic Atari HardWare!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-19 01:55:23 UTC
From: cmwagner@gate.net
Message-ID: <3kg2ub$27g8@tequesta.gate.net>
Source record: 93437

Tim Irvin <ziggy29@rahul.net> wrote:
: So *he* is the one who was soliciting donations of equipment? I *am*
: going to be ill.

Yup, Ben Smith. Doesn't even participate in this newsgroup. He makes me
sick, so I am not suprised.

: I hope most of the people on c.s.a.8 are not this stupid, to either
: donate equipment to this guy or buy the stuff. Nothing wrong with

Exactly my point, I have nothing against this person making money, but at
these prices and the fact that he asked people to donate equipment to him
really ticked me off.

: I'm going to go through his notes and point out where better deals can
: be found...just in case anyone is considering buying any of the stuff.

He wants like 75 bucks for an 800XL with a 'special' power supply, that
power supply better be made out of gold in order to be having that
special price.

: (I speak mostly of lurkers; regular contributors wouldn't touch any of this
: stuff, because of the asking price *and* the business practices.)

Right. I wouldn't want to see a lurker buy this stuff (like on rec.games.
video.classic people are selling 7800 systems with 40 games when you can
buy them for $69, and they sell them for $120, I spoke up and got many
replies in e-mail for further information, I wouldn't have anything against
them if they sold it in pieces, but to try and sell it for twice as much
is insane) then that lurker would think the Atari 8-bit community is a
bunch of greedy slobs and probably wouldn't want to participate or hold
a grudge.

: The COMPUTE! books at $7.50 each? HA!!! American Technavision is having
: a 5-for-$15 sale, including the 1st and 3rd Books of Atari and the
: 2nd Book of Atari Graphics.

That's what I said, these books are not worth 5 and 8 bucks, they are not
even rare. I could see 8 bucks for De Re Atari, which I have only been
able to find one copy, or maybe 5 bucks for a service manual, but 5 bucks
for programming BASIC?

: BASIC and Star Raiders for $5...with no documentation? You slay me.
: Even *with* dox, these two carts--the equivalent of Combat and Pac-Man

Yeah, he is trying to sell software, which was probably donated, for 5 bucks
a whack, hell some of those games you can get from ftp sites, is he nuts?

And like you said, you can buy them from ATV, and Toad, and others.

: I've accumulated maybe $250 worth of 8-bit stuff in the last month,
: which includes:

I probably collected about 250 bucks worth of 8-bit stuff as well, gonna
do some hunting at garage sales. I really want to get some personal
software collections.

: What would that cost me with the aforementioned ripoff?

I bet alot, want to donate it? <laugh> Go ahead, make him drool, just
e-mail him. heheh.

: and seeing if you got your own equipment back? Try getting the part
: about "donating to charity" in writing. Then if you got your own stuff
: back, pursuing fraud charges with the relevant authorities?

Well he never said (I think) he was going to donate it to charity, he just
wants you to donate it to him so he can turn around and sell it for twice
as much as it is worth.

But then again, donate could mean (as far as legally goes) charity donation?

--
cmwagner@gate.net http://www.gate.net/~cmwagner

2399. Re: Atari - past and present questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-19 01:58:28 UTC
From: cmwagner@gate.net
Message-ID: <3kg344$27g8@tequesta.gate.net>
Source record: 93438

rogtha@delphi.com <rogtha@delphi.com> wrote:
: Also, is it true that Atari is now making IBM-compatibles?

I am not aware of that, all I know of Atari making is the Jaguar, I believe
at one point they tried to make IBM compatibles, but like Commodore, they
didn't take off. Their best computer line was the 8-bit.

--
cmwagner@gate.net http://www.gate.net/~cmwagner

2400. Re: Terminator II

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-19 02:35:24 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9503190235.AA08212@zippy.sonoma.EDU>
Source record: 93439

Portfolio, the (or one of the) first palm top 8086-based PC-compatible thing.
They use RAM-based carts for drives (and has internally 128K, which you can
use (not ALL of it of course! :)) for your "C:" drive).

Kinda a pisser to use and was never very popular. Also, the screen is only
40x8 (scrollable for "normal" DOS apps).

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: HyperIt! beta 0.5 ; My WWW page. Later: Cooltris 2.
WOw! Unlimited savings for Friends and other Gullable people.

2401. Re: Lots of Stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-19 02:43:48 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9503190244.AA08279@zippy.sonoma.EDU>
Source record: 93440

1) The plans for SIO2PC cable are at FTP: atari.archive.umich.edu
Within the ZIP file of the latest SIO2PC ZIP under the Sio2pc directory.
2) Dunno about mailing lists unless you mean to get comp.sys.atari.8bit
via e-mail.
3) Atari.archive.umich.edu is a "good" FTP site. It's the only one I ever
use (I can't be missing much, everything ends up there anyways!) Also,
other FTP sites are listed in the comp.sys.atari.8bit FAQ. Read it!
4) Single Density disks are difficult to read. Doesn't ANADISK claim to
do that or something??
5) Try using the "S" command in Gopher to save files. Anything that it
doesn't think is "PC Bin" will be viewed (including binary files which
have confusing (<cough>) extensions). I use "S" no matter what unless
it IS a text file and I DO want to view it.
Also, at least the one I use, Gopher also allows "D"ownload directly to
your machine using X/Y/Z-modem.

Good luck! (Read the FAQ! :))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: HyperIt! beta 0.5 ; My WWW page. Later: Cooltris 2.

2402. Re: ROT-13

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-19 03:02:02 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <pW8aePa.lmcclure@delphi.com>
Source record: 93441

In a message dated 3-16-95, Eyvind Bernhardsen replied to Earl Halliwell, saying:

"Try to ROT-13 a file twice. If you end up with the original text, it works."

I will admit to a bit of ignorance of Usenet and ask: Just what is ROT-13 encoding used for, anyway?

I noticed the other night that the editor in Delphi's newsreader has an option to encode/decode ROT-13.

Is it usable for sending binary files as ASCII text (like uuencode/decode), or is it simply an encryption method?

2403. DRIVE NEEDED

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-19 04:37:44 UTC
From: koutchin@mail2.sas.upenn.edu
Message-ID: <3kgceo$is5@netnews.upenn.edu>
Source record: 93443

HI

Recently my drive completelly phreaked out and now it does not work at all
and cannot be fixed :(

So, I need a new one, my local store offers me one for 100$ (two sides,
single density).
Is it too much ? Should i get one from somewhere else (harware providers
in FAQ for instance) ?

Artem

2404. Who uploaded these files to a.a.u.e and what are they?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-19 05:28:05 UTC
From: lennjm@mentor.cc.purdue.edu
Message-ID: <3kgfd5$lln@mentor.cc.purdue.edu>
Source record: 93444

I am curious what the files abbuc*.dcm and cm1193*.dcm uploaded to
the 8bit dir at umich are.

Any help appreciated,
Jody Lenn

2405. Re: Classic 8-bit conversions to new consoles

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-19 06:21:21 UTC
From: steveg@phantom.com
Message-ID: <3kgih1$297@dockmaster.phantom.com>
Source record: 93445

Regarding classic conversions...

There's a guy in the Mac community named Andrew Welch who runs a shareware software business called Ambrosia Software. Over the past few years he's come out with some OUTSTANDING modernized versions of classic video games (for the Mac, of course). His most recent is one called "Apeiron", a thoroughly modernized version of Centipede. He's also done versions of Asteroids (Maelstrom), Star Castle (Cyclone), and others, as well as a rather substantial collection of original software - all outstanding.

Just thought it was worth mentioning. :-)

2406. Atari 8bit Hardware for SALE <--------

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-19 07:39:53 UTC
From: lenn@expert.cc.purdue.edu
Message-ID: <3kgn49$lb8@expert.cc.purdue.edu>
Source record: 93446

For Sale:

Samsung 13" Color Composite Monitor + Atari 8bit monitor cable - $45
(Also works GREAT as a TV with VCR lineouts)

Indus GT Disk Drive + Cable + Power Supply + Docs - $30
Support Double Density, Enhanced Density, Single Density

MPP 1150 Parallel Printer Interface for Atari 8bits with pass-thru - $10

You pay shipping.

Jody Lenn

--
Jody M. Lenn Umich Atari Posse:
lenn@expert.cc.purdue.edu lenn@atari.archive.umich.edu
lenn@terminator.rs.itd.umich.edu
Elevation 28,800 BPS (V.34) GEnie: j.lenn1@genie.geis.com

2407. Re: Xfering tapes to disk.. q?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-19 07:50:24 UTC
From: bjcorr@delphi.com
Message-ID: <9503190241591.DLITE.bjcorr@delphi.com>
Source record: 93447

>Well, I might be able to help you. What kind of tape deck do you have?
>If you have original by Atari and no TURBO, it's going to be hard but
>when I had my XE, I used to have many tape copy programs which copied
>tape-->disk, tape-->tape, disk-->tape in normal or TURBO.
>If you won't find it anywhere else I can get it for you but it will take
>2-3 weeks.
>
>Vladimir
>vjancare@magi.com
>
>
What is TURBO?
bjcorr@delphi.com

2408. 1030 Express compatibility? PLEASE help!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-19 09:57:31 UTC
From: jodell@crash.cts.com
Message-ID: <D5oMBx.BF0@crash.cts.com>
Source record: 93449

[No readable article body recovered]

2409. HyperIt! 0.5 released!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-19 10:02:08 UTC
From: KENDRICK@sonoma.edu
Message-ID: <950319020200.20613cb2@sonoma.edu>
Source record: 93448

```
HYPERIT! 0.5 beta
-----------------

The following is a list of people who are on the HyperIt! beta
mailing list. If you want to be added or removed please e-mail me and let
me know. If you know someone who'd be interested in this program (a graphical,
"card"-based almost-language interface) have them e-mail me and I'll add them
to the update list.

wolf@grove.iup.edu ------------------- nameless
ftooned@delphi.com ------------------- Mike Hohman
bernard@link.xs4all.nl --------------- Bernard Kok
mcurrent@blue.weeg.uiowa.edu --------- Michael Current
krishna@primenet.com ----------------- Glenn Saunders
rick_michael_cortese@cup.portal.com -- Rick Cortese
bjcorr@delphi.com -------------------- Ben Corr
ethtbe@duna.ericsson.se -------------- Tamas Bene
tatar@student.uci.agh.edu.pl --------- Tomasz Tatar
bruck@brachot.jct.ac.il -------------- Itay Chamiel
ipoorten@cs.vu.nl -------------------- Ivo van Poorten
odaman@rocky.unoke.pfu.fujitsu.co.jp - Tetsuo Oda
mbitdc9306@newi.ac.uk ---------------- David Davies
jharris@cup.portal.com --------------- John Harris
d.paterson2@genie.geis.com ----------- David Paterson
rje@cs.nott.ac.uk -------------------- Raphael Espino

The ARC'd file of 0.5 beta is about 91K (bigger than a standard SD disk)
and unARC'd is about 154K.

It includes:
HyperIt! file selector ACTion! source and COMpiled executable
HyperIt! player ACTion! source and COMpiled executable
Dir2File ACTion! source and COMpiled executable
Stack Info TurboBASIC XL tokenized file
A few read-me doc files 38 column ATASCII text
Sample stack File-to-Dir'd directory
New Breed Software stack File-to-Dir'd directory
"Girls" stack File-to-Dir'd directory

Anyway, anyone else wanting a copy of 0.5 e-maile me (and tell me if you
want updates (to be added to the mailing list)).

Thanx!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
```

William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, Cooltris 2.

2410. Re: MIO vs BB!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-19 12:45:22 UTC
From: krishna@primenet.com
Message-ID: <3kh912$gh6@news.primenet.com>
Source record: 93454

The mortal Steve G. wrote:

: Unfortunately, I still haven't gotten a solid enough answer on this question:

: Which is better for my purposes, an MIO or a Black Box?

: My Purposes: To run a reliable Atari 8-bit BBS with a hard drive and
: high-speed modem using (most likely) SpartaDOS-X and the BBS Express
: cartridge on an Atari 800XL w/256K RAM.

For a high speed modem, the BB is the only choice. The MIO is not
reliable at 14.4. There is some kind of replacement R: handler out for
the MIO but I can't vouch fori t.

For being able to partition swap (get beyond the 128 meg barrier) then I
think there is more software out for the MIO than the BB.

2411. Game sought.. Dont re

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-19 13:23:00 UTC
From: Blair.Bingham@hologram.metronj.org
Message-ID: <9f6_9503192108@nisc.fidonet.org>
Source record: 93361

-=> Quoting Jeking703-18-95 17:24elphi.com to All <=-

Je> I'm looking for a game I played YEARS ago, when I was just a young
Je> whipper-snapper.

It sounds like the game you described was Telengard by Avalon Hill. It was written in Basic, I remember 'cause you could alter your stats to make it easier, pretty neat game. They also made Empire of the Overmind and Lords of Karma. Anybody remember the games by JVC such as Action Quest and Ghost Encounters? They were a couple of old favorites.

... ebius tagline. This is a moebius tagline. This is a mo ...
___ Blue Wave/QWK v2.11

2412. Re: Who uploaded these files to a.a.u.e and what are they?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-19 14:51:22 UTC
From: bosco@host.yab.com
Message-ID: <3khgda$ej3@news.yab.com>
Source record: 93450

Jody Lenn (lennjm@mentor.cc.purdue.edu) wrote:
: I am curious what the files abbuc*.dcm and cm1193*.dcm uploaded to
: the 8bit dir at umich are.

: Any help appreciated,
: Jody Lenn

These are ABBUC user group disks from Europe. They are composed of text articles and some programs, all written in German.

2413. Re: SIO2PC Cable

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-19 17:16:28 UTC
From: richard@rtubb.demon.co.uk
Message-ID: <795633388snz@rtubb.demon.co.uk>
Source record: 93451

In article <134992@cup.portal.com> Rick_Michael_Cortese@cup.portal.com writes:

> Rick, what all do you want with the cable? Full blown in box or are you
> willing to put it in a box your self? I'm getting a little back logged
> on projects<again>, but I could probably wire wrap up the two I owe +
> one for you if you like. If you want to keep it non-commercial, it's been

Fantastic! Having never seen an SIO2PC cable, I didn't even know it needed
any sort of "box" - would this procedure be at all hard, or would you,
now realising I'm absolutely no good with a soldering iron whatsoever,
recommend that I ask for one "ready-boxed" so to speak? :)

> 25 years since I visited England. I miss the good breakfast tea. An
> appropriate quantity mailed in return for a cable would be sufficient.
> You see we have this problem in America, about 200 years ago so smugglers
> <whoops! 'some'> in contraband tea got upset when England provided us with
> low cost high quality tea. They ended up throwing the whole batch in Boston
> Harbor. You guys got so upset you abandoned us by 1776. We now have this
> ugly trend where people collect garden prunings, mix them with the parts
> of citrus you usually throw away, & call it herb tea. Really a putrid mess!

If you are serious, then what sort of tea would you like!? Traditional
Earl-Grey, brand-named Tea-Bags (still a good cuppa :) Granules? Are you
seriously telling me that in the U.S, you can't buy teabags at a regular
corner shop, or have I fallen foul of a well written joke!? :)

Cheers, Ric.

==========
The GLOBAL WRESTLING ASSOCIATION Play-by-Mail Game
** Europe's Number One Wrestling PBM! **
E-Mail gwa@rtubb.demon.co.uk for more details

2414. Re: Reply on Video Art Cart.

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-19 18:34:42 UTC
From: Owen Dulmage <zalkind@access4.digex.net>
Message-ID: <Pine.SUN.3.91.950319133311.28275B-100000@access4.digex.net>
Source record: 93453

I tried to e-mail you back, but the letter was returned "User Unknown"

How does $15 sound?

2415. Re: FS: Classic Atari HardWare!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-19 18:37:11 UTC
From: ziggy29@rahul.net
Message-ID: <3khtkn$doa@hustle.rahul.net>
Source record: 93355

Teik Leong Tan (ttan@inetnebr.com) wrote:
: In article <3kcq6v$hc0@reason.cdrom.com>, rob@wc.cdrom.com (Robert Glover) says:
: >

[ripoff deleted]

: >
: >Anybody who buys this stuff is an idiot. The prices are insane. I just
: >paid $100 for an Omnimon 800XL AND a Happy 1050. A few months ago, I sold
: >a few 800XL's I didn't need for $35 ea, and 1050's for $50 ea.
: >
: Wish I knew where I could either get working Ataris or get my nonwroking
: 800 and 800 XL repaired, but then, I'd need to get floppy drives for them

This is a good place to look!

As long as the looking isn't directed at Ben Smith.

I've had no problem in the past when I've needed 8-bit parts and supplies
by posting the need right here in c.s.a.8. And the prices have generally
been very fair; in fact, I've bought a whole *system* (an 800, 1050,
1010, 1025, and a bunch of software, books and manuals) for what Ben Smith
wants for *one* *used* XF551 disk drive.

A lot of the people here have several systems and a lot of extra 8-bit
equipment. Some of them sell their stuff to others. On this newsgroup
you will occasionally see stuff for sale at very reasonable prices. Keep
looking around. Look for the sales. Make a request to buy and let the
offers roll in. Just do yourself a favor and don't assume you need to
pay Ben Smith prices for most of this stuff.

Quite often, you'll find that you can buy an 800 or 800XL for no more than
what it would cost to havew it fixed. I bought an 800XL from Goodwill for
$6 last month. There seems to be nothing wrong with it at all.

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Programmer/Analyst/Dino Jockey/ * GCS: !h s:+ !g au+ w+ C++$ v++ w+ U N++
* Husband/Net Geek/ASGX '65 Cabal * W po+ t+@ Y+ j++ B-- e+++ u** r+++ y+++

2416. Re: DRIVE NEEDED

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-19 18:40:42 UTC
From: ziggy29@rahul.net
Message-ID: <3khtra$drb@hustle.rahul.net>
Source record: 93356

Artem Aleksandrovich Koutchine (koutchin@mail2.sas.upenn.edu) wrote:
: HI

: Recently my drive completelly phreaked out and now it does not work at all
: and cannot be fixed :(

Why can't it be fixed? Do you know what's wrong with it? Is there a
problem with the drive mechanism? If so, you can get a replacement
mechanism from American Technavision for $14.95.

: So, I need a new one, my local store offers me one for 100$ (two sides,
: single density).
: Is it too much ? Should i get one from somewhere else (harware providers
: in FAQ for instance) ?

Well, I noticed you weren't in Portland...that sounded like a Ben Smith
price. Yes, it's too much. WAY too much. You can pick up a 1050 for
something like $40 or $50, usually. That seems to be the going rate
around here.

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Programmer/Analyst/Dino Jockey/ * GCS: !h s:+ !g au+ w+ C++$ v++ w+ U N++
* Husband/Net Geek/ASGX '65 Cabal * W po+ t+@ Y+ j++ B-- e+++ u** r+++ y+++

2417. Somone at "visi.com" please mail me

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-19 20:31:26 UTC
From: KENDRICK@sonoma.edu
Message-ID: <950319123120.20610a89@sonoma.edu>
Source record: 93357

Someone mailed me asking to be added to the HyperIt! beta mailing list
but their address was "MAILER-DAEMON@visi.com".

Now, I didn't think that was a good address so I replied asking for
verification.

I was right, it wasn't the correct address. They also didn't include
their e-mail address anywhere in their letter, so I don't have ANY idea
who it is!

If you're out here, please e-mail me and give me your e-mail address!
Also try to have that MAILER-DAEMON thing fixed! I think I've gotten
mail from you like that before (or from someone else?)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, Cooltris 2.

2418. Re: Terminator II

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-19 23:08:12 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <D5pMxo.M4r@iglou.com>
Source record: 93358

In article <Rmz4GPZ.rogtha@delphi.com>, <rogtha@delphi.com> wrote:
>What is that tiny Atari computer in Terminator II? Just curious.

It's a Portfolio. A tiny, IBM compatible (more or less) computer with
80C88 cpu, 128k ram, and a 40 column * 8 line screen.

--
Bill Marcum bmarcum@iglou.com
"Trap yourself in a room full of glee, and have nothing in the room but a
bucket and a mop, and an illustrated book about birds, you see alot out
there, but don't be scared." (Paul Weiss)

2419. 600 XL Memory expansion

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-19 23:24:43 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3kiefr$vpu@link.xs4all.nl>
Source record: 93360

```
e >From: e89dh@efd.lth.se (David Hultgren)
e >Subject: 600 XL Memory expansion
e >Date: 24 Feb 1995 10:55:03 GMT
e >
e >Is there any info avalible about how to do this?
e >(except by bying a 1064)
e >
e >--
e >David Hultgren, Space Eng.
e >
e >Co: Paulsson
e >Lillekrok 8
e >S-22738 Lund
e >SWEDEN

Howdy David

Maybe Atari Classics will publish an upgrade to 256kByte for both the 600XL
and the 800XL this year.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

2420. Problem with MyDOS on XF5

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-19 23:24:45 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3kieft$vq0@link.xs4all.nl>
Source record: 93359

r >From: richard@stingray.manawatu.gen.nz (Richard MORRIS)co.nz!stingray.manawat
r >Subject: Problem with MyDOS on XF551 - help! (please)
r >Date: Sun, 26 Feb 95 16:57:42 +1300
r >
r >
r > (stuff deleted)
r >
r >PS. Does MyDOS erase the _whole_ file (i.e. not just the VTOC entry), when
r >you delete a file, _and_ when you overwrite it when creating a new file,
r >with the same filename? This seems a hell of a waste to me. I have to
r >admit that I haven't looked through the source code though...
r >
r >--
r > _ _
r > /(. .)\ )
r > (*)____/
r > /
r > / --\
r > (_)(_) (_)
r > Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
r > If you are sending a large file - please e-mail me for confirmation first

Howdy Richard

MyDOS marks a file as deleted (in the directory sectors) and sets all sectors
the file used as "free". That's why it takes so long, it has to go through
the whole file to find out which sectors belong to this file. (This system
has one big advantage over Sparta's system, you can shorten huge files by just
modifying sector links (and changing lenght and if necessary start sector).
With Sparta, all sectors have to come in 126 sector clusters followed by a
sector map.

If you overwrite a file (read: use an existing filename), MyDOS will put the
new file data in place of the other. If the new file is shorter then the
old one, you'll still have a (small) part of your old file on disk.

MyDOS does not fill sectors with zero's when deleting a file.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

2421. Atari Equip Forsale

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-20 01:53:02 UTC
From: n9048506@henson.cc.wwu.edu
Message-ID: <1995Mar20.015302.16165@henson.cc.wwu.edu>
Source record: 93364

I have the following forsale as a complete unit.

atari 800xl with power supply
atari 1050 Disk Drive with power supply and cables
atari XEGS with power supply
Seven Cities of Gold Game
Mario Bros. Cartrige

$75.00 for everything. Buyer Pays for shipping.

I hope these prices seem reasonable.

Michael Simpson n9048506@henson.cc.wwu.edu

2422. Re: Who uploaded these files to a.a.u.e and what are they?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-20 03:06:34 UTC
From: James King <jeking7@delphi.com>
Message-ID: <ZI9a+1q.jeking7@delphi.com>
Source record: 93365

I uploaded all those files.. All of them are disks-of-the-month from
various clubs (AC, ABBUC, MACAM, OHAUG, etc..)

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

2423. Anybody have PC X-Former 3.0??? Is it good?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-20 03:23:23 UTC
From: toby@cyberspace.com
Message-ID: <3kisfb$5va@case.cyberspace.com>
Source record: 93368

Hi, anybody got PC X-Former 3.0? I have 2.5, and I like it -- the biggest disappointment was no sound support. I am considering purchasing 3.0, but first I want to know if it's any good. Thanx. :-)

-Toby
<toby@cyberspace.com>

2424. Re: 7800 monitor output?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-20 04:31:24 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3kj0es$110f@hearst.cac.psu.edu>
Source record: 93362

Kenneth L Siders (cp576@cleveland.Freenet.Edu) wrote:

: Does anyone know how to add a composite
: video and audio output to a 7800? I suspect
: it would take the additional of only a
: few components. It currently mostly sits
: in a box because it only has TV output.
: I would like to play Galaga and the other
: games more often. Anyone know how to
: connect a Nintendo Light Gun. I tried
: several things but never had much luck.
:
:
Plans for converting a sega light gun and for adding video/audio out are
available in the Classic Atari Game Systems FAQ. Check out rec.game.video
.classic or send an email to cagsfaq@akh104.rh.psu.edu

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---

2425. Re: 1050 problem

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-20 04:32:35 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3kj0h3$110f@hearst.cac.psu.edu>
Source record: 93363

Kenneth L Siders (cp576@cleveland.Freenet.Edu) wrote:

: I have had a problem with my 1050 for
: sometime. When then drive is being used
: a lot (running, not just on), it
: will do bad writes and formats. If I
:
Yeah.. keep the cover off of it or install a fan. I have a 1050
that craps out after awhile because of the heat it puts off.

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu

2426. Re: Xfering tapes to disk.. q?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-20 04:40:26 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3kj0vq$110f@hearst.cac.psu.edu>
Source record: 93367

Russ Gilbert (Russ.Gilbert@apk.wariat.org) wrote:
: (A. Heller talks about transferfing boot tapes to disk.)
: There could be a number of problems with making disk load files from
: cassette boot tapes. BUT, if memory conflicts with DOS are the problem,
: Have you tried one of the 'Menu Maker' programs that justs puts a small
: loader in memory, no DOS, and then you boot and choose a letter from
: the menu? You know what I'm talking about? The 'Menu Maker' program
: just puts a very small loader program someplace low or non-conflicting
: in memory. It is generally used to make a games disk with several games
: that then load from a a, b, c, d, e choice menu.

Problem is, most tape copying programs try to load the whole tape into
mem before dumping it to disk... well.. um.. some programs NEED EVERY piece
of RAM there is and thus say "Not enough memory to complete copy" or
some such stuff.

Making a boot disk out of this stuff should be easy... getting the
data from the cassette to the disk seems to be the hard part.

And as for TURBO mode, I have heard about this but have never
seen docs on it.
--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---
"The sky was Black and Lyon when I found the Magdalene, she was paralysed
in a streetlight she refused to give her name. She wore a ring of violent
bruises they were pinned upon her arm, two hundred francs for sanctuary and
she led me by the hand to a room of dancing shadows where all the heartache
disappears and from the glowing tongues of candles I heard her whisper in
my ear `J'entend ton coeur.' I can hear your heart." - Marillion

2427. Re: MIO vs BB!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-20 05:17:02 UTC
From: steveg@phantom.com
Message-ID: <3kj34e$mk9@dockmaster.phantom.com>
Source record: 93388

Glenn Saunders (krishna@primenet.com) wrote:
: For a high speed modem, the BB is the only choice. The MIO is not
: reliable at 14.4. There is some kind of replacement R: handler out for
: the MIO but I can't vouch fori t.

This kinda falls in line with what others have told me.

: For being able to partition swap (get beyond the 128 meg barrier) then I
: think there is more software out for the MIO than the BB.

I can't conceive of an 8-bit Atari BBS actually requiring more than
128-MB of storage space. And if for some ungodly reason it does, I'll
probably just buy a Zip drive for the thing and forget about it. :-)

Hey, thanks for the info. My B&C catalog should be arriving soon,
which means that the newest 8-bit BBS will be coming out in the near
future. :-) Hey, is anyone else as siked about my BBS as I? :-)

2428. Cooltris 2 update this weekend isn't out yet! Sorry!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-20 05:20:56 UTC
From: KENDRICK@sonoma.edu
Message-ID: <950319212050.2061248d@sonoma.edu>
Source record: 93366

With all the work I put into HyperIt! 0.5, helping dad put a bunch of
our old junk in storage (FINALLY) and spending much of my free time
with my girlfriend, I didn't get a chance to even TOUCH Cooltris 2.

But, I think I WILL compile and ARC up the current copy and post it
to comp.sys.atari.8bit UUencoded if I get a chance.

Nothing much has changed since the first trial release except the
menu kinda works now.

I hope others will follow me in the future by release some
Ultra-color'ed games of their own as unfortunately, ColorView modes
just eat up too much time and standard OS modes (even with DLIs) can
get kind of dull or hard to program for.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, Cooltris 2.

2429. Re: Re-re-re-reposts

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-20 06:22:25 UTC
From: bjcorr@delphi.com
Message-ID: <9503200111591.DLITE.bjcorr@delphi.com>
Source record: 93378

Bill, I have had no repeats of messages!!? The VAX gods hate you.
Thanks for the copy of HyperIt. As soon as I get offline I'm gonna try it
out.
bjcorr@delphi.com

2430. Re: Atari - past and present questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-20 06:22:37 UTC
From: bjcorr@delphi.com
Message-ID: <9503200111592.DLITE.bjcorr@delphi.com>
Source record: 93379

Hmmm...I'm getting some errors with my 1010. I wonder if these are
>similar errors as the 410 had problems with. Sometimes my loads work,
>but I also get 138, 140 and 143 errors as well. Heck, I have four 1010s;
>maybe I should just try another.

The fix I gave for the 410 just involves putting lower tolerance resistors
in the unit than Atari originally did (namely in the active filters). I
can't imagine why it would not help a 1010, if you know the correct
resistors to replace (I don't have 1010 schmatics, anyone else?)
bjcorr@delphi.com

2431. Re: Have you seen these?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-20 06:22:49 UTC
From: bjcorr@delphi.com
Message-ID: <9503200111593.DLITE.bjcorr@delphi.com>
Source record: 93370

>
>I've got a ByteWriter, used. It only handles up to 27128s, though - a bit
of a
>problem. It hooks in via joyports 1&2 or 3&4. ZIF socket. It also
included
>an offer for a cart clone device, to make backups of your 8k or 16k carts.
>
>Dave
>
Well I didn't glean this limitation from ther ad, nice to know. Wonder if
the other eprom burners had the same limitation?
bjcorr@delphi.com

2432. Re: Have you seen these?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-20 06:23:08 UTC
From: bjcorr@delphi.com
Message-ID: <9503200111594.DLITE.bjcorr@delphi.com>
Source record: 93371

>I've seen the 80 column boards, pretty nice really, but they were way too
>expensive at the time they came out. I think they may have cost as much
>as a computer & disk drive.

Looking at the advertised prices I'd have to agree. What are they going for
now I wonder?

>Canoe ram carts huh? <snicker>. Canoe was imfamous for announcing products
>then never delivering. I think they may have actually had a couple of
>products, but I can't remember a single thing they announced & actually
>delivered.

Do tell! Wonder how they stayed alive long enough to put out so many damned
ads? Were they and Magna related?

>IMHO: At least for something like SRAM, a ram cart makes some
>to no sense. For instance, if it's dynamic ram, just do like every other
>mod out there & put it under the hood or on the buss. For SRAM, that
stuff's
>expensive! It's getting a little better now, something like the narrow
>..3" wide 128k SRAM goes for about $15. You could probably build a 256k
>cart yourself for $40-$50 in parts. I think Rambos still go for about
>$30+ the cost of the chips so it not a real bad idea. Problem is who's
>going to write software to support it?
>Rick
How would you implement 1 meg of ram from cartridge? Oh, never mind, bank
switching similar to the ICD carts I imagine. Since I have never even heard
of anyone owning one of these I don't imagine there is a lot written for
them. Had no idea that Ramcarts were so expensive to build, that explains
why the idea never caught on. You haver to admit, it is the easiest memory
upgrade to install!
bjcorr@delphi.com

2433. Re: Lots of Stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-20 06:23:24 UTC
From: bjcorr@delphi.com
Message-ID: <9503200111595.DLITE.bjcorr@delphi.com>
Source record: 93372

>Hi,
>1) Anyone have the plans for the SIO2PC cable?
>2) Is there an 8-bit discussion mailing list?
>3) Does anybody have any GOOD 8-bit ftp sites?
>4) Is there any program that will read 8-bit single-density disks from a
>PC drive and generate a PC Xformer Image?
>5) A cool Atari BBs is Xanth BBs (206)868-8903...8bit/ST/DOS stuff!
>6) Is there a way to download (TEXT) files in Gopher, rather that viewing
>them?
>
>Thanx.
>- Toby
>Internet: toby@cyberspace.com
>FidoNet :toby reed@1:343/128
>MajorNet:toby@NOB
>
Gopher over to the Merit Software Archives or one of the mirror sites, there
you will gain wisdom, and the FAQ that will answer your questions.
ftp://atari.archive.umich.edu
bjcorr@delphi.com

2434. Re: Needed: hardware advice.

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-20 06:23:38 UTC
From: bjcorr@delphi.com
Message-ID: <9503200111596.DLITE.bjcorr@delphi.com>
Source record: 93373

ATV is having a huge sale on SIO cables, I got 10 for $10! Their number is
(510) 352-3787.
I have not done this, but I believe that a US Doubled 1050 can read disks
from PC's with ATARIO or MyUTIL both at the Merit Archives. MYDOS and
SPARTADOS both handle DD and anything else you throw at them.
Both are shareware and are at the archive.
bjcorr@delphi.com

2435. Re: Have you seen these?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-20 06:23:50 UTC
From: bjcorr@delphi.com
Message-ID: <9503200111597.DLITE.bjcorr@delphi.com>
Source record: 93374

>The midimate interface w/Miditrack II and III is still available from B&C
>I believe. I've got one.
>
>Miditrack III is very powerful, albeit limited by that fucking Forth disk
>structure...

I just looked in the B&C catalog, my god, you're right! $69.95! Is it a worthwhile investment for a non professional (IYHO)?
bjcorr@delphi.com

2436. Re: Have you seen these?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-20 06:24:02 UTC
From: bjcorr@delphi.com
Message-ID: <9503200111598.DLITE.bjcorr@delphi.com>
Source record: 93375

>the Plato Cartridge (the Learning Phone, remember?) by Atari
>
>By the time it was released, PLATO wasn't offering home accounts
>anymore. Written by Tim Vu, who I think did 8-bit Donkey Kong.
>
>BTW, Phillip Price credits Collapsar (Mines of Moria), a PLATO
>game, for some concepts for Alternate Reality. Read it in a
>trascript of conference he was in on CompuServe.
>
>jlodoen@shell.portal.com
>
Now there's a collectable paperweight! A cartridge that was released for a
service no longer offered!
From Atari Corp., naturally.
bjcorr@delphi.com

2437. Re: Help with TurboBasic for the 800!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-20 06:24:19 UTC
From: bjcorr@delphi.com
Message-ID: <9503200111599.DLITE.bjcorr@delphi.com>
Source record: 93376

```
>HELP -HELP - HELP!
>TURBO BASIC for the 800!
>:
>I am having problems accessing/using the TurboBasic program & docs
>for the 800 that is in the Atari files library from Genie.

( Wild, desperate cries for assistance here )

>I am unable to read the docs since
>they are not in text form. I tried to access them with a Atari Writer.
>I also tried "Entering" them and "Loading" and "Running" them
>(Of course I didn't expect that to do any good -
>but I wanted to try it all).

Good for you, flip that computer a stiff middle finger, then from DOS try;

c ( for copy )
tb14.doc,E:

This tells DOS to copy the offending file to the Editor. Keep your fingers
on the Control and 1 keys! Good Luck!
bjcorr@delphi.corr
```

2438. Re: FS: Classic Atari HardWare!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-20 06:24:35 UTC
From: bjcorr@delphi.com
Message-ID: <95032001115910.DLITE.bjcorr@delphi.com>
Source record: 93377

>Wish I knew where I could either get working Ataris or get my nonwroking
>800 and 800 XL repaired, but then, I'd need to get floppy drives for them
>Roy
>
Tell you what Roy, I'll sell you a working 800 AND a Happy Enhanced 810 AND
a 7 meg Corvus HD WITH an Integrater board (to make the drive super easy
to use, let's you use MyDos) AND the mirror card for the Corvus so you can
back it up with you VCR for $120 plus shipping.
That should beat any of Mr.Smith's prices.
I have used this setup for many years with no problemns, I just spend all my
time on the 1200XL these days and I need SPACE.
WARNING! If you are interested let me check out the shipping charges first,
the Corvus is NOT small.
bjcorr@delphi.com

2439. Scott Adams adventures?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-20 07:17:12 UTC
From: followel@ix.netcom.com
Message-ID: <3kja5o$61v@ixnews1.ix.netcom.com>
Source record: 93369

I'm a big fan of the original Scott Adams text adventures. A few years ago I had a copy of all 12 plus some of the graphics versions as well as the Stone of Sisyphus (sp?) and the Sorcerer of Claymorgue Castle. Alas, I must have lost them in a move because I can't find them anywhere. I had bought them from some PD company. I was told that they had been released into the public domain. I figure this must be true because a friend said he once saw a copy of the PC versions on a BBS somewhere (but didn't D/L !!) does anyone have any idea where I can get copies of these for my PC, Atari 8bit, or maybe a port for my ST (or better yet, all three!)? Any help would be GREATLY appreciated.

thanks in advance,
- Byron Followell
followel@ix.netcom.com

2440. Re: MIO vs BB!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-20 09:33:42 UTC
From: Amos.Jackson@flight.org
Message-ID: <137_9503201225@flight.org>
Source record: 93392

The MIO is nor reliable at 14.4?!?! That's news to me, for I use 14.4 on a 24 hour a day basis (bbs'ing or running a bbs), and have had no problems with the MIO, and am using the MIO's own R-handler.

Amos Jackson
---------- -//- ----------
Internet: Amos.Jackson@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

2441. Original Infocom GAmes Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-20 10:20:03 UTC
From: keith@atlantis.actrix.gen.nz
Message-ID: <D5qI1G.Jvv@actrix.gen.nz>
Source record: 93381

WANTED THE FOLLOWING ORIGINAL INFOCOM GAMES

Wishing to purchase the following original INFOCOM games
MUST have ALL original packaging and be in good condition
Any computer format is acceptable

The following each packaged as three separate games in a slide container

Enchanter Trilogy (3 games)
Classic Mystery Library (3 games)

ALso looking for Infocomics
ZorkQuest II: The Crystal of Doom

Willing sellers please e-mail details for negotiation

THanks

Keith Stewart

PS I already have Lost Treasures of Infocom I & II

2442. Atari 800XL Layout ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-20 10:21:13 UTC
From: Michael Kloss <mk@informatik.uni-bremen.de>
Message-ID: <3kjkup$7ml@gina.zfn.uni-bremen.de>
Source record: 93380

HI all !

Im a new, old Atari 800XL owner. I sold my one a few years ago but
now i buy it back !
My Problem is there is no Picture on my TV.
Where can I get the layouts for the Atari 800 XL ?
Or how knows the monitor cabel connections ?

THANX
Michael (mk@informatik.uni-bremen.de)

2443. Re: Have you seen these?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-20 11:39:56 UTC
From: lelie@smail.srl.ford.com
Message-ID: <lelie.279.00AEEF2F@smail.srl.ford.com>
Source record: 93391

In article <9503180108593.DLITE.bjcorr@delphi.com> bjcorr@delphi.com (Ben Corr) writes:
>From: bjcorr@delphi.com (Ben Corr)
>Subject: Have you seen these?
>Date: 18 Mar 1995 06:14:57 GMT

>I got down my old collection of magazines last night and started thumbing
>through them and saw a lot of things I have NEVER seen. Being the curious
>type, I thought I would post a list to see if any of you have seen/used
>these goodies, tell me what you thought of them, were they junk or the real
>deal.
>I'll limit myself to hardware items that I haven't seen mentioned on CSA8 as
>being in common use. Please forgive me if any of these are common and I
>should have seen one if I wasn't blind and stupid. Here goes;

>Convox Voice master - Voice recognition module

Yep, I have (had) one, but no longer working right (got it used).

Larry Elie
lelie@smail.srl.ford.com

2444. What's wrong with atari@atari.archive.umich.edu

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-20 11:40:45 UTC
From: elmi@extra.rwth-aachen.de
Message-ID: <elmi.16.000BAE43@extra.rwth-aachen.de>
Source record: 93382

Hi folks,

retrieving files from BART usually was a matter of seconds. My last request
from friday isn't answerd yet.
Does anybody know why?

Elmar

2445. Re: Game sought.. Dont re

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-20 12:02:38 UTC
From: James King <jeking7@delphi.com>
Message-ID: <pq86mFm.jeking7@delphi.com>
Source record: 93384

Ghost Encounters! I believe that's the game I've been looking for!

Does ANYBODY have this game?

ACTION Quest rings a flurry of bells too! Gads how I've longed to
see those games again!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

2446. Re: MIO vs BB!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-20 12:06:07 UTC
From: James King <jeking7@delphi.com>
Message-ID: <hq07evn.jeking7@delphi.com>
Source record: 93385

although I dont own a BB, I do own 3 MIO's, but would STILL have to
recommend the BlackBox.

You cant get support or parts for the MIO, you cant use 512byte hard
disks, you cant add-on a 1.44meg floppy drive, and finally Glenn S.
is correct, the MIO just sucks above 9600. Even 19.2k is a struggle
for the MIO.

The only pro for the MIO is it's ramdisk and printer buffer via RAM.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

2447. 1027 printer

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-20 12:33:02 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.200.000C8D5D@genesis.informatik.rwth-aachen.de>
Source record: 93383

Hello !!!

I 'm looking for the ink roll of a 1027 printer ! Does anybody knows, where to get one ? (especially in Europe)

Does anybody know codes to change the printing style of the 1027 (to undrline and so on ...)

Matt

2448. Re: ROT-13

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-20 13:26:32 UTC
From: pdg@iaccess.za
Message-ID: <3kjvq8$th@cstatd.cstat.co.za>
Source record: 93387

Lonnie McClure (lmcclure@delphi.com) wrote:
: In a message dated 3-16-95, Eyvind Bernhardsen replied to Earl Halliwell,
: saying:
:
: "Try to ROT-13 a file twice. If you end up with the original
: text, it works."
:
: I will admit to a bit of ignorance of Usenet and ask: Just what is ROT-13
: encoding used for, anyway?
: Is it usable for sending binary files as ASCII text (like uuencode/decode),
: or is it simply an encryption method?

ROT-13 encoding is a simple encrytion whichs just shifts the alphabet 13
along. This is so that you may post articles containing "spoiling" info eg
movie plots / sports results or "offensive" so people reading your
post can't read it by accident- they actually have to ROT-13 decode it.
Kind of like selling "adult" magazines in plastic wrappers.

It cannot be used for sending binary files as ASCII text

Hope this helps you

Trevor

2449. Re: Xfering tapes to disk.. q?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-20 13:38:09 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Mar20.083449.14793@wariat.UUCP>
Source record: 93386

(A. Heller talks some more about boot tape to disk file transfers.)
Andrew. You were specifically talking about transferring Protector II
to disk. I'm sure 'Protector II' is like many commercial tapes and is
probably a multi-stage boot, probably with some encryption and other
copy protection thrown in. It is no major problem to make a cassette
copoying program that will write to disk periodically and not fill up
some buffer and run out of memory. The problem is that the first stage
probably loads in its own 'loader' program and then there are multiple
stages to load after that.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

2450. Re: Xfering tapes to disk.. q?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-20 15:35:36 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3kk7c8$ag1@crchh327.bnr.ca>
Source record: 93390

bjcorr@delphi.com (Ben Corr) wrote:
>
>
> >Well, I might be able to help you. What kind of tape deck do you have?
> >If you have original by Atari and no TURBO, it's going to be hard but
> >when I had my XE, I used to have many tape copy programs which copied
> >tape-->disk, tape-->tape, disk-->tape in normal or TURBO.
> >If you won't find it anywhere else I can get it for you but it will take
> >2-3 weeks.
> >
> >Vladimir
> >vjancare@magi.com
> >
> >
> What is TURBO?
> bjcorr@delphi.com
>
>
TURBO was developed in Europe(Czechoslovakia) and widely used in eastern europe.
The regular Atari tape deck needed some cheap modification to support those
speeds and you needed a special loader(took about 10 secs). After you loaded
the loader, you could load any game/program(already saved in TURBO) and it
took only 20 secs to 1.5 mins to load depending on the size of the file. The
TURBO 2000 was 10 times faster than regular speed load time for tapes. But
there were also Turbo 4000 and 6000 (20 and 30 x faster respectively). I think
any other tape deck converted to be used with XL,XE computers could handle TURBO
without modification. I know for a fact that there are still hundreds of users
of XL,XE computers using TURBO today.

Vladimir
vjancare@magi.com

2451. Re: Who uploaded these files to a.a.u.e and what are they?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-20 17:49:30 UTC
From: un55@rzstud1.rz.uni-karlsruhe.de
Message-ID: <3kkf7a$rf2@rzstud1.rz.uni-karlsruhe.de>
Source record: 93389

```
In article <3khgda$ej3@news.yab.com>, <bosco@host.yab.com> wrote:
>Jody Lenn (lennjm@mentor.cc.purdue.edu) wrote:
>: I am curious what the files abbuc*.dcm and cm1193*.dcm uploaded to
>: the 8bit dir at umich are.
>
>
>: Any help appreciated,
>: Jody Lenn
>
>These are ABBUC user group disks from Europe. They are composed of text
>articles and some programs, all written in German.

Please note that all ABBUC disks are NOT in the public domain. They are
intended to be for members only who pay their monthly contribution.

Marek Tomczyk

--------------------------------
un55@rz.uni-karlsruhe.de
<a href="http://www.uni-karlsruhe.de/~un55/"><em>Marek Tomczyk</em></a>
```

2452. Re: Have you seen these?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-20 20:00:05 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <135240@cup.portal.com>
Source record: 93393

I've never seen a price on 80 column boards, either 'not for sale' or bundled with an 800 computer. There's always the Wooley 80 column mod he did in the SLCC Journal, but that involves a lot of solder. IMO: There well always be a problem with getting software for these things. All of them just take over the E: device vectors so stuff like basic or DOS menus work fine, but most of the custom stuff would fall flat on it's face. For instance, Express, Bobterm, SpeedScript, Textpro, & the recent 80 column term programs that people have been writting write directly to screen memory. The programs could be rewritten to take advantage of an 80 column boards, but I doubt if any of the authors would do it: EFFORT/EFFECT just to big.
Your right about the RAM cart thing, I'm taking to long to finish a board with a battery backed ram on it now<sigh>. Should have had the thing done 2 weeks ago. The Super carts just use a 74LS74 latch with the appropriate circuitry to do the bank switching. The logical choice would be to have a wider latch like a 74LS374 or '174 in there. I'm having trouble designing around everthing that's already there & didn't use a logical choice. Threw a whole PIA chip at the thing! I'm also only putting a 8k scram in there, now that makes no sense, but I had a couple of those<g>. I'm just running the upper address lines to the PIA & windowing the scram in a slice of the $D500 window. Actually, I haven't wire wrapped that !CS window yet. It would good to make it so the address could be selected, but I figure there will only be one made & I know where I could use it.
Rick

2453. Re: Where can a joystick tester be found

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-20 20:21:02 UTC
From: hmliu@aol.com
Message-ID: <3kko3e$gtj@newsbf02.news.aol.com>
Source record: 93394

I am new to the internet, so hope this is not miswritten. I am trying to find out how to program the Atari 800 and 800xl to output various amounts to electricity to run little motors with, like the Legos. Your posting sounded like you were knowledgeable about such like, and I would appreciate any help you can give.
thanks
hmliu

2454. Re: ROT-13

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-20 22:50:25 UTC
From: vparada@inf.utfsm.cl
Message-ID: <3kl0rh$58g@camahueto.inf.utfsm.cl>
Source record: 93396

Hola mundo.

Lonnie McClure <lmcclure@delphi.com> wrote:
>I will admit to a bit of ignorance of Usenet and ask: Just what is ROT-13
>encoding used for, anyway?

rot-13 rotates the alphabet 13 places forward (or backward), so letters
are harder to read. If you think that a paragraph is ofensive to someone,
you can encode it using rot-13 and place a warning above it.

>Is it usable for sending binary files as ASCII text (like uuencode/decode),
>or is it simply an encryption method?

You cannot use it to send binary files, because only letters are translated
into other letters, and binary data remains the same and the file is still
binary.

I think that it cannot be called an "encryption" method, since you don't
need a password to decode it. It is just a "text hide" method. If
someone want to read your post, (s)he has to do extra job by (her)himself
, and if (s)he don't like what it says, it is not your fault because it
is NOT what you (really) wrote ;-)

Bye... ++Vitoco
--
Lic. Victor A. Parada __ __ Universidad Tecnica
Ingenieria Civil en Informatica o-''))_____\\ Federico Santa Maria,
mailto:vparada@inf.utfsm.cl "--__/ * * *) Valparaiso, CHILE.
http://www.inf.utfsm.cl/~vparada/ c_c__/-c____/ +56 32 626364 x431 :-)

2455. HyperIt! 0.5 beta mailing list

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-21 00:13:06 UTC
From: KENDRICK@sonoma.edu
Message-ID: <950320161257.20611a22@sonoma.edu>
Source record: 93397

Well, I've not yet had any replies to what I've mailed out lately
(beta 0.5 of HyperIt!) but I did check the ARC (after spending too much
time recombining and uudecoding the thing <sigh> Next time I'm NOT using
UUencode for MS-DOS!) and it works fine (even under PC Xformer 2.5!)

Here's who's on the list:

"Wolf" Mike Hohman Bernard Kok
Michael Current Glenn Saunders Rick Cortese
Ben Corr Tamas Bene Tomascz Tatar (sorry if I mispelled!)
Itay Chamiel Ivo van Poorten Tetsuo Oda
James King Jeff Potter Michael Snyder (right?)
Thomas Drake Victor Parada Joe Neil (guessing from the address)
Richard <someone> Cameron Tulley-Smith

If you're missing from the list I MAY have accidentally skipped you
when posting this, but to be sure, e-mail me. (If you've gotten v.0.5
you can be 99% sure you're on the list though).

If you don't WANT to be on this list, let me know. I've already killed
"Nagual69@aol.com" because my 4 letters to him each bounced back twice!
(Guess he dropped his account?)

If you want to be added, it's no problem. You'll get a copy of the current
version and you'll be added to this list. IF YOU JUST WANT THE LATEST
VERSION BUT DON'T WANT TO BE ADDED, BE SURE TO LET ME KNOW THAT, otherwise
you'll get updates until the final first release!

Of course all comments, questions, suggestions, bug reports, etc. are
happily accepted either via e-mail: kendrick@VAX.sonoma.edu or here on
comp.sys.atari.8bit (there are enough of you on my list that you may want
to converse about suggestions rather than a bunch of people all
giving me contradicting ideas and me having to explain why I comprimised! :))

To all those who HAVE gotten 0.5 beta, let me know what you think!
~~~~~~~~~~~~~~~~~~~~~~~~~~
And to folks who've tried making stacks, SEND THEM MY WAY! :)
Tetsuo Oda already started one (the copy I got is corrupt) and so did someone
else (sorry! I FORGOT WHO!.. the reason I remember Tetsuo's is
because I chat with Tetsuo more and had SOOO much trouble with his
file! :))

Anyway, enough useless babble. Hope to hear from you soon!

-bill! kendrick@vax.sonoma.edu |||
William (Bill) Kendrick / | \ NBS-
~~~~~~~~~~~~~~~~~~~~~~~~~~

2456. Re: Help with TurboBasic for the 800!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-21 00:52:16 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3kl800$jt4@nic-nac.CSU.net>
Source record: 93398

Ben! You forgot to mention the obvious!

Get an 800XL! TurboBASIC doens't run on the 400/800's! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, Cooltris 2.

There IS FrOst BASIC if you want to deal with it. It's at Umich. You'll
need a special disk-image-extractor (Shrink) because it isn't DCM'd.

2457. Re: ALL Computers & Electronics SwapMeet: Pacific NorthWest!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-21 01:02:14 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3kl8im$kdr@nic-nac.CSU.net>
Source record: 93395
Cross-posted to: comp.sys.ibm.pc.hardware.misc,alt.forsale,alt.satellite.tv.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.hp.misc,comp.sys.mac.wanted,comp.sys.misc,comp.sys.tandy,comp.sys.ti

Man! WHEN will this thing move south to northern California!? I know
about some Sacramento Atari (or maybe not JUST Atari) thing going on and
even THAT's too far for me to bother going to.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Atari 8-bit & IBM PC
William (Bill) Kendrick / | \ ** New Breed Software ** public domain softw.
Soon: My WWW page, Cooltris 2.

2458. Re: Have you seen these?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-21 03:24:53 UTC
From: krishna@primenet.com
Message-ID: <3klgu5$7bf@news.primenet.com>
Source record: 93267

The mortal Ben Corr wrote:
: I just looked in the B&C catalog, my god, you're right! $69.95! Is it a
: worthwhile investment for a non professional (IYHO)?

By using the XE memory, Miditrack III has enough sequence event capacity
to rival most standalone sequencer units. It supports a lot of features
which were new back then but which are standard these days for sequencers.

The ST version of Miditrack is almost identical featurewise, although it
has more memor capacity and a graphical diagram mode.

It's when you are limited to having the program AND the sequencer data
all confined in the 64K area that you wind up with some serious
compromises. But MTIII is quite capable.

2459. Robot War?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-21 04:08:41 UTC
From: ziggy29@rahul.net
Message-ID: <3kljg9$j00@hustle.rahul.net>
Source record: 93399

Now that I've reassembled my 8-bit, and I've been waxing nostalgic through old issues of CGW (during the 8-bit heyday circa 1982-84), I've been wondering about something.

Did Robot War ever get produced for the 8-bit?

Looking at the B&C public domain offerings, I see one game disk which has something called "Robot War" on it. Does anyone know if this is *the* Robot War?

I had this game for the Apple IIe (which I had after the 8-bit but don't even miss). In this game, you could program robots which would go to battle against each other. CGW did an annual Robot War tourneys many years ago, in fact. I remember making a pretty tough robot named Bastard (hey, I was only 20 then) which usually took out the other bots...

If this game was ever made for the 8-bit, I'd love to have it...does anyone know if it was? And if it was, does anyone know where I could find it?

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Programmer/Analyst/Dino Jockey/ * GCS: !h s:+ !g au+ w+ C++$ v++ w+ U N++
* Husband/Net Geek/ASGX '65 Cabal * W po+ t+@ Y+ j++ B-- e+++ u** r+++ y+++

2460. Re: Help with TurboBasic for the 800!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-21 06:45:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <21MAR199501455562@pavo.concordia.ca>
Source record: 93400

In article <3kl800$jt4@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu (William Kendrick) writes...
>Ben! You forgot to mention the obvious!
>
>Get an 800XL! TurboBASIC doens't run on the 400/800's! :)
>
Bill: there is a 400/800 TurboBasic out there; I've got a copy.
The Sparta version of TB is adapted from the 400/800 version; it
doesn't use the OS RAM.

Dave

DA_PATE@pavo.concordia.ca

2461. Re: 600 XL Memory expansion

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-21 06:57:21 UTC
From: bjcorr@delphi.com
Message-ID: <9503210144591.DLITE.bjcorr@delphi.com>
Source record: 93403

```
>e >From: e89dh@efd.lth.se (David Hultgren)
>e >Subject: 600 XL Memory expansion
>e >Date: 24 Feb 1995 10:55:03 GMT
>e >
>e >Is there any info avalible about how to do this?
>e >(except by bying a 1064)
>e >
>e >--
>e >David Hultgren, Space Eng.
>e >
>e >Co: Paulsson
>e >Lillekrok 8
>e >S-22738 Lund
>e >SWEDEN

I'll email you the article I have on it.
bjcorr@delphi.com
```

2462. Re: Scott Adams adventures?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-21 06:57:33 UTC
From: bjcorr@delphi.com
Message-ID: <9503210144592.DLITE.bjcorr@delphi.com>
Source record: 93404

> I'm a big fan of the original Scott Adams text adventures. A few
>years ago I had a copy of all 12 plus some of the graphics versions as
>well as the Stone of Sisyphus (sp?) and the Sorcerer of Claymorgue
>Castle. Alas, I must have lost them in a move because I can't find them
>anywhere. I had bought them from some PD company. I was told that they
>had been released into the public domain. I figure this must be true
>because a friend said he once saw a copy of the PC versions on a BBS
>somewhere (but didn't D/L !!) does anyone have any idea where I can get
>copies of these for my PC, Atari 8bit, or maybe a port for my ST (or
>better yet, all three!)? Any help would be GREATLY appreciated.
>
> thanks in advance,
> - Byron Followell
> followel@ix.netcom.com
>
>
Seeing as the Scott Adams adventures are in the B&C catalog ($14.95

2463. Re: Have you seen these?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-21 06:57:50 UTC
From: bjcorr@delphi.com
Message-ID: <9503210144593.DLITE.bjcorr@delphi.com>
Source record: 93255

>I've never seen a price on 80 column boards, either 'not for sale' or
bundled
>with an 800 computer. There's always the Wooley 80 column mod he did in the
>SLCC Journal, but that involves a lot of solder. IMO: There well always
>be a problem with getting software for these things. All of them just
>take over the E: device vectors so stuff like basic or DOS menus work
>fine, but most of the custom stuff would fall flat on it's face. For
>instance, Express, Bobterm, SpeedScript, Textpro, & the recent 80 column
>term programs that people have been writting write directly to screen
>memory. The programs could be rewritten to take advantage of an 80 column
>boards, but I doubt if any of the authors would do it: EFFORT/EFFECT just
>to big.

As a user of Omniview for a long time I have to agree, however, Using Omni
in 80ciolumns was a joy. Much as I like Textpro, Letter Perfect always felt
like a better WP. If only it didn't use it's own funky DOS (making it
difficult to use with a HD) I'd still be using it and Data Perfect. Along
with 80 columns you got built in Ramdisk support for an Axlon 128K board,
the combination was pretty hard to beat! You're right, getting software
support for 80 columns is tough, but the right software package can
sometimes make it worth the investment. I REALLY wanted to try LP with an
Austin 80 Board on an RGB color monitor! I saw some screen shots that looked
incredable!

bjcorr@delphi.com

2464. Re: Classic 8-bit conversions to new consoles

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-21 07:29:35 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9503210730.AA29511@zippy.sonoma.EDU>
Source record: 93401

I've seen all of the programs you mentioned plus more.

You mentioned:

Apeiron - Centipede
Maelstrom - Asteroids
Cyclone - Star Castle

I've also seen:

Firefall - Centipede
Asterax - Asteroids (as well as the "Barney Blasters" hack)
Arashi - Tempest ("Live Wire" for us c.s.a.8'ers)
Patriot Cmd- Missile Cmd (also for the PC)

I'm actually often disappointed when I see a cool sounding game which, while loading, has an awesome introduction and/or title screen with killer music just to find "Oh jeez, just another Centipede game <sigh>"

But still, they seem to sell! :) (And keep the young ones interested in the GOOD games vs. Doom, Mortal Kombat, Street Fighter, etc. :))
(Or are these games only for old fogies (19 yr olds :)) like myself??)

I mean, look at Pitfall: Mayan Whatever and Tempest 2000 and I guess Drop Zone?
Oh, and Space Invaders (a crappy version) came out for the Game Boy not long ago either! :)

Why don't people just pay $25-50 for an 8-bit (obviously not from Benjamin Smith.. I mean seriously, $5 for a disk with something anyone with Usenet news-reading ability can get within a day at the most for >$0<!?!?) and get the old, real things! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, Cooltris 2.

2465. 1030 Express! compatibility? Please HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-21 09:27:43 UTC
From: John O'Dell <jodell@cts.com>
Message-ID: <Pine.SCO.3.91.950321005422.19911B-100000@crash.cts.com>
Source record: 93256

Although I imagine not many of you use 1030 Express! (Keith Ledbetter 10/85 (ver 2.0)) as your primary telecomm program, does anyone have experience in using it to download from shell accounts?

I have tried too many times to count to download the archiving utilities from umich and mirror sites (even Boston) without success. I feared that I had a hardware problem, but I am fairly certain now that there is some incompatibility between protocols (?) which is causing me problems with binary files in particular.

I am running an 800XL w/64K, 1050, and 1030. I set 1030 Express! to ATASCII for binary downloads and leave the parity on none (which is default). Is this correct? The results are consistent: nothing executes properly. UUDECODE.BAS will not even ENTER into RAM. I managed to capture it to disk and eventually ENTERed it that way, but when I tried to UUdecode SUPUNARC.UUE, I got an EOF error. SUPUNARC.COM, which I originally tried to download first (it seemed the quickest way to get to work unarc-ing icet.arc), never executed. Etc, etc, etc.

I tried YAU.COM recently, but I get the same type of error trying to uudecode SUPUNARC.UUE. All of these files at the ftp archives can't be corrupted, can they? I have used my 1030 to successfully up- and download files to/from a fellow Atari user across town many times. Therefore, I am fairly confident that the problem is with the protocol--is 1985 Xmodem protocol compatible with today's Xmodem?

Can anyone offer any advice? Meanwhile, I am using Ice-T ver 0.0 (thanks, M.C.!), so I am no longer as depressed as I was. But I would like to be able to download from ftp sites.

Please help!

John O'Dell jodell@cts.com Viva Atari!

PS Sorry about the failed posting attempt: I ctrl-Z'ed out of a vi editor. I didn't think it would be posted.

2466. GnuZip ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-21 13:27:21 UTC
From: followel@ix.netcom.com
Message-ID: <3kmk7p$678@ixnews4.ix.netcom.com>
Source record: 93257

I guess I havn't used my 8 bit in way too long. A lot of the files
i've been getting on the net have been compressed with GnuZip and I
hadn't even heard of it. Where can I find a decompression utility for
these? Also, where can I find the FAQ for this usenet?

thanks,
- Byron Followell
followel@ix.netcom.com

2467. Turbo cassettes

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-21 14:07:47 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <6299230D5A@east-01.novell.leeds.ac.uk>
Source record: 93261

There are two versions of TURBO cassettes that I know of, one is a simple software fix the other involves fitting a hardware kit inside your data recorder.

1) The simple procedure involves a few pokes, sorry I can't remember where to simply speed up the baud rate for data transfer from 600 baud to somewhere above that. Beyond 900 baud it becomes VERY unreliable (can tapes get any more unreliable?). Anyway its hardly turbo, at best you can expect a 50% increase in speed, with increased unreliability.

2) The second method comes courtesy of the RAMBIT Turbo upgrade kit. Rambit is a company from the UK, they produce (note produce not produced as they are still going) several interesting upgrades and pieces of software, including a printer interface that connects via the PBI port and the above mention tape Turbo unit.
The Rambit Turbo Tape system requires you to fit a small module inside your data recorder and connect a few wires to places on the recorder's pcb. You then have a recorder that works the same as before but if it detects a turbo tape it kicks into action and loads at about 600% (yes 600%) of the original baud rate. A game that usually takes 15 minutes to load will load in about 1 minute! Now that is turbo. This modification cannot work on normal tapes, you have to convert them first and some software is provided (in Turbo format) to help you achieve this. This kit became quite popular in Eastern Europe a year or two ago and its still available. The current price is about ₧15 (UK pounds plus shipping), check out the vendor list for the address of Rambit.

Richard Gore
chmrig@leeds.ac.uk

2468. Re: GnuZip ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-21 14:19:18 UTC
From: jeking@xmission.xmission.com
Message-ID: <3kmn96$3ab@news.xmission.com>
Source record: 93402

Byron Followell (followel@ix.netcom.com) wrote:

: I guess I havn't used my 8 bit in way too long. A lot of the files
: i've been getting on the net have been compressed with GnuZip and I
: hadn't even heard of it. Where can I find a decompression utility for
: these? Also, where can I find the FAQ for this usenet?

I'm guessing you're referring to my FTP directory, as I just GnuZipped
all my files to save space. Most (hopefully) decent FTP servers will
allow you to specify the filename without the .gz extension, and then
they'll decompress the files prior to xferring them to you -- or at least
my FTP server will.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

2469. Ghost Encounters

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-21 14:22:11 UTC
From: jeking@xmission.xmission.com
Message-ID: <3kmnej$3ab@news.xmission.com>
Source record: 93262

Once again, I'm making a plea for anybody who knows where I can get the game, Ghost Encounters! Is it currently being sold anywhere? If not, does anybody care to part with it?

After all these years of providing software to others (via my BBS and whatnot), I hope some kind soul can repay by providing me with a source to this (and similar) game(s).

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

2470. 65xe (800xl or 130xe -like?)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-21 14:23:30 UTC
From: jeking@xmission.xmission.com
Message-ID: <3kmnh2$3ab@news.xmission.com>
Source record: 93263

Which video hack would be closer for a 65xe -- the 800xl or 130xe? My guess is that a 65xe is more similar to the 800xl (or at least looks that way).

I want to upgrade its video so it can be used on a 1702 monitor - as right now, it has the video of a stock XL.

Can ANYBODY answer this question? (I've only posted it 5+ times without one reply)

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

2471. Re: Classic 8-bit conversions to new consoles

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-21 16:47:22 UTC
From: junkster@chinook.halcyon.com
Message-ID: <3kmvuq$rn6@news1.halcyon.com>
Source record: 93264

I've also seen a commercial Mac game called Sparx, which is just Qix.

I always thought the classic game movement would start by bringing back the classics and then move on to brand new, simple, fun games. But it doesn't seem to be happening.

There was a great exchange on the subject a few years ago in comp.sys.mac.games between Andrew Welch (who wrote Maestrom, a flashy Asteroids clone, and Ed Rotberg, who wrote a ton of classic Atari coin-ops including Blasteroids [paraphrased]:

Rotberg: Asteroids has been beaten to death, you should move on to something new.

Welch: But Maelstrom has fancier sound and 3-D looking rocks and lots of extras.

Rotberg: Blasteroids had all that back in 1987.

James Hague
junkster@halcyon.com

2472. New Atari 8-bit Software.

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-21 16:59:31 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <6572B82BC3@east-01.novell.leeds.ac.uk>
Source record: 93265

Announcing NEW Atari 8-bit software.....

From the programmers of Black Lamp, Tagalon and Crumbles Crisis
comes a game that Atari UK said they were going to release but
never did!

Under an exclusive deal, Richard Gore is pround to present;

```
TTTTT U U BBB EEEEE BBB AA DD DD IIIII EEEEE SSSSS
T U U B B E B B A A D D D D I E S
T U U BBB EEEE BBB AAAA D D D D I EEEE SSSSS
T U U B B E B B A A D D D D I E S
T UUUUU BBB EEEEE BBB A A DD DD IIIII EEEEE SSSSS
```

by IVAN MACKINTOSH and RICHARD MUNNS.

Tube Baddies is a strategic arcade game requiring accuracy, skill,
quick reactions and brain power, with top notch colourful graphics
and original music by Richard Munns.

Tube Baddies will officially be launched on April 15th 1995 at the
SAMS 2 computer show held in Stafford, England. However in order to
generate some pre-launch interest I am making this announcement now.
Tube Baddies is no longer a vapourware product, we are just adding a
few finishing touches to the disk and creating the manuals.

Tube Baddies will be priced at #4.95 (UK pounds including UK p&p),
or $10 (US dollars in cash) to customers in the USA. Other overseas
destinations please add #2 to cover p&p and remitt in pounds
sterling via an IMO or Bank draft. Tube Baddies is available on
disk only and requires a 64k XL/XE computer to run.

If you want to become one of the first people to own a copy of Tube
Baddies you may send your advance orders now with payment. The goods
will then be mailed as soon as possible after the 15th of April 1995.

For further details feel free to contact me, Richard GORE at

79 SPROTBROUGH ROAD, SPROTBROUGH, DONCASTER, DN5 8BW, ENGLAND

E-mail: chmrig@leeds.ac.uk

PS Also newly re-released, Black Lamp, a wonderful gothic platform,
arcade, adventure game. Atari UK did once release this game, but now
the author has regained his rights to the game and has made it
available on disk for the first time. Price #4.95 ($10).

2473. Re: 65xe (800xl or 130xe -like?)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-21 17:33:33 UTC
From: Peter@bell.demon.co.uk
Message-ID: <795807213snz@bell.demon.co.uk>
Source record: 93266

In article <3kmnh2$3ab@news.xmission.com>
jeking@xmission.xmission.com "James King" writes:

> Which video hack would be closer for a 65xe -- the 800xl or 130xe? My
> guess is that a 65xe is more similar to the 800xl (or at least looks that
> way).
>
> I want to upgrade its video so it can be used on a 1702 monitor - as
> right now, it has the video of a stock XL.
>
I would think the 130XE mod is the correct one. The 65XEs I have are
just 130XEs with half the RAM and the mapper chip missing. Interestingly,
they also have the ECI fitted, which the US models apparently didn't.

Note that these machines are UK PAL models, so this may not apply to
the US versions.

Pete
--
Peter Bell <peter@bell.demon.co.uk>

2474. Re: 1030 Express! compatibility? Please HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-21 18:23:17 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3kn5il$j81@hearst.cac.psu.edu>
Source record: 93258

John O'Dell (jodell@cts.com) wrote:

: Although I imagine not many of you use 1030 Express! (Keith Ledbetter
: 10/85 (ver 2.0)) as your primary telecomm program, does anyone have
: experience in using it to download from shell accounts?

I assume you are meaning an UNIX account?

: I am running an 800XL w/64K, 1050, and 1030. I set 1030 Express! to
: ATASCII for binary downloads and leave the parity on none (which is
: default). Is this correct? The results are consistent: nothing
: executes properly. UUDECODE.BAS will not even ENTER into RAM. I managed
: to capture it to disk and eventually ENTERed it that way, but when I
: tried to UUdecode SUPUNARC.UUE, I got an EOF error. SUPUNARC.COM, which
: I originally tried to download first (it seemed the quickest way to get
: to work unarc-ing icet.arc), never executed. Etc, etc, etc.

Actually, if you are doing text transfers (Not sure how you would
initiate that on the Unix side other than "cat filename.ext") you would
want to receive in ASCII. (I would think.) Of course if you have
shell access, why not just "uudecode filename.exe" on the Unix side
and then "sx filename.ext" for XMODEM or "sb filename.ext" for ymodem.

Of course you must be aware that depending on how you are connected
to your shell account (as in, if you call a dailup line, then that
routes you to a terminal server, and then you log into your shell
account) there could be some problems since each one of those
nodes interprets data differently.

also..when FTP'ing always do a binary transfer to a unix account.
(okay..there are some times when you would want to do ascii...but..)

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---

2475. Re: Ghost Encounters

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-21 18:26:17 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3kn5o9$j81@hearst.cac.psu.edu>
Source record: 93259

James King (jeking@xmission.xmission.com) wrote:
: Once again, I'm making a plea for anybody who knows where I can get the
: game, Ghost Encounters! Is it currently being sold anywhere? If not,
: does anybody care to part with it?

: After all these years of providing software to others (via my BBS and
: whatnot), I hope some kind soul can repay by providing me with a source
: to this (and similar) game(s).

Isn't that the game where you are a ghost and have to go around through
small purplish passageways and then shoot some other ghost thing and try
to get some key..run back to the main screen, unlock a passage, and then
always get stuck not being able to fit into some passages? (At least
for me...=)

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---

2476. Re: 65xe (800xl or 130xe -like?)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-21 18:27:35 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3kn5qn$j81@hearst.cac.psu.edu>
Source record: 93260

James King (jeking@xmission.xmission.com) wrote:
: Which video hack would be closer for a 65xe -- the 800xl or 130xe? My
: guess is that a 65xe is more similar to the 800xl (or at least looks that
: way).

: I want to upgrade its video so it can be used on a 1702 monitor - as
: right now, it has the video of a stock XL.

: Can ANYBODY answer this question? (I've only posted it 5+ times without
: one reply)

I would guess that the 65XE would be closer to a 130XE board.
Hey, thing to try is ..locate the resistors by their number in the 130XE
upgrade and see if they are the same on the 65XE.

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---

2477. does US doubler work with 800?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-21 19:01:51 UTC
From: jamesp@agora.rdrop.com
Message-ID: <D5t0v4.LAE@agora.rdrop.com>
Source record: 93268

i am posting for a friend who doesant have internet access.

his older brother went off to college and left him his treasured
atari 800xl system. his brother says that the disk drive (a 1050)
has a us doubler chip installed in it. he also had a lot of
spartados disks which are written in some kinda 'sector skew'
format which i guess allows the us doubler to read or write them
very fast. so everything was fine until one day my friend spilled
a drink into the 800xl and it stopped working.

so he bought a original atari 800 computer to replace the 800xl.
all of his commercial game disks and atari dos stuff works just fine,
but none of the spartados stuff which takes advantage of the us doubler
works at all. it boots the first few sectors and then just dies.

does he need to buy a new 800xl? does the spartados and/or the us doubler thing
only work with 800xl? does anyone know why it would work just fine
with the 800xl but fail completely on the 800?
he is very sad to not be able to use any of the spartados stuff,
and any help would be greatly appreciated thanks!

james

--
jamesp I regret to say that we of the F.B.I. are powerless to act
@ agora in cases of oral-genital intimacy, unless it has in some way
rdrop com obstructed interstate commerce. - J Edgar Hoover

2478. Re: Hello Europe.

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-21 20:49:00 UTC
From: DAG.HUGDAHL@flight.org
Message-ID: <347_9503220107@flight.org>
Source record: 93272

```
Quoting From: jeking@xmission.xmission.com (James King)

JK>Mathy Van Nisselroy (mathniss@link.xs4all.nl) wrote:
JK>: PabQWK is the easiest (make that: least difficult) way for me to read
JK>UseNet
JK>: and get Email.
JK>: PabQWK is fastest when run under SpartaDOS.
JK>
JK>Speaking of PabQwk, pPab Sungenis contacted me awhile back and is
JK>supposed to be sending me the original source code, so it can developed
JK>upon further. Havent seen it yet, but I hope it gets here soo.

I would like to get ahold of it too. I'd like to read larger
messages or have some way to break the message up...

-Dag-


---
* PabQwk 2.0 #23 * The future isn't what it used to be.
---------------------------- -//- ----------------------------
Internet: DAG.HUGDAHL@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------
```

2479. Re: 65xe (800xl or 130xe -like?)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-21 21:39:28 UTC
From: jeking@xmission.xmission.com
Message-ID: <3knh2g$4q1@news.xmission.com>
Source record: 93269

James King (jeking@xmission.xmission.com) wrote:

: I want to upgrade its video so it can be used on a 1702 monitor - as
: right now, it has the video of a stock XL.

Well, decided to go for it, and installed the XE video upgrade in my
65xe. Will find out if it works in a couple hours (did that hack at work
and have to bring the 65xe back home to test).

Will post the results - maybe somebody else out there has interest in
upgrading their 65xe's video output.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

2480. Re: A game for kids...

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-21 21:52:54 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D5t8s7.LzB@itex.jct.ac.il>
Source record: 93274

```
10 graphics 2+16:close #1:open #1,4,0,"k:":trap 10
20 get #1,a:? #6;chr$(a);:g.20
```

-itay "I'm trying to write a 64-color scrolling platform game like a Supermario clone and it's NOT easy"

--- Itay Chamiel, Jerusalem, Israel / | \ bruck@brachot.jct.ac.il ---
Atari 8-bit geek since I was 6 \/|\/ (using someone else's account)

2481. Re: 65xe (800xl or 130xe -like?)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-21 23:31:46 UTC
From: jeking@xmission.xmission.com
Message-ID: <3knnl2$hui@news.xmission.com>
Source record: 93273

Well, checked out the 65xe AC SuperVideo upgrade and it SORTA worked. I get fairly clean video, but sometimes upon powerup, I get a slightly greyish/black display.

Guess that goes to show that the 65xe isnt exactly 130xe compatible.

@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

2482. Re: New Atari 8-bit Software.

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-22 01:38:14 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3knv26$q6e@nic-nac.CSU.net>
Source record: 93275

Ok Richard.. some details on the game / game-play.

Will there be screen-shots and/or a demo version release of this? :)

-bill!

2483. Re: 65xe (800xl or 130xe -like?)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-22 01:55:33 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3ko02l$lkt@hearst.cac.psu.edu>
Source record: 93277

James King (jeking@xmission.xmission.com) wrote:
: Well, checked out the 65xe AC SuperVideo upgrade and it SORTA worked. I
: get fairly clean video, but sometimes upon powerup, I get a slightly
: greyish/black display.

: Guess that goes to show that the 65xe isnt exactly 130xe compatible.

Or, you messed something up. I've done it before... nothing but
fear in the eyes booting up to a black screen after doing a mod.

If you actually followed the 130XE upgrade specs and found everything
I can't see why it wouldn't work unless they really are different.

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---

2484. Re: FS: Classic Atari SoftWare!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-22 02:16:18 UTC
From: steveg@phantom.com
Message-ID: <3ko19i$l39@dockmaster.phantom.com>
Source record: 93278

Ryan 'Gozar' Collins (rlcolli@ibm.net) wrote:
: In article <3kbuge$jf6@kelly.teleport.com>,
: bensmith@teleport.com (Benjamin Smith) wrote:
: > ATARI 8-BIT SOFTWARE FOR SALE:
: >FujiBoink, Atari???
: >Disk.....$5.00 U.S.
: Isn't this a demo that is freely available?

Yes. That's why Ben Smith isn't exactly well-liked here.

2485. Re: DROPZONE

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-22 03:15:04 UTC
From: nathanc@cerc.wvu.edu
Message-ID: <D5tnp4.1vo@cerc.wvu.edu>
Source record: 93270

James Hague (junkster@coho.halcyon.com) wrote:
: Earl C Halliwell <ehalliwe@emh.kunsan.af.mil> wrote:
: >It might be interesting to know that Dropzone (the BEST Defender
: >type game ever written on the 8-bits) was released for the Sega Game
: >Gear a while ago. Never played it, but the screen shots I've seen
: >looked identical.

: SNES too. I never saw it though; it might have only been released in
: England. The original programmer's name was on the title screen: Archer
: MacLean.

It is a great game. My only quibble was that the guy was a little on the
big side. Made it TO easy to die. (well, that's my excuse anyway :)

: James Hague
: junkster@halcyon.com

A Centofanti

2486. ACE '95 - News Release 18

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-22 03:46:41 UTC
From: schrist@io.org
Message-ID: <3ko6j1$bki@ionews.io.org>
Source record: 93271
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

```
********
******** ACE'95 VISITORS & EXHIBITORS INFORMATION!!
********
"If you miss ACE'95, you're going to miss ... EVERYTHING!"
April 1st & 2nd, 1995 - Toronto April 1st & 2nd, 1995 - Toronto
**************************************************
NEWS RELEASE 18: THE TORONTO ATARI FEDERATION PRESENTS - ACE '95!!
**************************************************

==========================================================
ACE '95 *** THE SHOW OF THE DECADE *** ACE '95
==========================================================
LLLLLLLL
LLLLLLLL EVERYTHING YOU WANT WILL BE AT ACE'95!
LLLLLLLL JAGUARS
LLLLLLLL COMPUTERS
LLLLLLLL MIDI
LLLLLLLL THOUSANDS OF PROGRAMS, APPLICATIONS, GAMES,
LLLLLLLL IDEAS & PRODUCTS
LLLLLLLL DEALERS & DEVELOPERS
LLLLLLLL

>ACE'95 is being held at the North York Civic Center. It is a GREAT
>complex: Shopping, Restaurants, Subway, Theatres, Hotel and - of
>course - MEMORIAL HALL & ACE'95!! THE NOVOTEL HOTEL is located
>directly adjacent to the Exhibition area. It's a great place to
>stay! PLAN ON TAKING IN ALL OF ACE'95 (... you really should!!).
>The *GREATEST*ATARI*EXHIBITION*IN*YEARS* is happening on April
>1st & 2nd, 1995, in TORONTO!! This is the ACE '95 Exhibitors List:
LLLL Gribnif Software (NEODESK 4, Geneva!)
LLLLL TOAD Computers (just your basic SUPERSTORE!)
LLLLLL Branch Always Software (GEMulator!)
LLLLLLL Cybercube Research (Cyrel Sunrise Card, CaTTamaran!)
LLLLLLLL DMC Publishing (Calamus, Outline Art 3, Invision Elite!)
LLLLLLLLL Scarborough Computers (*THE* Toronto Atari Dealer!)
LLLLLLLLLL Missionware Software (Flash II, lottODDS, Cyberdrome!)
LLLLLLLLLLL ICD INC/4Play/Black Cat Designs!
LLLLLLLLLLLL It's All Relative (every CD imaginable, Photo Show!)
LLLLLLLLLLLLL ABC Solutions (SARA, Edith Professional, tbxCAD)!
LLLLLLLLLLLLLL Esquimalt Digital Logic (OMEN!)
LLLLLLLLLLLLLLL GEnie Information Services!
LLLLLLLLLLLLLLLL Suzy B's Software (& CDs!)
LLLLLLLLLLLLLLLLL chro_Magic (RAM Gizmo, Pianistics, Crawly Crypt!)
LLLLLLLLLLLLLLLLLL Clear Thinking (EditPlus!)
```

LLLLLLLLLLLLLLLLLL Schauzmoll Soft (ORBIT - The first GUI BBS)!
LLLLLLLLLLLLLLLLLLL Anodyne Software (ExtenDOS, ExtenDOS Pro)!
LLLLLLLLLLLLLLLLLLLL Oregon Research Associates (Diamond Edge 2!)
LLLLLLLLLLLLLLLLLLLLL Computer Direct (DirecTT030, MagicMAC and an
LLLLLLLLLLLLLLLLLLLLLL enormous lineup of Atari products!)
LLLLLLLLLLLLLLLLLLLLL Binary Sounds (SMPTE, Edit Track Platinum!)
LLLLLLLLLLLLLLLLLLLL Fine Tooned Engineering (MIO2, Sweet 16!)
LLLLLLLLLLLLLLLLLLL Compuworld (Service, Parts, Drives, Upgrades!)
LLLLLLLLLLLLLLLLLL Encore Music (Falcon MIDI systems, Cubase!)
LLLLLLLLLLLLLLLLL Wizztronics (The Falcon Rack, Barracuda!)
LLLLLLLLLLLLLLLL Steinberg/Jones (Cubase, Cubase Score!)
LLLLLLLLLLLLLLL SKWare One Software (Seurat!)
LLLLLLLLLLLLLL BEST Electronics (everything part imaginable!)
LLLLLLLLLLLLL COMPO (That's Write 3, SpeedoGDOS 5!)
LLLLLLLLLLLL SPECTRUM Atari Group of Erie (SAGE!)
LLLLLLLLLL STUG (ST User Group of Winnipeg!)
LLLLLLLLLL The ExtremiST (the NEW independent Atari Newsletter!)
LLLLLLLLL Red Hot BBS (Atari Support Network!)

*W*H*A*T *A* *G*R*E*A*T* *L*I*N*E*U*P*

There are some SEMI-EXHIBITORS(?) we should mention too: ASTMUM (Atari ST/Mega Users of Montreal), will be represented by Kest Carter-Morgan. Kest is providing support for ESQUIMALT DIGITAL LOGIC (OMEn), and SCHAUZMOLL SOFT (ORBIT Tele-Information System). Nima Montaser will be showing his superb AUDIO CD Player in the IT'S ALL RELATIVE booth (and Damien Jones will be running the *brand new* TT version of Photo Show Pro in the It's All Relative booth!) IT DOESN'T GET MUCH BETTER THAN THIS!!

=-=-=-=-=-=-
The ACE'95 SEMINAR/LECTURE SCHEDULE:
=-=-=-=-=-=-
SATURDAY APRIL 1 SUNDAY APRIL 2
---

9 AM | Telecommunications &
| Internet with
| Stephen Christian

10 AM Cybercube Research | National Atari Newsletter
Ralf Dowich | User Group Co-operation
| Reg Loeppky

11 AM Branch Always Software | Suzy B's Software/CD
GEMulator | Michael Burkley
Darek Mihocka

12 NOON Missionware, Flash II | Secrets of ... Everything!
John Trautschold | Al Fasoldt

1 PM DMC Publishing | Binary Sounds
Calamus SL | MIDI for Beginners

Mario Georgiou | Rick Ladage

2 PM SARA CD Software | Esquimalt Digital Logic
Peter Zalesak | OMEn
Craig Carmichael

3 PM Gribnif Software | Xwindows/Xmosaic
Neodesk 4 & Geneva | for Atari! Internet
Dan Wilga | Sam Mesbah

4 PM Oregon Research
Diamond Edge 2
Bob Luneski

5 PM Steinberg Jones
Cubase
Ray Williams

=-=-=-=-=-=-
Check our WORLD WIDE WEB pages: http://www.io.org/~schrist/taf.html
=-=-=-=-=-=- or http://www.io.org/~schrist/ace95.html

****
FEATURE EXHIBITOR - Cybercube Research of Thornhill, Canada
****
It is said that Ralf & Gunther & Ulrich
Dowich belong to a secret society. It's said
that the society is dedicated to one thing:

**** SPEED ****

Race your 'stock' TT against a CaTTamaran
... I dare you!
Of course there is another group of people
who believe that all Cybercube ever sees are
colors ... millions and millions of colors!
The Cyrel Sunrise Card will dazzle and amaze
you. Absolutely! And there are at least a
dozen other spectacular products that will
be on display in the Cybercube booth (#4).
Prepare to be amazed!

MIDI, DTP, Wordprocessing, Graphics, JAGUAR GAMES, Power
Computing, Software Libraries, Utilities, Accessories, Databases,
Spreadsheets, Accounting, Animation, Custom Solutions, Games,
Education, Internet, BBS, Networks, Accelerators, Emulators, 6502
support, 68000 support, 68030 support, 68040 support, Mosaic,
Modems, Upgrades, Telecommunications, JAGUAR STATION, User Group
Center, INCREDIBLE SALE PRICES, Software, Hardware, Advice,
Service and EVERYTHING you need to get the VERY BEST out of your
Atari!

BOOK YOUR HOTEL & YOUR TICKETS IN ADVANCE! Call
or e-mail for info: for INDIVIDUALS, USER GROUPS,
ORGANIZATIONS, DEVELOPERS & DEALERS! The Show Site
(North York Civic Center, Memorial Hall Exhibition
Facility) has hotel, shoppping, restaurants and more!
NOVOTEL HOTEL: $89 Cdn PER NIGHT
(single OR double occupancy)
** Call Novotel direct* @ 416-733-2929 and ASK FOR
A ROOM WITH THE TORONTO ATARI FEDERATION GROUP! **

ACE'95 TICKETS: $6 PER DAY
$10 WEEKEND PASS

SHOW HOURS: Saturday April 1 - 9 AM to 6 PM
Sunday April 2 - 9 AM to 5 PM

You can also call 416-752-2744 FOR HOTEL or TICKET RESERVATIONS
==========
Meet Dan Wilga, Darek Mihocka, Bob Luneski, Peter
Zalesak, John Trautschold, Craig Harvey, Nathan
Potechin, Mario Georgiou, Greg Kopchak, Al Fasoldt,
Rick Ladage, Jim Fouch, David & Jennifer Troy,
Michael Burkley, Roger Burrows, DARLAH, Craig
Carmichael, Tom Harker, Chris Krowchuck, Jim
Collins, Ralf Dowich, Shawn Tedder, Mike Wilhelm,
Mike Hohman, Christian Ernst, Michael Snape, Ray
Williams, Stuart Watt, Stephen Christian, Steve
Cohen, Jeff Neveu, Sonny Ang, Bill Annand, Stuart
Watt, Robert Engberson, Suzy B, Nima Montaser,
Damien Jones and couple of thousand show visitors!

Don't miss it!

"ATARI *IS* THE GREATEST!"
==========

ACE'95 IS BEING HELD AT:
North York Civic Center
Memorial Hall Exhibition Facility
5110 Yonge St. (at Parkhome Ave.)
Toronto, Canada
April 1-2, 1995 *CALL US* 416-752-2744 or 416-225-5823 *CALL US*
Saturday 9AM - 6PM
Sunday 9AM - 5PM ~~ Howard Carson, ACE'95 Chief Organizer ~~~
E-Mail: GEnie - H.Carson1
Atarinet - Howard. Carson@51:5/6
Internet - h.carson1@genie.geis.com
howard.carson@canrem.com
hcarson@io.org
TAF Online - Howard. Carson

Stephen Christian _ Member of: TAF, DWIN
schrist@muffin.dnet.dupont.com (_'-/-_ _ |_ _ _ EoH, HCoG, EoO III

or schrist@io.org ._)((-'|_)|)(-'|). TT IX, ACE 95
- http://www.io.org/~schrist ---------------|---------------------------------
Disclaimer: The opinions expressed above are strictly my own and in no way
represent those of my employer and/or clubs/organizations I am
a member of.

Phone: Home: (905) 826-0671, Work: (905) 821-5125, Fax: (905) 821-5790

--

2487. The IRON HORSE BBS (Phoenix, AZ)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-22 05:02:43 UTC
From: bosco@host.yab.com
Message-ID: <Pine.3.89.9503212119.A11747-0100000@host.yab.com>
Source record: 93279

This is an announcement, not an ad. Yeah, that's it...

The ol' Iron Horse BBS is back on-line folks. If you're in the "Valley of the Sun", give us a call. We be waitin'! Pro! network, lotsa 8-bit files new and ancient (classic). Free access. 2400 baud, no x-rated.

(602) 247-1036

2488. MAPPING THE XL!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-22 08:01:09 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3kolg5$c8a@nic-nac.CSU.net>
Source record: 93276

WHOA! I just got my huge box of ATV stuff (Pac Man cart, F-15 Strike Eagle disk, 10 SIO cables (for $10 :)), Mapping the XL/XE and a Trak Ball).

I was just reading the XL stuff in Mapping and my GOD! I'm AMAZED!

An OS fine scrolling mode!?
The 764-internal keycode map is relocatable!? (And the 1200XL Func key Functions can be mapped to them!)
That TEMP gets 559 / 559 gets 0 / press a key / 559 gets temp thing which the 1200XL uses for Ctrl-F2) is a cool trick!
There's a "drive sector length" set of locations (default = 128, max size = 65535 .. how does THIS work, what uses it, and why is there only one register!?)
HELP has a latch flag!
The Internationl Character set has its own ChBase (for 1200XL Control+F4)

Man, I want Function keys again! :) I'D SERIOUSLY LIKE TO KNOW HOW TO GET A 1200XL KEYBOARD INSIDE (or on) AN 800XL!!!!!!!!!!

Also, does Ian Chadwick still have his CIS account!? >:^)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, Cooltris 2.

2489. Re: Have you seen these?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-22 08:45:23 UTC
From: bjcorr@delphi.com
Message-ID: <9503220330591.DLITE.bjcorr@delphi.com>
Source record: 93280

By using the XE memory, Miditrack III has enough sequence event capacity
>to rival most standalone sequencer units. It supports a lot of features
>which were new back then but which are standard these days for sequencers.

.........etc.

>It's when you are limited to having the program AND the sequencer data
>all confined in the 64K area that you wind up with some serious
>compromises. But MTIII is quite capable.

Will Miditrack support any of the current memory upgrades? You can bump an
8-bit to 4 meg these days.
bjcorr@delphi.com

2490. Re: Transfering tapes to disk

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-22 10:50:56 UTC
From: MBITDC9306@titan.newi.ac.uk
Message-ID: <9503221052.AA01288@dylan.newi.ac.uk>
Source record: 93291

> (A. Heller talks some more about boot tape to disk file transfers.)
> Andrew. You were specifically talking about transferring Protector II
> to disk. I'm sure 'Protector II' is like many commercial tapes and is
> probably a multi-stage boot, probably with some encryption and other
> copy protection thrown in. It is no major problem to make a cassette
> copoying program that will write to disk periodically and not fill up
> some buffer and run out of memory. The problem is that the first stage
> probably loads in its own 'loader' program and then there are multiple
> stages to load after that.

There is a program available that will supposedly copy just about any
multi-stage tape to a disk. I've got it and I make it's success rate
to be more like 80% - 90%. In short, it is pretty good. The only
problem with the program is that it is not entirely automatic in that
you have to remember how many stages are contained on the cassette
you wish to transfer.

The program is called Transdisk IV (obviously because it's version 4
of the program ;-) and is available from New Atari User magazine
(Page 6 publishing). I think that the asking price is ten pounds.

Dave
David Wyn Davies
The Atari Classic Programmer's Club
---
e-mail: mbitdc9306@newi.ac.uk

Stupid comment of the Year:
'There are differences in the situations of Scotland and
Northern Ireland. There have not been 25 years of troubles
in Scotland' - John Major on why he oposes a Scottish
parliament.

Yeah. Real clever, John. Cue the sounds of several Scottish
terrorist groups being formed.

Mary had a little lamb
Who had a sooty foot
And everywhere that Mary went
His sooty foot he put.
==========

2491. Re: Transfering tapes to disk ... again

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-22 11:03:02 UTC
From: MBITDC9306@titan.newi.ac.uk
Message-ID: <9503221104.AA01423@dylan.newi.ac.uk>
Source record: 93292

> TURBO was developed in Europe(Czechoslovakia) and widely used in eastern europe.
> The regular Atari tape deck needed some cheap modification to support those
> speeds and you needed a special loader(took about 10 secs). After you loaded
> the loader, you could load any game/program(already saved in TURBO) and it
> took only 20 secs to 1.5 mins to load depending on the size of the file. The
> TURBO 2000 was 10 times faster than regular speed load time for tapes. But
> there were also Turbo 4000 and 6000 (20 and 30 x faster respectively). I think
> any other tape deck converted to be used with XL,XE computers could handle TURBO
> without modification. I know for a fact that there are still hundreds of users
> of XL,XE computers using TURBO today.

There is another Turbo upgrade available in the UK sold by Rambit and
Micro Discount (I think they may also be sold by DGS as well ...??).
It was developed by Rambit back before the Atari started to become
popular in Eastern Europe.

I wonder if the Turbo 2000 sold in Eastern Europe was actually
developed there, or if it was a clone of Rambit's unit, since they
have a similar load speed increase?

I haven't actually got one of the Rambit units yet (it fits into the
1010 ... dunno about the other tape decks), but I intend to get one
sometime. Micro Discount (and presumeably DGS) create dual-format
cassettes of several of the titles they stock. On one side of the
tape sits the standard load version, while on the other side is ...
yup, you guessed it ... the turbo load version. Standard load tapes
will also work with tape decks fitted with this Turbo unit.

Dave.
David Wyn Davies
The Atari Classic Programmer's Club
---
e-mail: mbitdc9306@newi.ac.uk

Stupid comment of the Year:
'There are differences in the situations of Scotland and
Northern Ireland. There have not been 25 years of troubles
in Scotland' - John Major on why he oposes a Scottish
parliament.

Yeah. Real clever, John. Cue the sounds of several Scottish
terrorist groups being formed.

Mary had a little lamb
Who had a sooty foot
And everywhere that Mary went

His sooty foot he put.
==========

2492. XF2.5 or 3.0 XFD images -v- SIO2PC ATR images

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-22 12:04:54 UTC
From: James King <jeking7@delphi.com>
Message-ID: <xQ+6GJ2.jeking7@delphi.com>
Source record: 93293

Are XFD and ATR images the same thing? Can you interchange SIO2PC and
XF25 images back and forth with one another?

I'm setting up a directory specifically for .ATR and .XFD images. I have
several 1meg SIO2PC images, completely loaded with SpartaDos, term programs
and just about everything else useful. It's a boot disk image.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

2493. Re: Transfering tapes to disk

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-22 13:35:12 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3kp92g$q2a@dux.dundee.ac.uk>
Source record: 93294

DAVID DAVIES (MBITDC9306@titan.newi.ac.uk) wrote:
: The only
: problem with the program is that it is not entirely automatic in that
: you have to remember how many stages are contained on the cassette
: you wish to transfer.

: The program is called Transdisk IV (obviously because it's version 4
: of the program ;-) and is available from New Atari User magazine
: (Page 6 publishing). I think that the asking price is ten pounds.

I agree, Transdisk IV is *well* worth the asking price. But I disagree on having to remember the number of stages... if it's all on one side and you have enough memory, then you can just tell it nine stages (assuming there are <=9 stages) and read it all in. At the end it will error, but you just ignore that and write the file to disk anyway. Easy! You really need at least 128K for this though- the program is significantly less fiddly to use on my 130XE than the 800XL.

What the world needs is a new age.
What the world doesn't need is New Age.

Graeme Fenwick:-

email gfenwick@mcs.dundee.ac.uk
homepage http://www.mcs.dundee.ac.uk:8080/~gfenwick/index.html
(includes link to Atari XL/XE page)

2494. Re: River Raid for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-22 13:47:31 UTC
From: markh@sulu.inmos.co.uk
Message-ID: <3kp9pj$mkv@lion.inmos.co.uk>
Source record: 93281

Guys,

Silica Shop in the u.k. were still selling the 8-bit cart of River Raid until recently (also Miner 2049'er and a couple of others) for U.K.P 4.99 each.

I've no idea if they're still selling them.

Mark.

2495. Re: Transfering tapes to disk ... again

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-22 13:55:07 UTC
From: Vladimir Jancarek <3kcec2$nr@crchh327.bnr.ca>
Message-ID: <3kpa7r$5dr@crchh327.bnr.ca>
Source record: 93295

MBITDC9306@titan.newi.ac.uk (DAVID DAVIES) wrote:
>
> > TURBO was developed in Europe(Czechoslovakia) and widely used in eastern europe.
> > The regular Atari tape deck needed some cheap modification to support those
> > speeds and you needed a special loader(took about 10 secs). After you loaded
> > the loader, you could load any game/program(already saved in TURBO) and it
> > took only 20 secs to 1.5 mins to load depending on the size of the file. The
> > TURBO 2000 was 10 times faster than regular speed load time for tapes. But
> > there were also Turbo 4000 and 6000 (20 and 30 x faster respectively). I think
> > any other tape deck converted to be used with XL,XE computers could handle TURBO
> > without modification. I know for a fact that there are still hundreds of users
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> Micro Discount (I think they may also be sold by DGS as well ...??).
> It was developed by Rambit back before the Atari started to become
> popular in Eastern Europe.
>
> I wonder if the Turbo 2000 sold in Eastern Europe was actually
> developed there, or if it was a clone of Rambit's unit, since they
> have a similar load speed increase?
>
> I haven't actually got one of the Rambit units yet (it fits into the
> 1010 ... dunno about the other tape decks), but I intend to get one
> sometime. Micro Discount (and presumeably DGS) create dual-format
> cassettes of several of the titles they stock. On one side of the
> tape sits the standard load version, while on the other side is ...
> yup, you guessed it ... the turbo load version. Standard load tapes
> will also work with tape decks fitted with this Turbo unit.
>
> Dave.
> David Wyn Davies

I don't know when the Rambit started with TURBO but people in eastern
Europe were using it since 1985/86. I had my tapedeck altered by a friend
in 1986 and there were already hundreds of users using TURBO.
If anyone is intrested and knows a little about soldering, I can get
the specs, loader and copy program(normal-->Turbo).
Even though TURBO 2000 is sorta the standard, the kit I used supported
up to TURBO 6000 (3xfaster).

Vladimir
vjancare@magi.com

2496. Tips for Transdisk IV

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-22 16:45:58 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <7D2BD60E74@east-01.novell.leeds.ac.uk>
Source record: 93296

There has recently been talk of transferring tapes to disk via
Transdisk IV, this is a very good conversion tool when it works which
it does about 90% of the time. However you don't have to remember
how mant stages your tape loads in. Try this;

Select 'N' for non-standard tape load, even if it is a standard baud
rate tape and follow the prompts. Then provided you have enough
memory (128k is advisable and supported) the whole program will be
loaded into memory at once. The tape will only stop once it reaches
the very end or when you press break, however the data will remain
in memory. Then you should write the data to an 'XT' and 'XL/XE'
type disk (if you have the program you will know what I mean), if
one version doesn't work the other might!

I hope that helps somebody....

Richard Gore
chmrig@leeds.ac.uk

2497. Re: does US doubler work with 800?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-22 17:50:31 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <D5us87.BJD@iglou.com>
Source record: 93302

The 800 cannot run Spartados, except for Spartados 1.0 or the Spartados X cartridge. Sparta versions 2 and 3 require the extra 16K of memory found in XL/XE computers.

--
Bill Marcum bmarcum@iglou.com
"Trap yourself in a room full of glee, and have nothing in the room but a bucket and a mop, and an illustrated book about birds, you see alot out there, but don't be scared." (Paul Weiss)

2498. Bob Klass Not Going Out of Business

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-22 19:02:06 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2F6EE42E@POST0.LAAFB.AF.MIL>
Source record: 93303

I spoke with Bob Klass this past weekend. He stated that wasn't ditching the 8-bit. He said that he told someone that he didn't have time to do a memory upgrade for the individual and then that person started a rumor that Bob Klass was going out of business to pursue the PC.

It ain't so.

Bob actually has some new things under development that should be out shortly for his hard drive controller. There is a new version of Pro! nearly complete. Bob should have a formal announcement on these items shortly.

Rick Reaser
Atari 8-bit Editor
Current Notes Magazine

2499. Name that Program

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-22 19:02:09 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2F6EE690@POST0.LAAFB.AF.MIL>
Source record: 93304

On Sat, 18 Mar 95 17:27:21 -0500 James King <jeking7@delphi.com> wrote:

>Help! It's been10+ years since I've played
this game and don't recall its title. If it sounds familiar, please
contact me.

>The game is situated in a cemetery, and throughout the game you
can wander through crypts and listen to eery background
music/noise.

> I also seem to remember it has the names oc celebrities blasted
throughout the background.

>It was a graphical adventure.

>Does this ring any bells?

Could it be, "Crypt of the Undead."

Rick Reaser
Atari 8-bit Editor
Current Notes Magazine

2500. Re: SIO2PC Cable

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-22 19:20:14 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <135326@cup.portal.com>
Source record: 93282

No joke about decent tea. The big name in tea in the USA are Lipton, the moral equivalent to a McDonald's hamburger, & Red Rose which I believe is imported from Canada & is quite good. Some of the stuff we get in restaurants is quite vile: Nestea freeze dried with lemon flavoring. makes my hair stand on end just thinking about it!
I just finished a SIO2PC board for Richard Morris, only a month or two after I promised it<g> & I hit on another way of doing it. If it's OK with you, instead of putting a cable that plugs into your clone's serial port, what I'll do is make it so you can plug an IBM style modem cable into it. This'll save a couple of cents on the mailing & you'll end up being able to use any length serial cable you need. I've had a tendancy to only make the cables 3' or so long & it's sort of short for the real world.
About the box, it's just to keep the parts from shorting out or the leads from breaking. I don't want to mention names, but you can ask Bill Kendrick if he thinks it's necessary to build a box even after owning one for a year. I've got a few boxes around so I'll just put it in one.
Email me your address, I'm about 1/2 way through on the one I targeted for you so that means I should get it out in the next century<g>.
Rick

2501. Re: MIO vs BB!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-22 19:20:26 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <135327@cup.portal.com>
Source record: 93308

Amos: Do you suppose you could do a dump of your modems registers? What handshaking it's using & any other pertainent info? If it's not too much trouble, I'd like to see a stop watch timed transfer of a known file size with echo to screen. Something like an ASCII send/recieve of a 10k file would be great. I'm mainly interested in just exactly how fast the screen data can be written.
Rick

2502. Compucat HTTP link?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-22 19:28:53 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3kptpl$1fae@hearst.cac.psu.edu>
Source record: 93283

what is the correct link to this store?

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---
Lindros has teamed with LeClair and Mikael Renberg to form what has become
the league's best line.
"I've been in the NHL for 11 years," said Montreal coach Jacques Demers, who
has come under fire of late. "I don't know if I've seen a better line in the
league. I've seen Gretzky with Jari Kurri and Glenn Anderson, I've seen Mario
Lemieux with Kevin Stevens and Recchi ... I think this is the most dominating
line in the NHL. They're big, strong, they skate, they go to the net."

2503. Re: does US doubler work with 800?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-22 19:40:04 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <135328@cup.portal.com>
Source record: 93305

The options for utilizing the SD format disks on an 800 may not be that attractive, but it can be done. I believe SD 1.x can run on an 800, but you'd have to find the original distribution disks that came with the Sparta DOS construction set & boot that version to access the disks. Another method would be to get Oscar Fowler's program SR <Sparta Read> & use it to transfer the programs to an IBM, then use something like MyUtil to transfer them back onto a MyDOS formatted disk. I'm not sure if he would be willing to buy hardware just to pick the files off the disks, but if he would=> several more options.

2504. Crypt of the Undead

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-22 22:29:31 UTC
From: jeking@xmission.xmission.com
Message-ID: <3kq8cb$dgk@news.xmission.com>
Source record: 93309

Anybody having the above listed game for sale/trade, please contact me.
I'm trying to find my mystery game and its getting expensive. Bought
Ghost Encounters from B&C already, and it WASNT the game I was looking for.

Any help locating my "mystery game" greatly appreciated.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

2505. Re: Ultraspeed format in DOS 2.5?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-23 01:15:44 UTC
From: ral@ral.slip.iglou.com
Message-ID: <ral.10.001443BE@ral.slip.iglou.com>
Source record: 93290

In article <3kcq8v$hc0@reason.cdrom.com> rob@wc.cdrom.com (Robert Glover) writes:
>From: rob@wc.cdrom.com (Robert Glover)
>Subject: Ultraspeed format in DOS 2.5?
>Date: 17 Mar 1995 20:09:03 GMT

>What is a good way to format Atari DOS 2.5-compatible disks (1050 density) in
>Ultraspeed format?

>I'm reorganized all my binary games disks, and most need DOS 2.5 to work right,
>so I'm limited to 1050 density.

>Ideas?

>Rob

I had a modification of DOS 2.5 called DOS 2.5+ which handled Ultraspeed disk
format. I used it with a Happy 1050 to kick it into hi speed mode. I don't
have a USDoubler but I think that it was designed to use it on one.

Rich Link
ral@iglou.com

2506. Re: Have you seen these?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-23 01:24:02 UTC
From: ral@ral.slip.iglou.com
Message-ID: <ral.11.00146725@ral.slip.iglou.com>
Source record: 93318

In article <9503180108593.DLITE.bjcorr@delphi.com> bjcorr@delphi.com (Ben Corr) writes:
>From: bjcorr@delphi.com (Ben Corr)
>Subject: Have you seen these?
>Date: 18 Mar 1995 06:14:57 GMT

>I got down my old collection of magazines last night and started thumbing
>through them and saw a lot of things I have NEVER seen. Being the curious
>type, I thought I would post a list to see if any of you have seen/used
>these goodies, tell me what you thought of them, were they junk or the real
>deal.
>I'll limit myself to hardware items that I haven't seen mentioned on CSA8 as
>being in common use. Please forgive me if any of these are common and I
>should have seen one if I wasn't blind and stupid. Here goes;

>There were others, maybe I'll do another list later.
>bjcorr@delphi.com

One item that I have which I have not seen mentioned lately is the MUPPET
KEYBOARD. These were put out by the Koala people and hook into the joystick.
The Atari/C-64 version had a disk with a C-64 game on one side and a driver on
the other side which made the keyboard work with any Atari program. The
driver works really well. My daughter used to use it with several programs
like Dr Suess games, Spinnaker games, etc.

2507. Re: MAPPING THE XL!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-23 01:25:52 UTC
From: ziggy29@rahul.net
Message-ID: <3kqin0$cq@hustle.rahul.net>
Source record: 93315

William Kendrick (kendrick@zippy.sonoma.edu) wrote:

: WHOA! I just got my huge box of ATV stuff (Pac Man cart, F-15 Strike Eagle
: disk, 10 SIO cables (for $10 :)), Mapping the XL/XE and a Trak Ball).

Just got mine today too...there's a lot of stuff crammed into a $130
order...

: I was just reading the XL stuff in Mapping and my GOD! I'm AMAZED!

I picked that one too, as one of my five for $15. Looks like a cool
manual for a techie; one to keep on the shelf of the computer desk.

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Programmer/Analyst/Dino Jockey * GCS: !h s:+ !g au+ w+ C++$ v++ w+ U N++
* I'd rather be mining Crystite!! * W po+ t+@ Y+ j++ B-- e+++ u** r+++ y+++

2508. 800 vs 800xl question

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-23 01:27:45 UTC
From: jchao@aol.com
Message-ID: <3kqiqh$qak@newsbf02.news.aol.com>
Source record: 93317

I have a simple question. Does anyone know if cartridges that work in an 800 will also work in an 800xl?

2509. The latest on a sick 1050

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-23 01:31:04 UTC
From: ziggy29@rahul.net
Message-ID: <3kqj0o$n1@hustle.rahul.net>
Source record: 93316

As some of you may remember, I posted something about a sick 1050 a couple of weeks ago. I've done a complete 360 and now I'm back to square one.

When I first tried the drive then, the "busy" light turned off and on, at very regular intervals. Subsequent "fiddling" got it to work, albeit tenuously. At times, the drive was quite reliable. Later, it became unreliable again and started ruining disks that were put into it--even those which were write protected! (They could be fixed by reformatting with a good drive.)

After that, I immediately stopped using the drive. Today, I got a couple of replacement 1050 mechanisms from ATV and installed one of them (it was *incredibly* easy, btw). Now....turning on the drive causes the busy light to blink on and off again, in rhythmic patterns like before!

This is *really* weird. I think it's time to buy a new 1050. Anyone got an extra one, relatively cheap (i.e. $30-40ish), that you know works well? Unless, of course, you have a relatively cheap solution. This stoopid drive is giving me gray hair... :)

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Programmer/Analyst/Dino Jockey * GCS: !h s:+ !g au+ w+ C++$ v++ w+ U N++
* I'd rather be mining Crystite!! * W po+ t+@ Y+ j++ B-- e+++ u** r+++ y+++

2510. Re: Ultraspeed format in DOS 2.5?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-23 03:29:35 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3kqpuv$m21@hearst.cac.psu.edu>
Source record: 93284

Richard A Link (ral@ral.slip.iglou.com) wrote:
: In article <3kcq8v$hc0@reason.cdrom.com> rob@wc.cdrom.com (Robert Glover) writes:
: >From: rob@wc.cdrom.com (Robert Glover)
: >Subject: Ultraspeed format in DOS 2.5?
: >Date: 17 Mar 1995 20:09:03 GMT

: >What is a good way to format Atari DOS 2.5-compatible disks (1050 density) in
: >Ultraspeed format?

: >I'm reorganized all my binary games disks, and most need DOS 2.5 to work right,
: >so I'm limited to 1050 density.

: >Ideas?

: >Rob

: I had a modification of DOS 2.5 called DOS 2.5+ which handled Ultraspeed disk
: format. I used it with a Happy 1050 to kick it into hi speed mode. I don't
: have a USDoubler but I think that it was designed to use it on one.

: Rich Link
: ral@iglou.com

SpartaDos 2.3E? or one of those variants does a good job of being
2.5 compatible. I only have a few games that must be run under 2.5.

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---

2511. Re: 800 vs 800xl question

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-23 03:31:01 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3kqq1l$m21@hearst.cac.psu.edu>
Source record: 93285

Jchao (jchao@aol.com) wrote:
: I have a simple question. Does anyone know if cartridges that work in an
: 800 will also work in an 800xl?

Yes.

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---

2512. Re: The latest on a sick 1050

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-23 03:33:01 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3kqq5d$m21@hearst.cac.psu.edu>
Source record: 93286

Tim Irvin (ziggy29@rahul.net) wrote:

: This is *really* weird. I think it's time to buy a new 1050. Anyone
: got an extra one, relatively cheap (i.e. $30-40ish), that you know works
: well? Unless, of course, you have a relatively cheap solution. This
: stoopid drive is giving me gray hair... :)

Um..a local flea market has used 1050's (dirty as hell) for $30.
Of course getting them to you would be a problem =)
--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---

2513. Re: Atari 800XL Layout ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-23 03:35:51 UTC
From: steveg@phantom.com
Message-ID: <3kqqan$19n@dockmaster.phantom.com>
Source record: 93287

Michael Kloss (mk@informatik.uni-bremen.de) wrote:
: Im a new, old Atari 800XL owner. I sold my one a few years ago but
: now i buy it back !
: My Problem is there is no Picture on my TV.
: Where can I get the layouts for the Atari 800 XL ?
: Or how knows the monitor cabel connections ?

The 800XL has a composite color monitor port and an RF interface for your
television. All you need to make your computer talk to your TV is to
visit your local Radio Shack and pick up an RF converter (typically sold
as a "game system hookup" or something like that) and a simply RCA-type
cable to run between 'em.
It sounds like you're trying to run the TV from your 800XL's monitor
port. Can't do that. Not unless your TV has a special "monitor" setting
(my old 10" TV did).

2514. Re: 65xe (800xl or 130xe -like?)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-23 03:40:39 UTC
From: James King <jeking7@delphi.com>
Message-ID: <Zoz5XyH.jeking7@delphi.com>
Source record: 93319

I dont mean to sound overly confident, but I can honestly state that
I did the modification perfectly. Have done over a dozen of these and havent
fouled one up yet.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

2515. Re: The latest on a sick 1050

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-23 04:00:33 UTC
From: bosco@host.yab.com
Message-ID: <3kqrp1$717@news.yab.com>
Source record: 93320

Tim Irvin (ziggy29@rahul.net) wrote: : As some of you may remember, I
posted something about a sick 1050 a : couple of weeks ago. I've done a
complete 360 and now I'm back to square : one.

: When I first tried the drive then, the "busy" light turned off and
: on, at very regular intervals. Subsequent "fiddling" got it to work,
: albeit tenuously. At times, the drive was quite reliable. Later, it
: became unreliable again and started ruining disks that were put into it--
: even those which were write protected! (They could be fixed by
: reformatting with a good drive.)

Hmmmm.... I had a Happy drive that did the same thing. I found that a
couple of hard slaps on the bottom of the drive fixes the problem, but it
seems like it was something to do with the Happy circuitry. Never had
the problem with a stock 1050. (I'm serious about the slapping. We have
had it "fixed" twice and it still did the same thing. Seems the
repair-guy in our town would test the unit and it worked. But if we
leave it on for a while, that stupid busy light would go on and off.

Are you sure yours isn't a Happy?

*** Insert tagline here ***

2516. Re: MAPPING THE XL!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-23 04:09:37 UTC
From: bosco@host.yab.com
Message-ID: <3kqsa1$717@news.yab.com>
Source record: 93321

William Kendrick (kendrick@zippy.sonoma.edu) wrote:

: I was just reading the XL stuff in Mapping and my GOD! I'm AMAZED!

You mean, you're a programmer and you don't have "Mapping..."? That's amazing! All 8-bit users, whether they are programmers or just fool around with their Atari, MUST have this book! It is the single most important tool for us.

Now that you have one, I can't wait to see your future offerings!

<8o)

2517. Re: Thanks, and 1050 Woes!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-23 05:05:27 UTC
From: jasond@uranus.kendall.mdcc.edu
Message-ID: <3kqvin$78o@uranus.kendall.mdcc.edu>
Source record: 93288

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: You get 16MB per partition.

: Each drive can access 65536 256-byte-long sectors.

At the risk of appearing like a nitpick, you can only have 65535 sectors per partition (there is no sector 0), and sectors 1-3 are 128 bytes even on double-density disks.

: That's about 130MB or so online at a time!

Regardless, the numbers still come out the same. :)

Jason Duerstock

2518. Re: 65xe (800xl or 130xe -like?)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-23 05:19:26 UTC
From: bjcorr@delphi.com
Message-ID: <9503230002591.DLITE.bjcorr@delphi.com>
Source record: 93297

>James King (jeking@xmission.xmission.com) wrote:
>
>: I want to upgrade its video so it can be used on a 1702 monitor - as
>: right now, it has the video of a stock XL.
>
>Well, decided to go for it, and installed the XE video upgrade in my
>65xe. Will find out if it works in a couple hours (did that hack at work
>and have to bring the 65xe back home to test).
>
>Will post the results - maybe somebody else out there has interest in
>upgrading their 65xe's video output.
>
Someone please correct me if I am in error, but the entire XL seroes lacks
the Chroma output for split video, right? Now a Supervideo upgrade is nice,
but can't you simply get a chroma output from the emitter of Q7? Just run a
75 ohm resistor of the emitter and connect it up to the proprer place on the
monitor jack and away you go!
bjcorr@delphi.com

2519. Re: MAPPING THE XL!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-23 05:19:43 UTC
From: bjcorr@delphi.com
Message-ID: <9503230002592.DLITE.bjcorr@delphi.com>
Source record: 93298

>
>WHOA! I just got my huge box of ATV stuff (Pac Man cart, F-15 Strike Eagle
>disk, 10 SIO cables (for $10 :)), Mapping the XL/XE and a Trak Ball).
>
>I was just reading the XL stuff in Mapping and my GOD! I'm AMAZED!
>
>An OS fine scrolling mode!?
>The 764-internal keycode map is relocatable!? (And the 1200XL Func key
> Functions can be mapped to them!)
>That TEMP gets 559 / 559 gets 0 / press a key / 559 gets temp thing which
> the 1200XL uses for Ctrl-F2) is a cool trick!
>There's a "drive sector length" set of locations (default = 128, max
> size = 65535 .. how does THIS work, what uses it, and why is there only
> one register!?)
>HELP has a latch flag!
>The Internationl Character set has its own ChBase (for 1200XL Control+F4)

Yeah I just got my box from ATV, christmas in March! 10 sio cables for a
buck each! My 1050 now works again, new drive mech for $12.50! I got Mapping
for the XL too, I am poring over it now, lots of good stuff. Fine scrolling
in Gr.0! I have to order more stuff before this sale is over.
bjcorr@delphi.com

2520. Re: Transfering tapes to disk ... again

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-23 05:19:57 UTC
From: bjcorr@delphi.com
Message-ID: <9503230002593.DLITE.bjcorr@delphi.com>
Source record: 93299

>I don't know when the Rambit started with TURBO but people in eastern
>Europe were using it since 1985/86. I had my tapedeck altered by a friend
>in 1986 and there were already hundreds of users using TURBO.
>If anyone is intrested and knows a little about soldering, I can get
>the specs, loader and copy program(normal-->Turbo).
>Even though TURBO 2000 is sorta the standard, the kit I used supported
>up to TURBO 6000 (3xfaster).
>
>Vladimir
>vjancare@magi.com
>
I would be intersted in the specs for this mod!
bjcorr@delphi.com

2521. Re: Transfering tapes to disk ... again

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-23 06:00:08 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <135502@cup.portal.com>
Source record: 93301

$.02 I believe the stock transfer rate of an Atari tape is approximately
600 baud. If there's a Turbo 4000 & 6000 I'm willing to bet that's
there maximum baud rate rather the the 20-30X figure. Still would
be up to 10 times faster, but there's a simple reason why you can't
go that fast. No cassette tape made will have a signal response that
will go to 19k. CERTAINLY not a modified 410 anyway. I used to own
a fair amount of audio stuff including Grundig <German> & Tandberg <Norway>
cassette decks which were pretty much top of the line at the time. My
graphics equalizer shows a spectrum & I've never seen an expensive
cassette deck go beyond about 12k with standard tape. There's just nothing
there! Flat! You don't even see static above 12k.
Rick

2522. Re: does US doubler work with 800?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-23 06:08:42 UTC
From: bjcorr@delphi.com
Message-ID: <9503230052591.DLITE.bjcorr@delphi.com>
Source record: 93300

A tale of death and destruction of a poor 800XL and then....

>so he bought a original atari 800 computer to replace the 800xl.
>all of his commercial game disks and atari dos stuff works just fine,
>but none of the spartados stuff which takes advantage of the us doubler
>works at all. it boots the first few sectors and then just dies.
>
>does he need to buy a new 800xl? does the spartados and/or the us doubler
thing
>only work with 800xl? does anyone know why it would work just fine
>with the 800xl but fail completely on the 800?
>he is very sad to not be able to use any of the spartados stuff,
>and any help would be greatly appreciated thanks!
>
>james
Okay, if I'm off here guys, correct me. The only current Sparta Dos that
works with the 800 (not the first early version) is the Spart X cart and
is really only useful in a memory enhanced 800 (so it can use BANKED in the
config file and leave you some RAM.) I assume that the X cart can use Ultra
speed on a US Doubled 1050, but that's the only option, disk versions of
Sparta require an XL.
I know that the X cart will run on an 800, I do it.
bjcorr@delphi.com

2523. Re: MAPPING THE XL!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-23 06:20:03 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <135503@cup.portal.com>
Source record: 93306

Bill, about the sector thing, at least for my set up [ATR8000, 8bit] the computer supports at least out to 512 bytes/sector. I haven't really done a lot of looking around, like seeing if i can get the same results with an 800 OS as an XL, but I can pick an 180k IBM disk clean with my setup. I haven't really fooled around with it a lot, but I should be able to get it to read 360k & 720k disks. Apparently the only limit on sector size is the amount of ram in your drive. I've always set the buffer length & jumped straight through SIOV, never checked to see if the OS uses the sector length thing to update the SIO buffer lengths during the call.
Rick

2524. Re: Compucat HTTP link?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-23 06:20:07 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <135504@cup.portal.com>
Source record: 93307

ftp://ftp.netcom.com/pub/nk/nkinney/html
At least from Portal anyway. Once there you open the compucat.html
Neal's been complaining about the traffic on Netcom as of late. He's
said something like it took him 2 days once just to get to his own
account. BTW: I've finally seen Compucat WWW with Netscape. It is
really nice. His wife Carolynn is an artist & she drew a bunch of
original pictures for the adventure. They used a color scanner to get
them into their WWW page. It's hard to believe he had this underground
adventure running on an 8 bit 10 years ago. It's been about 7 years
since I last wandered around the Laserbreath Caverns & it was kind of
fun to go there again.
Rick

2525. Re: 800 vs 800xl question

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-23 06:57:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <23MAR199501573906@pavo.concordia.ca>
Source record: 93289

In article <3kqiqh$qak@newsbf02.news.aol.com>, jchao@aol.com (Jchao) writes...
>I have a simple question. Does anyone know if cartridges that work in an
>800 will also work in an 800xl?
And the answer is: It depends.

Most software is upwards compatible. Unfortunately, a few programs used non-standard calls to the Operating System. These die on an 800xl. The carts I know of that only run on 400/800 machines are:

Demon Attack, Krazy Kritters and Protector II.

Crossfire is irregular on xl/xe machines. Protector II is the game that originally sold me on the Atari; it was great to finally get it nine years after I got my 800.

Dave Paterson
DA_PATE@pavo.concordia.ca

2526. Re: the Great PRO! board search

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-23 07:18:23 UTC
From: krishna@primenet.com
Message-ID: <3kr7bv$44s@news.primenet.com>
Source record: 93322

The mortal Bernard Kok wrote:
: What is the version you are running ??
: They are now at version 4.0b and version 5.0 is soon ready.....
: If you like more info where to get the NEW PRO let me know and I will give
: you the INFO...

: Greetinx from Bernard Kok (Sysop Bernard of BECO TEL in the Netherlands)
: I also run a PRO BBS version 3.1d

Is 5.0 even going to be released since KP is going IBM?

2527. Re: MIO vs BB!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-23 07:21:40 UTC
From: krishna@primenet.com
Message-ID: <3kr7i4$44s@news.primenet.com>
Source record: 93323

The mortal Amos Jackson wrote:
: The MIO is nor reliable at 14.4?!?! That's news to me, for I use 14.4 on a 24
: hour a day basis (bbs'ing or running a bbs), and have had no problems with the
: MIO, and am using the MIO's own R-handler.

I can only speak for my experience calling Underdog BBS who just got a
14.4 and I get errors a plenty and overall, about 7200 baud-like
throughput (at best) when I connect at 14.4 with or without compresion
enabled.

2528. Re: 65xe (800xl or 130xe -like?)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-23 07:49:32 UTC
From: cmwagner@gate.net
Message-ID: <3kr96c$1noi@tequesta.gate.net>
Source record: 93313

Ben Corr <bjcorr@delphi.com> wrote:
: Someone please correct me if I am in error, but the entire XL seroes lacks
: the Chroma output for split video, right? Now a Supervideo upgrade is nice,

As far as I know, yes. The XE is lacking it as well, but the 800 did have
a chroma output, or it is atleast in the schematics that way.

: but can't you simply get a chroma output from the emitter of Q7? Just run a
: 75 ohm resistor of the emitter and connect it up to the proprer place on the
: monitor jack and away you go!

SuperVideo is an improvement to the video circuit, reduces some of the
distorting, but as far as I can tell for the minimum chroma output is
(looking at the SV schematic) from the emitter of Q5 and it has a
100 ohm resistor. But if your going that far you might as well as go
all the way. :)

--
cmwagner@gate.net http://www.gate.net/~cmwagner

2529. 600XL questions...

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-23 08:13:16 UTC
From: bjcorr@delphi.com
Message-ID: <9503230256591.DLITE.bjcorr@delphi.com>
Source record: 93310

I have been doing some work on my 600XL, among them a monitor output. The 600XL has the traces for a monitor cable, it just lacks the components.

I have also noticed another vacant area of traces on the motherboard below and to the left of the monitor cable traces. Among other missing components there is a vacant spot for a 14 pin IC (U24.) Would anyone happen to know the purpose of these missing components?
bjcorr@delphi.com

2530. Re: Compucat HTTP link?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-23 10:27:56 UTC
From: ipoorten@cs.vu.nl
Message-ID: <D5w2EL.Cwo@cs.vu.nl>
Source record: 93311

heller@akh104.rh.psu.edu (Andrew K. Heller) writes:

>what is the correct link to this store?

Try a '/' after the link mentioned in the previous posting.

Ivo

2531. Re: Compucat HTTP link?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-23 10:52:18 UTC
From: ipoorten@cs.vu.nl
Message-ID: <D5w3J6.E71@cs.vu.nl>
Source record: 93312

ipoorten@cs.vu.nl (Ivo van Poorten) writes:

>heller@akh104.rh.psu.edu (Andrew K. Heller) writes:

>>what is the correct link to this store?

>Try a '/' after the link mentioned in the previous posting.

It's me again...
I figured out the complete URL of "NEAL & CAROLYN'S HOME PAGE"

URL: ftp://ftp.netcom.com/pub/nk/nkinney/html/homepage.html

Ivo

2532. XL without sound. HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-23 12:11:02 UTC
From: Mr Bungle <cs1fi@herts.ac.uk>
Message-ID: <Pine.SUN.3.91.950323120557.16089A-100000@altair.herts.ac.uk>
Source record: 93314

Can anyone help? I bought an XL second hand recently and it works fine
except there is no sound. It seems as if that although the picture is
tuned in, the sound isn't, the only sound I get is static, like it isn't
tuned in. I think the modulator is faulty.Is there some way I could link my atari to my
amplifier to get sound - that is, is there some kind of pin-out on the
motherboard I could use?

Iain

2533. Re: MAPPING THE XL!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-23 13:26:59 UTC
From: rlcolli@ibm.net
Message-ID: <ZSNSlGxOQgD3075yn@ibm.net>
Source record: 93343

In article <3kolg5$c8a@nic-nac.CSU.net>,
kendrick@zippy.sonoma.edu (William Kendrick) wrote:
>Man, I want Function keys again! :) I'D SERIOUSLY LIKE TO KNOW HOW TO
>GET A 1200XL KEYBOARD INSIDE (or on) AN 800XL!!!!!!!!!!

Well, if someone doesn't beat me to it, I'll post the hardware mod to
add the function keys to the 800XL. I've been meaning to do it for
years, but have never gotten around to it. It, I think, just consists
of 4 push switches and some wires.

I'll try to find the file tonight, and post it.

==
R y a n 'G o z a r' C o l l i n s

"If you don't try to live in the future, then you're stuck | rlcolli@ibm.net
living in the present" -----------------

"What if you're an Athiest who hates sex?" - Question asked in an Education
class on teaching Abstinence in the schools.
//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\
==

2534. Re: 800 vs 800xl question

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-23 15:08:14 UTC
From: ziggy29@rahul.net
Message-ID: <3ks2su$73s@butch.lmsc.lockheed.com>
Source record: 93324

In article <3kqiqh$qak@newsbf02.news.aol.com>, jchao@aol.com (Jchao) says:
>
>I have a simple question. Does anyone know if cartridges that work in an
>800 will also work in an 800xl?

Most will. Some will not, however. I know Gorf won't work in the XL.
There are probably others.

--
Tim Irvin
ziggy29@rahul.net

I'd rather be mining Crystite.

2535. Re: MAPPING THE XL!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-23 15:38:33 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ks4lp$rde@nic-nac.CSU.net>
Source record: 93326

No! I have HAD Mapping for quite a while (year or two?), but that was
the 400/800 version.

Now I have the Revised Edition and all I need now when it comes to Mapping
books is the Complete & Essential Map! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, Cooltris 2.

2536. 41256 DRAMS

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-23 16:22:40 UTC
From: jeking@xmission.xmission.com
Message-ID: <3ks78g$lpi@news.xmission.com>
Source record: 93331

Anybody out there have any working 41256 DRAMS for sale? I'm in the middle of an upgrade frenzy and would like to throw some ram in my 800xl's and my XEGS.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

2537. Ben Smith at teleport

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-23 16:24:41 UTC
From: jeking@xmission.xmission.com
Message-ID: <3ks7c9$lpi@news.xmission.com>
Source record: 93332

Dont know about the rest of you all, but I'm getting tired of reading Ben Smiths constant commercial ads on our newsgroup. Not ONCE have I seen this person post a message that DIDNT relate to selling something. Perhaps his provider (teleport) should be notified of his commericial use of the net and lack of netiquette!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

2538. Re: SIO2PC Cable

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-23 22:16:24 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ksrvo$e21@nic-nac.CSU.net>
Source record: 93348

Rick Cortese said: "I don't want to mention names, but you can ask Bill Kendrick"

HOW >DARE< YOU MENTION ME!?!?! >:^(

Just kidding! :)

I used SIO2PC for quite a while until my 1200XL broke (I thought it was the cable so I sent it back to Rick to see if he could test it and fix it.. it wasn't broken)

Anyway, when I first had it, it was lose (glue all over the breadboard :)) and I eventually screwed it onto a large piece of wood to hold it down.

Now I've got a box, but still, the damned thing is too light and sometimes my heavy thick 25-pin RS232 cable and it's connector throw the poor thing around, but at least now that it's in the box I'm not worried as much about murdering the thing.

-bill!

2539. Re-re-re-reposts

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-23 22:58:00 UTC
From: DAG.HUGDAHL@flight.org
Message-ID: <d8f_9503280106@flight.org>
Source record: 93340

Quoting From: kendrick@zippy.sonoma.edu (William Kendrick)

WK>Every other time I go to read news I find new mesgs on comp.sys.atari.8bit
WK>but they're all re-posted copies of previous messages!
WK>
WK>The list Ben Corr listed and Itay's comment "I hope you were using a
WK>reference" and Ben's response "my taken-apart 600XL" I've all seen at
WK>least 2 or 3 times in the past few days!
WK>
WK>Is it just MY news-server going nuts or are anyone of the rest of you
WK>getting this repetitive repetative repetetive stuff?

Well, this message I'm responding to I just read two posts previously.
Weird...it may be your news-server.

-Dag-

---
* PabQwk 2.0 #23 * Backup not found: (A)bort (R)etry (S)mash the computer to
bits ...
---------- -//- ----------
Internet: DAG.HUGDAHL@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

2540. RE: 800 to DOS Thanks!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-23 23:02:16 UTC
From: thunderjet@delphi.com
Message-ID: <5Mz5n0I.thunderjet@delphi.com>
Source record: 93325

We want to thank all the those who sent notes and suggestions on how to convert the Atari disks we had.

The real thanks and kudos to Mike who actually converted the disks for us. Thanks again Mike!

2541. Re: Classic 8-bit convers

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-23 23:14:00 UTC
From: DAG.HUGDAHL@flight.org
Message-ID: <d90_9503280106@flight.org>
Source record: 93341

Quoting From: steveg@phantom.com (Steve G.)

SG>Regarding classic conversions...
SG>
SG>There's a guy in the Mac community named Andrew Welch who runs a
SG>shareware software business called Ambrosia Software. Over the past few
SG>years he's come out with some OUTSTANDING modernized versions of classic
SG>video games (for the Mac, of course). His most recent is one called
SG>"Apeiron", a thoroughly modernized version of Centipede. He's also done
SG>versions of Asteroids (Maelstrom), Star Castle (Cyclone), and others, as

Maelstrom is a *fantastic* game. I just might have to get my
own Mac in order to play it! :)

-Dag-

---
* PabQwk 2.0 #23 * Holodeck designed by TARDIS Inc.
---------------------------- -//- ----------------------------
Internet: DAG.HUGDAHL@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------

2542. Antic & ANALOG last issues

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-24 00:05:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Mar23.190208.6154@wariat.UUCP>
Source record: 93327

I'm trying to find out what were the last issues of 'Antic' and
'ANALOG'. I remember there was some deal where ANALOG was going to give
the remainder of its subscriber's issues in 'equivalent' Antic
magazines. I know ANALOG went to issue 79, Dec. '89 and Antic went at
least to 10/88 (vol 7, issue something.) Were there any issues of
either after the above? (Nat Friedland lurked here once, if still
lurking, I would take a private answer.)
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

2543. Sinclair ZX80

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-24 00:37:35 UTC
From: rogtha@delphi.com
Message-ID: <5Q2b38P.rogtha@delphi.com>
Source record: 93328

I know this is the wrong place to post this but of course
there aren't any Timex-Sinclair newsgroups.
I have a Sinclair ZX80 which I'm trying to get to work. I have
it hooked up to a TV via RF modulator, and I have a 9V adaptor plugged in
as well. It's not giving me a display (I've run through ALL the TV channels)
but I know it's on because when I connect earphones I hear a low buzz.
Any ideas?

2544. DISREGARD DISREGARD DISREGARD DISREGARD DISREGARD "Sinclair ZX80"

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-24 00:48:39 UTC
From: rogtha@delphi.com
Message-ID: <xW4anIP.rogtha@delphi.com>
Source record: 93329

I was in ERROR! There is a Sinclair newsgroup; I just didn't see it.
But, if you have any ideas anyway please let me know!

2545. Re: The latest on a sick 1050

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-24 01:18:49 UTC
From: ziggy29@rahul.net
Message-ID: <3kt6lp$jka@hustle.rahul.net>
Source record: 93330

Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
: Tim Irvin (ziggy29@rahul.net) wrote:

: : This is *really* weird. I think it's time to buy a new 1050. Anyone
: : got an extra one, relatively cheap (i.e. $30-40ish), that you know works
: : well? Unless, of course, you have a relatively cheap solution. This
: : stoopid drive is giving me gray hair... :)

: Um..a local flea market has used 1050's (dirty as hell) for $30.
: Of course getting them to you would be a problem =)

Well, James King has volunteered to rescue me by selling me a drive at
that price which he says is nearly mint (minus the PS, which I have
about five of in the closet).

Now to yank out that good, brand new drive mechanism, save it and put
the rest in the bit bucket. Maybe I'll just toss the PCB and keep the
case somewhere, too. It's in pretty good condition.

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Programmer/Analyst/Dino Jockey * GCS: !h s:+ !g au+ w+ C++$ v++ w+ U N++
* I'd rather be mining Crystite!! * W po+ t+@ Y+ j++ B-- e+++ u** r+++ y+++

2546. Re: Ben Smith at teleport

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-24 01:26:17 UTC
From: ziggy29@rahul.net
Message-ID: <3kt73p$kev@hustle.rahul.net>
Source record: 93333

James King (jeking@xmission.xmission.com) wrote:
: Dont know about the rest of you all, but I'm getting tired of reading Ben
: Smiths constant commercial ads on our newsgroup. Not ONCE have I seen
: this person post a message that DIDNT relate to selling something.
: Perhaps his provider (teleport) should be notified of his commericial use
: of the net and lack of netiquette!

Hey, James...forget that e-mail I just sent you about the 1050. I can buy one from Ben Smith for $75! :)

Seriously, though...yes. And the prices are atrocious. Since I've never seen Ben Smith participate in c.s.a.8 except for these ads, they're obviously just "drive-by" postings.

If people want to sell a few extra pieces of 8-bit equipment, and they contribute to the discussion and aren't out to rip people off--as Mr. Smith seems intent on doing--fine. I think it's good to keep market for 8-bit products at realistic prices. What sucks is the blatant commercialism of Ben Smith's efforts.

Most of us have probably just accumulated a little extra equipment that we don't need. Or maybe we wanted a few pieces of software/hardware in a "package deal" system that was too good to pass up. Either way, there isn't gross profiteering, and a spirit of cooperation that otherwise exists in the group. (When there is very little mainstream support left, concerned users need to band together and all that...)

But $175 for an XF551? $5 for a BASIC cart with no manuals? $10 for books which ATV has for $3 each (when you buy 5)? Sheesh. Apparently someone hasn't priced the market.

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Programmer/Analyst/Dino Jockey * GCS: !h s:+ !g au+ w+ C++$ v++ w+ U N++
* I'd rather be mining Crystite!! * W po+ t+@ Y+ j++ B-- e+++ u** r+++ y+++

2547. what is a reasonable price to ask for a xf551 in us dollars ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-24 02:27:59 UTC
From: library2@nbnet.nb.ca
Message-ID: <library2.35.0@nbnet.nb.ca>
Source record: 93334

hi y'all

just wondering what i might have to pay for another xf551 for my dear
65xe ?

i can't find any anywhere in new brunswick canada .

any ideas ?

2548. Re: Antic & ANALOG last issues

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-24 02:59:04 UTC
From: rosborn@en.ecn.purdue.edu
Message-ID: <3ktcho$mmf@mozo.cc.purdue.edu>
Source record: 93335

In article <1995Mar23.190208.6154@wariat.UUCP> Russ.Gilbert@apk.wariat.org (Russ Gilbert) writes:
>I'm trying to find out what were the last issues of 'Antic' and
>'ANALOG'. I remember there was some deal where ANALOG was going to give
>the remainder of its subscriber's issues in 'equivalent' Antic
>magazines. I know ANALOG went to issue 79, Dec. '89 and Antic went at
>least to 10/88 (vol 7, issue something.) Were there any issues of
>either after the above? (Nat Friedland lurked here once, if still
>lurking, I would take a private answer.)

I'm about 99% sure that the last STart (and thus the last Antic) was the February/March 1991 issue. I'm not sure about the last issue as a stand-alone magazine. They list that you could buy the entire library of Antic magazines ('83 to '89) for $129.95 + shipping.

--
| Looking for games and rare recordings:
Ryan H Osborn | Black Sabbath, Ozzy, Chase, Maynard Ferguson
rosborn@en.ecn.purdue.edu | 800 XL/2600/7800/Vectrex/SMS/NES/Lynx/SNES
| GameBoy/GameGear/Coleco/Odyssey^2

2549. Re: Antic & ANALOG last issues

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-24 04:01:17 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Mar23.225121.22145@wariat.UUCP>
Source record: 93336

(Ryan Osborn says last STart(with Antic in it) was 2-3/91.)
That's interesting. '83 to '89 Antic complete for $129.95.
Here's what I've found out.
Antic:
1st issue 4/82 (Vol. 1, Issue 1)
Was bi-monthly to start until 2-3/83 (vol 1, issue 6) then went
monthly 4/83 (Vol 2, issue 1). Antic then went to June/July 1990 as a
separate magazine. There were no Antics for 8,9 of 90. Then Antic was
put into STart for 10,11,12 of 90 and 1/91. Then STart went bi-monthly
(with Antic in it) 2-3/91 and 4-5/91. 4-5/91 was the last issue of
STart (with Antic in it). So I guess you could say Antic started 2-3/83
and ended 4-5/91.
ANALOG:
ANALOG started issue #1 1-2/81 and was supposed to be bi-monthly.
It missed issues so that it wound up with #12 being 7-8/83. It then
went pretty steady, one issue per month, until #59 (11/88). There was a
(Oooops that was issue #58 10/88). There was a six month gap when
Deschenes left, Papas became sole editor/publisher and LFP bought
ANALOG. ANALOG then went pretty steady to issue #79 (12/89) and 'sold
out' to Antic, the remaining subscriptions being 'traded in'
automatically for Antics. So ANALOG went from issue #1 1/81 to issue
#79 12/89.
By the way, I've previously said LFP changed the permissions to pass
around ANALOG programs. I don't think he really did, but I don't want
to start a debate.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

2550. Atari ST Midi Software for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-24 04:52:54 UTC
From: mercury30@aol.com
Message-ID: <3ktj76$j0g@newsbf02.news.aol.com>
Source record: 93337

For Sale: For the Atari ST, Band In A Box with styles & song disks. Also
a top of the line MIDI sequencing program is also included in this bundle.
$45 shipped to you. A great MIDI package! Email Mercury30@aol.com

2551. Re: The latest on a sick 1050

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-24 05:19:17 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3ktkol$ap7@hearst.cac.psu.edu>
Source record: 93338

Tim Irvin (ziggy29@rahul.net) wrote:
: Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
: : Tim Irvin (ziggy29@rahul.net) wrote:

: : : This is *really* weird. I think it's time to buy a new 1050. Anyone
: : : got an extra one, relatively cheap (i.e. $30-40ish), that you know works
: : : well? Unless, of course, you have a relatively cheap solution. This
: : : stoopid drive is giving me gray hair... :)

: : Um..a local flea market has used 1050's (dirty as hell) for $30.
: : Of course getting them to you would be a problem =)

: Well, James King has volunteered to rescue me by selling me a drive at
: that price which he says is nearly mint (minus the PS, which I have
: about five of in the closet).

: Now to yank out that good, brand new drive mechanism, save it and put
: the rest in the bit bucket. Maybe I'll just toss the PCB and keep the
: case somewhere, too. It's in pretty good condition.

ack... if you are going to throw it away...send it to me...
parts are always good.

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---

2552. Re: Sinclair ZX80

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-24 05:28:03 UTC
From: warspite@ix.netcom.com
Message-ID: <3ktl93$eg7@ixnews3.ix.netcom.com>
Source record: 93339

In <5Q2b38P.rogtha@delphi.com> rogtha@delphi.com writes:

>
>I know this is the wrong place to post this but of course
>there aren't any Timex-Sinclair newsgroups.

But there is! Check out comp.sys.sinclair
Nice, helpful folks like the ones here...

Allan

2553. NEEDED: RS-232 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-24 06:12:43 UTC
From: jodell@crash.cts.com
Message-ID: <D5xL98.KKH@crash.cts.com>
Source record: 93158

```
HAVE: SupraModem 2400(TM)
RS-232 cable w/female DB25 connector (to interface)
Atari 800XL w/64K
Ice-T v0.0

NEED: 850 interface
cable (from interface to Atari)

Will pay. Will take any and all advice and suggestions.

-John O'Dell : jodell@cts.com
```

2554. Re: XL without sound. HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-24 06:55:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <24MAR199501554281@pavo.concordia.ca>
Source record: 93345

In article <Pine.SUN.3.91.950323120557.16089A-100000@altair.herts.ac.uk>, Mr Bungle
<cs1fi@herts.ac.uk> writes...
>Can anyone help? I bought an XL second hand recently and it works fine
>except there is no sound. It seems as if that although the picture is
>tuned in, the sound isn't, the only sound I get is static, like it isn't
>tuned in. I think the modulator is faulty.Is there some way I could link my atari to my
>amplifier to get sound - that is, is there some kind of pin-out on the
>motherboard I could use?
>
Iain: the five-pin monitor plug on the back of your xl includes a sound line.
Check out the FAQ for pinouts, and you can easily plug in to your amp.

Dave Paterson
DA_PATE@pavo.concordia.ca

2555. Re: Antic & ANALOG last issues

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-24 07:10:22 UTC
From: jlodoen@shell.portal.com
Message-ID: <3ktr8u$gnm@jobe.shell.portal.com>
Source record: 93347

Russ.Gilbert@apk.wariat.org (Russ Gilbert) writes:
>I'm trying to find out what were the last issues of 'Antic' and
>'ANALOG'. I remember there was some deal where ANALOG was going to give
>the remainder of its subscriber's issues in 'equivalent' Antic
>magazines. I know ANALOG went to issue 79, Dec. '89 and Antic went at
>least to 10/88 (vol 7, issue something.) Were there any issues of
>either after the above?

Antic's last issue was June/July 1990, Vol. 9, #2. They went
bi-monthly with the October/November 1989 issue. The last issue
featured David Plotkin's Miniature Golf.

I believe you are correct about ANALOG.

2556. 8bit/26/7800 wishlist & sale/trade list

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-24 08:19:03 UTC
From: richczeta@aol.com
Message-ID: <3ktv9n$mbm@newsbf02.news.aol.com>
Source record: 93342

```
Atari 8-bit wishlist
(sale/trade after list)

Looking for the following games, cartridge or disk, (pref. cart)
with original docs, for the 800/XL/XE. Titles with a "?" I need
info about what they are. Thanks!

800/XL/XE - must include docs!
---------------------------------------
BC Quest for Tires
Beamrider
Blue Max - only need docs!
Burgertime
Choplifter
Creepy Corridors ?
Crossbow
Crossfire
Dark Crystal
Encounter ?
Frogger II
Gemstone Warrior
Gyruss
Kangaroo
Karateka
Legionnaire ?
Mario Bros.
Marble Madness
Montezuma's Revenge
Moonsweeper
Moon Patrol
Mousetrap (Atari?)
Mr. Do!
Phantasie I-II ?
Pharoah's Revenge ?
Phoenix - arcade
Pitfall II
Pole Position II - does this exist?
Q*Bert's Qubes!
Serpentine
Star Raiders II - cartridge version
Temple of Apshai
Thunderfox ?
Time Pilot
Tower Toppler
Tutankham (PB cart)
```

Turmoil ?
Venture - arcade (Atari?)
Zenji ?

Also any Tolkien based graphic Adv/RP games.
Good Astronomy/Planetarium program for Atari 8-bit that is
updatable & takes full advantage of the Atari's abilities.

Atari 2600 - must include original docs!
- no late release (85-90) classic 1978-84 carts!
- picture labels much preferred.

Basic Programming - with overlay(s)
China Syndrome ?
Crazy Climber (someday...)
Crossbow
Dark Chambers
Dragonfire
Encounter at L-5
Exocet ?
Frogger
Frogger II
Kick Man ?
Montezuma's Revenge
Moonsweeper
Mousetrap (Atari - difference from Coleco?)
Mousetrap (Coleco)
Mr. Do!
Pengo
Pitfall!
Pole Position
Raiders of the Lost Ark
Secret Quest
Skiing
Smurf Rescue
Sorcerer's Apprentice
Space Shuttle
Star Voyager ?
SwordQuest: Waterworld
Stellar Track
Tunnel Runner
Yar's Revenge
Zoo Fun ?

Only need docs for these 2600 carts:
Atlantis
Berserk
Defender
E.T.
Jr. Pac-Man
Krull

Solaris

I also need a pair of 2600 "keyboard controllers".

Atari 7800 - must include docs!

Food Fight
Karateka
Planet Smashers ?

Items for sale or trade:

Atari 600XL (rust spots on RF shield) w/64K RAM chips. Board mods not yet made. Five damaged joysticks, 2 RF cables, SIO cable, 1050 drive (won't format), Wico trackball, & missile command cart. No PS's
$25 for all, best offer, or trade.

Atari 5200 2-port with 2 working controllers, power supply, cables, and 16 cartridges. System is in excellent condition. Will take best offer. I would prefer to sell everything together, but I'd consider splitting it.

Asking price guide:
$4 x 15 carts = $60
Plus Frogger II $10
Complete 5200 system $20
Total only $90

2600 adapter for 5200 $25 obo

Here are the 16 5200 carts. Please note a few are somewhat rare. All except Frogger II, Pole Position, and Soccer have original docs. Frogger II has photocopied docs.

Pitfall II
Mario Bros.
Vanguard
Q*Bert
Gyruss
Frogger
Frogger II
Joust
Ms. Pac-Man
Kangaroo
Pac-Man
Qix
Congo Bongo
Popeye
Realsports Soccer - worn label
Pole Position - worn label

7800 cartridges w/box & docs for sale/trade.

Commando
Mat Mania
Touchdown Football
One-on-One Basketball
Hat Trick

2600 cartridges w/box & docs for sale/trade.

Dig Dug
Galaxian - no docs
Jungle Hunt
Kangaroo
Ms. Pac-Man
Phoenix
Realsports Football
Super Football
Space Invaders

I have the following BOXES in mint/near mint condition. Free
to anyone who wants them. (Just pay shipping. Or will trade
for a cart or two).

800/XL/XE Boxes

Ballblazer
Gauntlet
Ghostbusters
Final Legacy
Food Fight
Millipede

7800 Boxes

Asteroids
Ballblazer
Centipede
Dark Chambers
Desert Falcon
Donkey Kong
Donkey Kong Jr.
Galaga
Ikari Warriors
Jinks
Joust
Pole Position II
RealSports Baseball
Robotron 2084
Scrapyard Dog
Super Huey

2600 Boxes

Battlezone
Gravitar
Defender II

If anyone has anything above to sell, trade, or knows of a
sale, closeout, etc., please email. Thanks!

richczeta@aol.com

2557. Re: The latest on a sick 1050

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-24 09:06:33 UTC
From: bjcorr@delphi.com
Message-ID: <9503240347591.DLITE.bjcorr@delphi.com>
Source record: 93161

> As some of you may remember, I posted something about a sick 1050 a
>couple of weeks ago. I've done a complete 360 and now I'm back to square
>one.
>
> When I first tried the drive then, the "busy" light turned off and
>on, at very regular intervals. Subsequent "fiddling" got it to work,
>albeit tenuously. At times, the drive was quite reliable. Later, it
>became unreliable again and started ruining disks that were put into it--
>even those which were write protected! (They could be fixed by
>reformatting with a good drive.)
>
> After that, I immediately stopped using the drive. Today, I got a
>couple of replacement 1050 mechanisms from ATV and installed one of
>them (it was *incredibly* easy, btw). Now....turning on the drive causes
>the busy light to blink on and off again, in rhythmic patterns like
>before!
>
> This is *really* weird. I think it's time to buy a new 1050. Anyone
>got an extra one, relatively cheap (i.e. $30-40ish), that you know works
>well? Unless, of course, you have a relatively cheap solution. This
>stoopid drive is giving me gray hair... :)

Well, sounds like a PCB problemn. I would suspect the floopy drive
controller chip, those go for about $20 from B&C, an expensive guess, anyone
else more knowledgable have a clue?

Don't throw the drive away! If you get a new one and have no interest send
the old one to me (minus the new drive mech) I'll pay for postage! I like
to tinker with things....
bjcorr@delphi.com

2558. Re: 800 vs 800xl question

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-24 09:06:45 UTC
From: bjcorr@delphi.com
Message-ID: <9503240347592.DLITE.bjcorr@delphi.com>
Source record: 93160

```
>I have a simple question. Does anyone know if cartridges that work in an
>800 will also work in an 800xl?
>
Not all, Gorf for instance won't run on an XL. Most will.
bjcorr@delphi.com
```

2559. Re: The latest on a sick 1050

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-24 09:07:01 UTC
From: bjcorr@delphi.com
Message-ID: <9503240347593.DLITE.bjcorr@delphi.com>
Source record: 93162

>Tim Irvin (ziggy29@rahul.net) wrote: : As some of you may remember, I
>posted something about a sick 1050 a : couple of weeks ago. I've done a
>complete 360 and now I'm back to square : one.
>
>: When I first tried the drive then, the "busy" light turned off and
>: on, at very regular intervals. Subsequent "fiddling" got it to work,
>: albeit tenuously. At times, the drive was quite reliable. Later, it
>: became unreliable again and started ruining disks that were put into it--
>: even those which were write protected! (They could be fixed by
>: reformatting with a good drive.)
>
>Hmmmm.... I had a Happy drive that did the same thing. I found that a
>couple of hard slaps on the bottom of the drive fixes the problem, but it
>seems like it was something to do with the Happy circuitry. Never had
>the problem with a stock 1050. (I'm serious about the slapping. We have
>had it "fixed" twice and it still did the same thing. Seems the
>repair-guy in our town would test the unit and it worked. But if we
>leave it on for a while, that stupid busy light would go on and off.
>
>Are you sure yours isn't a Happy?
>
>*** Insert tagline here ***
>
>
That is something I hadn't thought of, you may have an IC that needs
reseating (slapping the drive does that, sort of. Remember the first ST's
that shipped had a similar problemn, because Atari in their infinite wisdom
used cheap sockets that only contacted the chips on one side of the prong?
Their advised fix was to drop the computer from a few inches onto the desk,
to reseat the chips? What a joke!) Just pry the chips on the PCB up a little
and shove'em back in, see if that helps.
bjcorr@delphi.com

2560. Re: XL without sound. HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-24 09:26:43 UTC
From: bjcorr@delphi.com
Message-ID: <9503240408591.DLITE.bjcorr@delphi.com>
Source record: 93344

>Can anyone help? I bought an XL second hand recently and it works fine
>except there is no sound. It seems as if that although the picture is
>tuned in, the sound isn't, the only sound I get is static, like it isn't
>tuned in. I think the modulator is faulty.Is there some way I could link my
atari to my
>amplifier to get sound - that is, is there some kind of pin-out on the
>motherboard I could use?
>
>Iain
>
There is a monitor jack (unless this is a 600XL) that will give you an
audio signal you can use for your amplifier;
Looking at the monitor jack;
3 1
5 4
2
Pin 3 is the audio output.
bjcorr@delphi.com

2561. 1050 Speedy - does it support Ultraspeed sector skew

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-24 12:23:40 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.204.000C6562@genesis.informatik.rwth-aachen.de>
Source record: 93346

Hello !!!

I've picked up a Speedy for my 1050 and it works fine (and very fast 8-).
Now my question : does it support USS (if I try with Spartados there's an
Errormessage - but I think I've heard they will do)?

Matt

P.S. I have the old one - could it be a question of the ROMs ?

2562. Re: Transfering tapes to disk ... again

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-24 13:38:42 UTC
From: s480@ernie.icslab.agh.edu.pl
Message-ID: <3kui12$r59@galaxy.uci.agh.edu.pl>
Source record: 93354

Rick_Michael_Cortese@cup.portal.com wrote:
: $.02 I believe the stock transfer rate of an Atari tape is approximately
: 600 baud. If there's a Turbo 4000 & 6000 I'm willing to bet that's
: there maximum baud rate rather the the 20-30X figure. Still would
: be up to 10 times faster, but there's a simple reason why you can't
: go that fast. No cassette tape made will have a signal response that
: will go to 19k. CERTAINLY not a modified 410 anyway. I used to own
: a fair amount of audio stuff including Grundig <German> & Tandberg <Norway>
: cassette decks which were pretty much top of the line at the time. My
: graphics equalizer shows a spectrum & I've never seen an expensive
: cassette deck go beyond about 12k with standard tape. There's just nothing
: there! Flat! You don't even see static above 12k.
: Rick

There were many TURBO standards developed in Poland too.
Those systems never used speed beyond 9600 boods. I have written software for
ATARI TURBO ROM and i know that going faster than 12000 boods would be impossible
because the tape speed is too unstable and i would be too difficult to measure
impuls length properly. No way! 30 times faster probably means only total loading
time (games were loaded in one big block in those systems i know).

PS. I spend some time looking at the reasons of tape errors in standard transmission.
Probably ATARI screwed up the tape OS. Part of OS wchich measured the tape
speed was over-reacting leading to unexpected errors. That is the main
reason why TURBO was much more relyiable.

Jacek Schneider s480@icslab.agh.edu.pl

2563. Re: OMNICOM help please!!????

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-24 13:45:24 UTC
From: winston@merk.com
Message-ID: <D5y67p.G99@merk.com>
Source record: 93349

On 18 March 18, 1995 at 09:41:57 GMT (3:41am EST ?),
ebgevza@oak.grove.iup.edu () wrote:

E> I have obtained SX212a.arc

The SX212 is a modem. You are talking about a program to load the
modem "R:" device handler, are you not ? (just want to be sure....)

E> I have it up and running now, and with this I can now use my
E> Kermit program for the Atari to up/down load to/from my mainframe.
E> This opens up a whole new world to my Atari, as I can now get
E> items from/to FTP sites.

Kermit does not support an FTP protocol interface. Kermit will allow
you to perform file transfers from your mainframe to your ATARI 8-bit, but
it will not support FTP transfers that require TCP/IP protocols. You
--CAN-- FTP to and from your mainframe, but then you must --DOWNLOAD-- from
your mainframe to your ATARI 8-bit.

E> Kermit though is only 40 columns, and as my mainframe (as most I
E> would guess) is 80 columns, it makes reading the screen hard, to
E> say the least.

Umm... KERMIT-65 supports both 40 columns and 80-columns. It is only
ACTION!-KERMIT-11 that supports 40-columns only. ACTION!-KERMIT does
provide an interface that looks a little like the FTP program. Perhaps
this is creating some confusion? I am using the KERMIT-65 program in
80-columns with an AMDEK COLOR-1 monitor right now as we speak. To turn on
80-column mode, all that I had to do was type:

KERMIT-65> SET TERMINAL-EMULATION VT100
KERMIT-65> SET SCREEN-DRIVER 80-COLUMNS

(NOTE: If you get the MAC65 source code from the Archive, you will see
that the VT52 emulation hadn't fully been implemented. Evidently work on
VT100 emulation was finished, but work on the VT52 emulation was never
completed (i.e. several of the VT52 codes are missing, probably as a space
saving measure). Therefore, always use VT100 emulation or no emulation
when you are in 80-column mode, but VT52 emulation will not be completely
accurate.)

E> I really want to get OMNICOM up and running to combine the best of both
E> worlds. 80-columns plus the Kermit upload/download protocol I crave.

What myself and many other users do is to use an 80-column term
program to FTP and GOPHER and LYNX files (such as KERMIT-65, FLICKERTERM,
or ICE-T), then switch into a terminal program such as BOBTERM to do the

actual file transfers. There is an excellent 80-column terminal program written specifically for the SX212 modem called "TERM80". The reason that you don't see it mentioned often is because it --ONLY-- will run with an SX212 modem, and therefore all Atarians can't use it.

E> HOWEVER, after getting the Omnicom.arc file from Umich
E> and unarcing it, I find it is MISSING a file????
E> omnicom.obj???
E>
E> This file is not with the .ARC file. I need to be able
E> to attach my sx212a.arc file to it.... I believe the
E> sx212a.arc file turned into something like sx212.com,
E> but it is a handler.... I need to attach it to the omnicom.obj
E> file and run it, then run the omnicom.com program.
E> This sound right to anyone???

A word about the ".COM" extender. The ATARI ".COM" extenders are not the same as an MS-DOS ".COM" extender. The ATARI ".COM" extenders are a designation for a particular ATARI DOS, called "SpartaDOS", to let this DOS know that you have an executible binary "COMMAND" that needs to be run. Users of SpartaDOS need this extender on their binary images. Most Atarians who create compiled executible object files such as ".OBJ" and ".EXE" have given up long ago trying to talk to SpartaDOS users and have silently acquiesced to simply naming all of their executible binary images with a ".COM" extender. OMNICOM.OBJ and OMNICOM.COM both refer to the --SAME-- program, i.e. OMNICOM. The life of the OMNICOM program spans the popular acceptance of SpartaDOS as a major ATARI DOS. The binary code was first called OMNICOM.OBJ, so this is what is probably mentioned in the documentation. When the extra file transfer protocols were later added to an update of the program, the file was renamed as OMNICOM.COM so as to not upset the SpartaDOS users. OMNICOM.OBJ and OMNICOM.COM are the same program, namely OMNICOM. Therefore, you need to --APPEND-- a --COPY-- of OMNICOM.COM onto --THE END OF-- your SX212 modem handler, e.g. the handler comes at the top, the program follows after, the file is a --COMPOUND-- file composed of --TWO-- pieces of binary code appended together. (Be sure to use --COPIES-- of both the SX212 handler/loader and OMNICOM. You can name the compound program image something like "RUNIT" or "DOIT" or "DIALUP" for a start, until you can fully test it.)

E> Anyone have the omnicom.obj, or know where I can get an UNMODIFIED
E> copy of it?

You want the OMNICOM.COM file! This is the lastest, most up-to-date version of OMNICOM. OMNICOM.OBJ doesn't contain the XMODEM-CRC file transfer protocol.

E> Unless you're using a SX212 Atari direct-connect modem,
E> a modified omnicom.obj file won't do me much good.
E> Thanks for any info you may have in helping me locate it.
E> ---DISK DOCTOR!!!

Try TERM80, instead. That program was written specifically for the ATARI SX212 modem and has the SX212 modem handler built into it (which makes it useless if you don't own an SX212, though). I use KERMIT-65 for my terminal program, but I don't use it for file transferring, since it uses no RAM buffering and thrashes my disk drive. Good Luck!

2564. More details on Tube Baddies, as requested!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-24 14:22:33 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <AAA88F0FFA@east-01.novell.leeds.ac.uk>
Source record: 93168

Right then, heres some more details on the new game Tube Baddies as requested;

It is sort of a strategic, action arcade game, quite hard to explain but great fun to play. Basically there are some pipes, that are slowly corroding. Out of these holes come the Tube Baddies, it is your job to patch up all the holes in the pipes and collect the Tube Baddies. You are armed with a stun gun, so you can't kill the Tube baddies, you have to stun them and then shoot them again, the second shot will send them off in the direction of the shot. When the Tube Baddies reach the edge of the screen they just bounce back. At the bottom of the screen is a bucket, you must guide the Tube Baddies into this bucket. Touching the Tube Baddies is not healthy and scattered around the screen are objects like bubble gum (slow you down), electric cables (dangerous to your health) etc. I can promise you, you won't feel let down by the graphics or sounds, they are all top class, well upto commercial standards.

Unfortunately there will not be a demo version or any screen shots uploaded to any BBS, software archive etc. I realise I am asking people to buy on trust when they have no idea what the game is about. Should I send a copy to AC and/or Current Notes for review purposes?

Richard Gore
chmrig@leeds.ac.uk

2565. Re: Bob Klaas of Pro!/KPI goes PC!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-24 14:23:13 UTC
From: winston@merk.com
Message-ID: <D5y7yr.H4z@merk.com>
Source record: 93350

On March 15, 1995 at 12:57:06 GMT (6:57am EST ?),
krishna@primenet.com (Glenn Saunders) wrote:

GS> Supposedly UseNet uses that approach. But unix isn't limited to
GS> 64 files per subdirectory. That's why using fixed max msg size
GS> allocation on one contiguous file and note/pointing through it
GS> via Sparta's random access system (which MYDOS lacks) became the
GS> defacto standard.

Huh? MYDOS lacks NOTE and POINT ? Then what was all the fuss about
MYDOS 4.53 supporting a three byte NOTE and POINT ? Of course MYDOS has
NOTE and POINT! I think you should clear up this point before it creates
some confusion (mainly, that SpartaDOS does it differently, i.e. relative
offsets versus absolute file SEEKs). Unless you are using a serial device
such as a tape drive or datasette, you'd --BETTER-- be able to provide
random access to file sectors. Otherwise, there is something terribly wrong
with the heads of your disk drive if they can only move serially! ;-)

2566. Re: Help with TurboBasic for the 800!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-24 14:36:34 UTC
From: winston@merk.com
Message-ID: <D5y8L0.HHp@merk.com>
Source record: 93351

On March 18, 1995 at 11:36:00 GMT (5:36am EST ?),
lew.brooks@cshapiro.uucp.netcom.com (Lew Brooks) wrote:
LB>
LB> HELP -HELP - HELP!
LB> TURBO BASIC for the 800!
LB> :
LB> I am having problems accessing/using the TurboBasic program & docs
LB> for the 800 that is in the Atari files library from Genie.
LB> :
LB> I downloaded the following files from the Atari library:
LB> #5797 TR800A.ARC and #5798 TR800B.ARC.
LB>
LB> Both files were received with no problems. Because they have an
LB> .ARC extension I then deARCed both files with -- again -- no problems.

LB> The results were TB14.DCM and TB14DOC.DCM.
LB> I then used DSKCOM32.OBJ to again unCOMPACT them and I got one file
LB> from TB14 that I guess is the TurboBasic program and a file that
LB> contains the docs from TB14DOC.DCM. I am unable to read the docs since
LB> they are not in text form. I tried to access them with a Atari Writer.
LB> I also tried "Entering" them and "Loading" and "Running" them
LB> (Of course I didn't expect that to do any good -
LB> but I wanted to try it all). I also can't seem to get the TurboBasic
LB> installed with or without a cartridge in place using the various
LB> load / run / dos L / autorun.sys etc... I need help!
LB> Please tell me what I gotta do!

TB14, a.k.a. TURBO BASIC version 1.4 is a program designed for the
ATARI 800XL/XE line of computers. What you need is a file called "FrOst
BASIC" or TB32Q.ARC . When you undiscomm this version of BASIC, all that
you will see is a DOS.SYS file, without any DUP.SYS file, on a single disk.
Take heart! ...as this DOS.SYS file is actually the FrOst or TURBO BASIC
file masquerading as a DOS file. It will load by itself and it will handle
most DOS functions as well. TB14 is "regular" TURBO BASIC, and it will not
run on an vanilla 48K ATARI 800 as it needs the extra RAM bank under the
OS. FrOst BASIC and the version of TURBO BASIC patched for SpartaDOS do
not have this same limitation.

2567. Re: The latest on a sick 1050

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-24 15:06:36 UTC
From: ziggy29@rahul.net
Message-ID: <3kun5s$ld8@butch.lmsc.lockheed.com>
Source record: 93352

In article <9503240347593.DLITE.bjcorr@delphi.com>, bjcorr@delphi.com (Ben Corr) says:
>
>>Tim Irvin (ziggy29@rahul.net) wrote: : As some of you may remember, I
>>posted something about a sick 1050 a : couple of weeks ago. I've done a
>>complete 360 and now I'm back to square : one.

[Is it a Happy?}

No.

>>
>That is something I hadn't thought of, you may have an IC that needs
>reseating... Just pry the chips on the PCB up a little
>and shove'em back in, see if that helps.

Which chips? Maybe I'll open the drive and try to do this, if I know
what chips to deal with.

--
Tim Irvin
ziggy29@rahul.net

I'd rather be mining Crystite.

2568. Re: SIO2PC Cable

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-24 15:40:22 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <135542@cup.portal.com>
Source record: 93156

Hmm... is this commercial-SIO2PC-cable-making thing the ONLY way to get one? It's been so long since SIO2PC originally came out and I knew what was what, that I've kind of forgotten.. Can't one just buy 'em direct from Nick Kennedy anymore? I'm thinking maybe I'd better spring for one NOW, rather than waiting 'til the day when I have a PC but maybe SIO2PC isn't available.

Chris
Chris_F_Chiesa@cup.portal.com

2569. Re: 800 vs 800xl question

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-24 15:48:15 UTC
From: tomoug@auto-trol.com
Message-ID: <1995Mar24.154815.26496@auto-trol.com>
Source record: 93353

In article <23MAR199501573906@pavo.concordia.ca> da_pate@pavo.concordia.ca (PATERSON, DAVID ANDREW) writes:
>In article <3kqiqh$qak@newsbf02.news.aol.com>, jchao@aol.com (Jchao) writes...
>>I have a simple question. Does anyone know if cartridges that work in an
>>800 will also work in an 800xl?
>And the answer is: It depends.
>
>Most software is upwards compatible. Unfortunately, a few programs used non-
>standard calls to the Operating System. These die on an 800xl. The carts I
>know of that only run on 400/800 machines are:
>
>Demon Attack, Krazy Kritters and Protector II.
>

The cartridge version of "Story Machine" also fails to run on a XL/XE machine.

If you have access to either a SDX or a Diamond cartridge it is possible to run the 800 only game cartridges on an XL/XE machine. I have done it.

Place the game on the top of the SDX or Diamond cart. Then boot up with the translator. Then go to cartridge, and it's like running on an 800.

Tom Oughton

2570. Re: Classic 8-bit conversions to new consoles

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-24 16:00:10 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <135544@cup.portal.com>
Source record: 93165

Good ol' Bill Kendrick writes:

>Why don't people just pay $25-50 for an 8-bit (obviously not from Benjamin
>Smith.. I mean seriously, $5 for a disk with something anyone with Usenet
>news-reading ability can get within a day at the most for >$0<!?!?) and get
>the old, real things! :)

You'll all be happy to hear that the eldest son (12 going on 13) of one of
my friends, has both Sega and Nintendo and now wants to sell the Nintendo
and buy an 800XL so he can play Star Raiders after seeing it at my house!
There IS hope for the younger generation! :-)

Now, what's the current going rate for an 800XL with a 1050 drive? :-)

Chris
Chris_F_Chiesa@cup.portal.com

2571. Re: Xfering tapes to disk.. q?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-24 16:00:14 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <135545@cup.portal.com>
Source record: 93166

I wouldn't think transporting a file from cassette to disk would be particularly difficult; there's a little bit of binary-load-header reworking required at the beginning, and from that point on you ought to be able to use a reasonable buffering scheme... I did the reverse conversion, disk-to-tape, myself, on the 800, including support for "multi-segment" load-'n'-go files that didn't load contiguously into memory, 'way back in '83 or so... I could probably write the cassette-to-disk program, too, in fifteen minutes -- if I HAD fifteen minutes and a working Atari cassette drive (mine runs but the tapes won't load: I suspect either an alignment or speed problem, or both. Anybody here have any suggestions, or should I just run it across town to bob Puff? :-) I've also always thought it would be cool to build an adapter circuit that would let me save/load Atari "cassette" programs to/from "any" tape deck. Imagine my big ol' TEAC 7" reel-to-reel feeding Pac-Man into my 800XL... :-))...

Chris
Chris_F_Chiesa@cup.portal.com

2572. Re: Transfering tapes to disk ... again

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-24 16:35:33 UTC
From: MBITDC9306@titan.newi.ac.uk
Message-ID: <9503241636.AA24789@dylan.newi.ac.uk>
Source record: 93180

> I don't know when the Rambit started with TURBO but people in eastern
> Europe were using it since 1985/86. I had my tapedeck altered by a friend
> in 1986 and there were already hundreds of users using TURBO.
> If anyone is intrested and knows a little about soldering, I can get
> the specs, loader and copy program(normal-->Turbo).
> Even though TURBO 2000 is sorta the standard, the kit I used supported
> up to TURBO 6000 (3xfaster).
>
> Vladimir
> vjancare@magi.com

I'm not entirely sure when Rambit started theirs. Since I've owned an
Atari 8-bit since 1985, my mags only go that far back but I'm pretty
sure I've seen an advert from them in one of my oldest mags.

Dave.
David Wyn Davies
The Atari Classic Programmer's Club
mbitdc9306@newi.ac.uk

I can't think of anything funny or controversial
today, so go about your business ... nothing to see
here ...

2573. Re: 600XL questions...

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-24 17:55:29 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <D5yHsI.FI1@iglou.com>
Source record: 93155

In article <9503230256591.DLITE.bjcorr@delphi.com>,
Ben Corr <bjcorr@delphi.com> wrote:
>I have been doing some work on my 600XL, among them a monitor output. The
>600XL has the traces for a monitor cable, it just lacks the components.
>
>I have also noticed another vacant area of traces on the motherboard below
>and to the left of the monitor cable traces. Among other missing components
>there is a vacant spot for a 14 pin IC (U24.) Would anyone happen to know
>the purpose of these missing components?
>bjcorr@delphi.com
>
Those are probably for the PAL version of the 600XL.

--
Bill Marcum bmarcum@iglou.com
"Trap yourself in a room full of glee, and have nothing in the room but a
bucket and a mop, and an illustrated book about birds, you see alot out
there, but don't be scared." (Paul Weiss)

2574. FS Huge Atari Collection

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-24 19:07:40 UTC
From: miked@lucky.innet.com
Message-ID: <3kv59s$277@lucky.innet.com>
Source record: 93157

Im over at a friends house and hes got an enormous collection of Atari 8 bit and ST hardware and books to get rid of. Included are:

Atari 800XL
2 Atari 1050 Drives (Happy Enhanced)
NEC Color Monitor
Joysticks
200 or so diskettes (some originals, others ???)
Approx 15 original boxed games and OS software (SSI, Mac65, etc)
Atari 1050 Field Service Manual
MC68000 Users Manual (400 pages)
86 Assembler
6502 Assembler
Mapping the Atari
Atari XL Users Handbook
COmputes Atari Graphics #1, #2
Computes 2nd and 3rd book
Assembly Lang Book
Software Codebreaking for Atari

Plus about 20 other xeroxed books and publications (thousands of pages) on hardware, mag exerps, etc.

Hes looking for $150 plus shipping (this stuff probably weighs 75 pounds or more).

Email miked@innet.com with responses.

Thanks!

2575. Wanted: 8-bit equipment

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-24 19:59:20 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95083.145920STIRRE31@MAINE.MAINE.EDU>
Source record: 93159

Well, after a few years out of the 8-bit scene, I have decided that I would like to again own an Atari 8-bit. How much should I expect to pay for, say, a 65XE or XEGS with a 1050? Does anyone here have any extra equipment they'd like to unload? I am considering trading my Lynx with many games for some 8-bit stuff. Please e-mail me any info on equipment for sale. Thanks.
sincerely,
scott tirrell
stirre31@maine.maine.edu

2576. Mint 65xe w/Super Video and Audio

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-24 20:23:18 UTC
From: jeking@xmission.xmission.com
Message-ID: <3kv9nm$638@news.xmission.com>
Source record: 93163

65xe with AC SuperVideo, SuperAudio, socketed ROM and MUX disable switch
for sale or trade.

Machine is very clean and is now displaying very nice colors (excellent
shade of blue when used on a 1702 or compat. monitor.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

2577. Stuff wanted - can only do trades

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-24 20:30:16 UTC
From: jeking@xmission.xmission.com
Message-ID: <3kva4o$638@news.xmission.com>
Source record: 93170

I'm looking for the following items, but can only trade for them - as I'm
kinda broke for the next 3 or so months:

1) Atari 810 disk drive with Happy upgrade
2) Star Nx1000 NLQ 9pin printer
3) 512k ram upgraded 800xl
4) Crypt of the Undead game and others by same developer
5) Black Box by CSS
6) 256byte SCSI hard disk (20meg and up)
7) Adaptec 4000a/4070 (MOST URGENTLY NEEDED)

I have the following potential trade items:

1) Atari 1050 SD/ED disk drives (x 4)
2) Indus GT SS/DD disk drive
3) Atari 65xe w/SuperVideo and Audio and socketed ROM
4) Stock 600xl
5) 410 cassette recorder with custom dust cover
6) 850 serial/parallel interface
7) MPI printer interfaces (x 2)
8) Atari 835(?) Acoustic coupler modems (x 3)
9) Atari 130xe (stock) with yellowed keys (rest VERY clean)
10) Atari 2600 console
11) Atari 800xl (stock) competely socketed w/SuperVideo, Audio

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

2578. SIO2PC (creating +1meg image files with SpartaDos)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-24 20:31:56 UTC
From: jeking@xmission.xmission.com
Message-ID: <3kva7s$638@news.xmission.com>
Source record: 93171

Still trying to figure out how to create an image larger than 1meg using SpartaDos.. has anybody cracked this yet? What do you use to format an image that size? SDX doesnt want to work with SIO2PC and all the MIO formatters I have wont touch an SIO2PC image.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

2579. SX212 Modem Handler HELP????

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-24 22:01:23 UTC
From: ebgevza@oak.grove.iup.edu
Message-ID: <3kvffj$rj0@jake.esu.edu>
Source record: 93164

I am looking for a R type modem handler for My SX212 direct contact
modem...I do not wanna use the SX212a.arc that is on Umich archive.
It is an independant program and I cannot attrib it to the end
of my executable to get it to run.
And help from any1 else owning an SX212 modem would be greatly appreciated.
Thanks
-DISK DOCTOR!!!

2580. Re: XL without sound. HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-25 01:14:41 UTC
From: ziggy29@rahul.net
Message-ID: <3kvqq1$p02@hustle.rahul.net>
Source record: 93167

Ben Corr (bjcorr@delphi.com) wrote:

: There is a monitor jack (unless this is a 600XL) that will give you an
: audio signal you can use for your amplifier;
: Looking at the monitor jack;
: 3 1
: 5 4
: 2
: Pin 3 is the audio output.

So how do you isolate the audio? If you plug in a monitor jack, haven't
you prevented another connection just for audio? Or do you need a special
connector to the monitor port which branches into separate connections for
a monitor and amplifier?

I have an 800XL to a TV and the video sucks. I'd get a monitor but I don't
want to lose audio. What exactly does someone with very limited electronics
experience need to get a good color monitor *and* sound from an 800XL?

Inquiring minds and all... :)

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Programmer/Analyst/Dino Jockey * GCS: !h s:+ !g au+ w+ C++$ v++ w+ U N++
* I'd rather be mining Crystite!! * W po+ t+@ Y+ j++ B-- e+++ u** r+++ y+++

2581. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-25 05:07:40 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3l08es$k6d@lastactionhero.rs.itd.umich.edu>
Source record: 93169
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw------- lenn 9454 Mar 19 00:19 ./8bit/Modifications/atserial.txt
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

2582. NEAR*US COMMITTEE MEETING

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-25 05:32:47 UTC
From: b.poehland@genie.geis.com
Message-ID: <199503250532.AA222109520@relay1.geis.com>
Source record: 93191

Item 9003768 95/03/22 19:46

From: J.C.MORDOSKY Jonathan C. Mordosky

To: B.POEHLAND Benjamin L. Poehland

Sub: March 26, NEAR*US Meeting

NEAR*US Committee Meeting
March 26, 1995 @ 12:00 noon
Penn Station, Newark, New Jersey

March 21, 1995

Hi,

I would personally like to thank everyone involved with NEAR*US.
It is evident from the level of enthusiasm and all the positive
feedback, NEAR*US has the support of the Atari community. It is now
up to us, to mold NEAR*US into a useful and productive organization.
There has been much discussion of what we need to do. The time has
come to set the path, choose the goals, and continue the journey of
NEAR*US.

Please take a few minutes and jot down thoughts on NEAR*US.
Please think about and list the needs that you and/or your group feel
that NEAR*US should address. Any and all suggestions are welcome.

The organizational committee formed at the March 11th meeting
will meet this Sunday, March 26, 1995. If any representatives from
other Atari user groups wish to attend, they are welcome. Please let
us know of your intentions.

We would like to thank Joseph E. Hicswa, president of the Jersey
Atari Computer Group for picking this meeting location. It is often
difficult to find a suitable location on such short notice. Joe has
assured us that it is easy to find and will meet our needs.

We will be getting together at Penn Station also known as the
Newark Rail Road Station located in Newark, New Jersey. Penn Station
has been a landmark in Newark for many, many years and is well known
locally. There are several rail road stations in the north east also
called Penn Station, this one is located in Newark, New Jersey.

Unfortunately, we do not have detailed directions from each of
the many major highways in the area. The following directions are
based on maps and talking to Joe & Bill from the JACG. There
accuracy cannot be 100% guaranteed since we didn't travel the routes

to verify them, but we did our best. Bringing a New Jersey map with Newark detailed along is advised.

Penn Station is located between Raymond Blvd. and Market Street, (one block east of McCarter Highway, Rt. 21). It is a large RR station and takes up the entire block. We will meet at the Information Gazebo on Sunday, March 26, 1995 at 12:00 noon. We expect the meeting to last about 3 hours.

Directions from Route 280:

Take Route 280 to McCarter Hwy south (Route 21). Take Route 21 (about 1 mile) to Raymond Blvd. Turn left onto Raymond Blvd. Penn Station will be found on your right.

Directions from Routes 1, 9, & 22:

Take McCarter Hwy north (Route 21) approximately 2 miles to either Market Street or Raymond Blvd. Make a right turn on to either of these roads and look for the entrance to Penn Station.

Directions from Route 95 (New Jersey Turnpike):

Take exit 14 (Newark Airport). Watch signs! Head towards the airport and exit onto Routes 1 & 9 south. Exit routes 1 & 9 onto McCarter Hwy north (Route 21). Take McCarter Hwy north (Route 21) to either Market Street or Raymond Blvd. Make a right turn on to either of these roads and look for the entrance to Penn Station.

From Long Island:

Take your choice of roads, bridges and tunnels to reach the New Jersey Turnpike (Route 95). Head on the Turnpike toward exit 14 (Newark Airport). Follow the directions above.

Take care,
Jon Mordosky
(NEAR*US Interim Chairman)

2583. Re: MAPPING THE XL!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-25 05:40:14 UTC
From: bjcorr@delphi.com
Message-ID: <9503250020591.DLITE.bjcorr@delphi.com>
Source record: 93187

>
>No! I have HAD Mapping for quite a while (year or two?), but that was
>the 400/800 version.
>
>Now I have the Revised Edition and all I need now when it comes to Mapping
>books is the Complete & Essential Map! :)
>
>-bill!
I wonder what else Complete and Essential could contain?
bjcorr@delphi.com

2584. Re: 41256 DRAMS

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-25 05:40:30 UTC
From: bjcorr@delphi.com
Message-ID: <9503250020592.DLITE.bjcorr@delphi.com>
Source record: 93188

>Anybody out there have any working 41256 DRAMS for sale? I'm in the
>middle of an upgrade frenzy and would like to throw some ram in my
>800xl's and my XEGS.
>
>
>
>--
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - jeking@xmission.com @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit hobbyist by choice, MIS Professional by accident!
>
>
Me too! I just got a lot of mods I want to try (one to bump my 600XL to
256K with very complete XE compatability!). One thing I noticed in this
upgrade, even for the 64K upgrade of the 600XL it is reccomended to cut and
reconnect several of the address lines to the multiplexer chips (U5 & U6),
it is claimed that the 800XL address the memory slightly differently than
the 600XL, this fixes that. Anyone heard of this?
bjcorr@delphi.com

2585. Re: SIO2PC Cable

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-25 05:40:45 UTC
From: bjcorr@delphi.com
Message-ID: <9503250020593.DLITE.bjcorr@delphi.com>
Source record: 93189

>
>Rick Cortese said: "I don't want to mention names, but you can ask Bill
>Kendrick"
>
>
>HOW >DARE< YOU MENTION ME!?!?! >:^(
>
>
>Just kidding! :)
>
>I used SIO2PC for quite a while until my 1200XL broke (I thought it was
>the cable so I sent it back to Rick to see if he could test it and fix it..
>it wasn't broken)
>
>Anyway, when I first had it, it was lose (glue all over the breadboard :))
>and I eventually screwed it onto a large piece of wood to hold it down.
>
>Now I've got a box, but still, the damned thing is too light and sometimes
>my heavy thick 25-pin RS232 cable and it's connector throw the poor thing
>around, but at least now that it's in the box I'm not worried as much about
>murdering the thing.
>
>-bill!

Yeah, that's why I'm remounting my SIO2PC inside my 1200, god knows there's
room! Just have to get a long DB9 cable.....
bjcorr@delphi.com

2586. More curiosities

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-25 05:40:55 UTC
From: bjcorr@delphi.com
Message-ID: <9503250020594.DLITE.bjcorr@delphi.com>
Source record: 93190

Well, found a couple more interesting things I was woundering if anyone has
or has seen;

the Amdek AMDC I or II - 3" drives for the 8 bit, 360K/disk.

the Macrotronics RM1000 Radio Modem - a RTTY and Morse Code Ham Radio
Interface for the 8-bit.
bjcorr@delphi.com

2587. Re: More details on Tube Baddies, as requested!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-25 10:00:45 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3l0pkd$4m8@nic-nac.CSU.net>
Source record: 93172

Screen shots are easy! :) Video tape a session and use ComputerEyes on an Atari, or some better (color) video capturer on another platform to get a snap of a screen. Upload it as a GIF and there ya go, you've got a snapshot which pretty much anyone can look at. :)

As for sound.. well, save it as a small .WAV file! ;^)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, Cooltris 2.

2588. Re: SIO2PC Cable

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-25 10:03:03 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3l0pon$4p0@nic-nac.CSU.net>
Source record: 93173

SIO2PC will ALWAYS be available as long as the parts its made out of are! :)

(GET THE $10 SIO CABLES FOR $10 FROM ATV! NOW!)

Anyway, the docs. to building it yourself (and some places to get the
parts too, I believe) are up at UMich along with the PC software for it...

GOod luck! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, Cooltris 2.

2589. Re: Classic 8-bit conversions to new consoles

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-25 10:05:57 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3l0pu5$4p7@nic-nac.CSU.net>
Source record: 93174

Cool! :) A friend of mine at SSU (17, 10 yrs of C experience on PCs and a bit of Mac exp. now) just got an XL and will be getting SIO2PC soon and hopefully I'll convince him to get bumped-up RAM.

As for NES vs. 800XL.. XLs are fun to hack. NESes can be fun to play sometimes.. not always though :)

<< man this sucky space movie on TNT really SUCKS! >>

XL's + 1050s are probably going around $50-100 (100 at the most, unless it's got more than 256K)

later!
-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, Cooltris 2.

2590. Re: SIO2PC (creating +1meg image files with SpartaDos)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-25 10:08:33 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3l0q32$4s3@nic-nac.CSU.net>
Source record: 93175

Heheheheh

Another reason to stick to MyDOS. >:^)

Oh.. sorry.. I mean, .. uh.. can't help you but good luck. :)

Is there any config. command like in MyDOS (which lets you manually set
drives' densities & # of sectors?)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, Cooltris 2.

2591. How to add 7800 monitor conn

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-25 10:21:16 UTC
From: cp576@cleveland.Freenet.Edu
Message-ID: <3l0qqs$c5k@usenet.INS.CWRU.Edu>
Source record: 93176

Would the person who sent me info abouth the video game FAQ
containg info on adding audio/video ouput to a 7800
please write me again, or send me the FAW or preferably
just the 7800 info. I lost your address and accidently
deleted your message.

Ken Siders
cp576@cleveland.freenet.edu

2592. Hard Hat Willy

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-25 10:22:51 UTC
From: cp576@cleveland.Freenet.Edu
Message-ID: <3l0qtr$c6h@usenet.INS.CWRU.Edu>
Source record: 93177

Did the people looking for this game ever find it. I have
a copy if you haven't

cp576@cleveland.freenet.edu

2593. Re: 41256 DRAMS

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-25 10:42:26 UTC
From: cp576@cleveland.Freenet.Edu
Message-ID: <3l0s2j$ce3@usenet.INS.CWRU.Edu>
Source record: 93178

BG Micro sells 41256-150ns at 1.25 9/9.95
They have faster speeds too at higher prices

They also sell MAX232 for 1.65

I can provide address if anyone is interested.
orders only 1-800-276-2206

The 41256-150 ns chips I ordered are marked 81256-150.
Is there any difference? (they work OK)
They have lots of low cost ICs. Even 2793 floppy
controller+misc computer parts.

cp576@cleveland.freenet.edu

2594. Wanted 2793 data sheet

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-25 10:43:35 UTC
From: cp576@cleveland.Freenet.Edu
Message-ID: <3l0s4n$cel@usenet.INS.CWRU.Edu>
Source record: 93179

I inquired A while ago about looking for a 2793 floppy
controller data sheet. Anyone know where I can get one
or how many pages it is.

cp576@cleveland.freenet.edu
Ken SIders

2595. Re: Ben Smith at teleport

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-25 14:53:46 UTC
From: davi2931@varney.idbsu.edu
Message-ID: <davi2931.124.000EE5DE@varney.idbsu.edu>
Source record: 93198

In article <3ks7c9$lpi@news.xmission.com> jeking@xmission.xmission.com (James King) writes:

>Dont know about the rest of you all, but I'm getting tired of reading Ben
>Smiths constant commercial ads on our newsgroup. Not ONCE have I seen
>this person post a message that DIDNT relate to selling something.
>Perhaps his provider (teleport) should be notified of his commericial use
>of the net and lack of netiquette!

Yeah, but half the fun of reading this newsgroup is seeing what kind of outrageous rip-offs Ben can come up with, and then having everyone flame him for it!

Andy

2596. Re: Problem with XF 551 floppy

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-25 15:15:47 UTC
From: dwh@delphi.com
Message-ID: <5a25Xob.dwh@delphi.com>
Source record: 93193

Elmar Bongers <elmi@extra.rwth-aachen.de> writes:

>Writing to the second side is no problem but formatting does not work.
>A 1050 drive can format the second side.
>
>Does anybody know how to get this working?

Since the XF551 needs/requires the index hole to format you'll need to create a new one for the back side. Get a 2nd floppy, turn the platter so the index hole in the media shows in the index hole in the "case". Turn this disk upside down and align it with the disk you need to make a "flippy". Mark the location for the index hole using a pen or pencil (be careful not to press too hard!). Do this for both sides of the disk. Now, get a single hole punch and lift the edge of the disk so you can slip the punch between the platter and the plastic case and center it over the place you marked. Punch! Do this for the other side. You now have a disk that can be formatted on an XF-551 (this will work for the RANA100 too), both sides. But... would'nt it be easier to just format the disk on a 1050?

2597. Re: XF2.5 or 3.0 XFD images -v- SIO2PC ATR images

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-25 15:25:02 UTC
From: dwh@delphi.com
Message-ID: <xY-ZfcW.dwh@delphi.com>
Source record: 93194

James King <jeking7@delphi.com> writes:

>Are XFD and ATR images the same thing? Can you interchange SIO2PC and
>XF25 images back and forth with one another?

Only the header has been changed. At least that's what it says in the docs for Xformer 2.5. I've used both - together and separately - with XF2.5 with no problems.

Do you have XF3.0 or XF3.10? If so, how does it rate? I'm most interested in the printer/modem capabilities. Also... what is the minimum system requirements?

__Darryl Howerton__ dwh@delphi.com

2598. Re: XF2.5 or 3.0 XFD images -v- SIO2PC ATR images

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-25 16:23:41 UTC
From: ziggy29@rahul.net
Message-ID: <3l1g2d$b9u@hustle.rahul.net>
Source record: 93195

dwh@delphi.com wrote:

: Do you have XF3.0 or XF3.10? If so, how does it rate? I'm most interested
: in the printer/modem capabilities. Also... what is the minimum system
: requirements?

There's a 3.1 now? What's the difference between 3.0 and 3.1?

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Programmer/Analyst/Dino Jockey * GCS: !h s:+ !g au+ w+ C++$ v++ w+ U N++
* I'd rather be mining Crystite!! * W po+ t+@ Y+ j++ B-- e+++ u** r+++ y+++

2599. Re: XL without sound. HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-25 17:19:18 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3l1jam$kuk@hearst.cac.psu.edu>
Source record: 93181

Tim Irvin (ziggy29@rahul.net) wrote:

: I have an 800XL to a TV and the video sucks. I'd get a monitor but I don't
: want to lose audio. What exactly does someone with very limited electronics
: experience need to get a good color monitor *and* sound from an 800XL?

: Inquiring minds and all... :)

How about a monitor that supports sound?

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---

2600. Re: 1030 Express! compatibility? Please HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-25 19:38:29 UTC
From: winston@merk.com
Message-ID: <D60H86.943@merk.com>
Source record: 93182

On Tuesday, March 21, 1995 at 09:27:43 GMT (3:27am EST ?),
John O'Dell <jodell@cts.com> wrote:

JO> Although I imagine not many of you use 1030 Express! (Keith Ledbetter
JO> 10/85 (ver 2.0)) as your primary telecomm program, does anyone have
JO> experience in using it to download from shell accounts?
JO>
JO> I have tried too many times to count to download the archiving utilities
JO> from umich and mirror sites (even Boston) without success. I feared that
JO> I had a hardware problem, but I am fairly certain now that there is some
JO> incompatibility between protocols (?) which is causing me problems with
JO> binary files in particular.
JO>
JO> I am running an 800XL w/64K, 1050, and 1030. I set 1030 Express! to
JO> ATASCII for binary downloads and leave the parity on none (which is
JO> default). Is this correct? The results are consistent: nothing
JO> executes properly. UUDECODE.BAS will not even ENTER into RAM. I managed
JO> to capture it to disk and eventually ENTERed it that way, but when I
JO> tried to UUdecode SUPUNARC.UUE, I got an EOF error. SUPUNARC.COM, which
JO> I originally tried to download first (it seemed the quickest way to get
JO> to work unarc-ing icet.arc), never executed. Etc, etc, etc.
JO>
JO> I tried YAU.COM recently, but I get the same type of error trying to
JO> uudecode SUPUNARC.UUE. All of these files at the ftp archives can't be
JO> corrupted, can they? I have used my 1030 to successfully up- and
JO> download files to/from a fellow Atari user across town many times.
JO> Therefore, I am fairly confident that the problem is with the
JO> protocol--is 1985 Xmodem protocol compatible with today's Xmodem?
JO>
JO> Can anyone offer any advice? Meanwhile, I am using Ice-T ver 0.0
JO> (thanks, M.C.!), so I am no longer as depressed as I was. But I would
JO> like to be able to download from ftp sites.

There are two types of XMODEM error correction, Christensen Checksum
and CRC. In all (if not most) terminal programs, detection of the
appropriate type is automatic with re-try. The fact that UUDECODE.BAS
--AND-- YAU.COM both produce the same results probably means that it is not
an error in either program. Corruption may occur in one or two binaries
that you FTP off of the network, but from --ALL-- of them? This is highly
unlikely, that --ALL-- binary programs on a site would become corrupted
simultaneously.... A better question to ask is, "Are you turning BINARY
transmission mode on before you FTP a file?" The first thing that you
should always do when using FTP is to type the word "BINARY" at the prompt,
before you even issue another command. FTP will respond with, "Type BINARY
has been set." or "Type I has been set." (file type 'I' is for binary

IMAGE). Only when BINARY mode has been confirmed should you then attempt to FTP any binary programs. This information is posted in most Archive's connect information. Did you bother to read it? Good luck with your next try!

P.S. Another problem could be that your mainframe site uses a 7-bit LAN with only a 7-bit data path (that is rare these days), or you could possibly have a broken cable (again, not very likely). Let us know if setting binary mode on FTP doesn't do the trick for you.

2601. Re: does US doubler work with 800?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-25 19:52:09 UTC
From: winston@merk.com
Message-ID: <D60Huy.9Gn@merk.com>
Source record: 93183

On Tuesday, March 21, 1995 at 19:01:51 GMT (1:01pm EST ?),
jamesp@agora.rdrop.com (James Price) wrote:

JP> ...so he bought a original ATARI 800 computer to replace the 800xl.
JP> All of his commercial game disks and Atari DOS stuff works just fine,
JP> but none of the SpartaDOS stuff which takes advantage of the US-Doubler
JP> works at all. It boots the first few sectors and then just dies.
JP>
JP> Does he need to buy a new 800xl?
JP> Does the SpartaDOS and/or the US-Doubler thing only work with the 800xl?
JP> Does anyone know why it would work just fine with the 800xl but fail
JP> completely on the 800?

But it doesn't fail completely. You said so yourself. It boots the
first few sectors. Actually, the later versions of SpartaDOS were not
designed to work with the ATARI 800. They need the RAM area under the OS
that is available on the ATARI 800XL/XE. That was why SpartaDOS was
originally incompatible with TUBRO BASIC and other programs that used the
RAM under the OS. You need to either find an early version of SpartaDOS
such as SpartaDOS version 1.0 from the SpartaDOS construction set, or else
you need to use the SpartaDOS DOS cartridge known as the SDX. Then you
should be able to read your SpartaDOS disks once more.

2602. Re: XF2.5 or 3.0 XFD images -v- SIO2PC ATR images

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-25 21:39:05 UTC
From: James King <jeking7@delphi.com>
Message-ID: <JS7bPWh.jeking7@delphi.com>
Source record: 93184

I havent YET purchased 3.0 of PCXformer, mainly because I have no real
need to emulate the Atari, considering I have 4 networked Atari's with
a combined storage capacity beyond 1gig.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

2603. games which are now free

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-25 22:32:00 UTC
From: roussin@genesis8.frmug.fr.net
Message-ID: <8A62584.00A4000337.uuout@genesis8.frmug.fr.net>
Source record: 93186
Cross-posted to: comp.sys.amstrad.8bit,comp.emulators.apple2,comp.emulators.cbm,comp.sys.sinclair,comp.sys.atari.8bit

As readers of comp.sys.amstrad.8bit already knows, Mark Haigh-Hutchinson of Vortex Software, has realeased as freeware the programs of his company for Amstrad CPC, but also for ZX 81, Spectrum and C64.

You can find them at :

ftp.nvg.unit.no /pub/sinclair/snaps/games/by-company/vortex/vtx_*.*
ftp.ibp.fr /pub/amstrad/games/vtx_*.*

Why did I write this to other newsgroups, for a good reason. Most of the programs which are on FTP sites are from a strict point of view, illegal. But some authors are willing to see users play their games. I read FAQs, but I saw nowhere a list of such games, well except in comp.sys.amstrad.8bit as I am the FAQ keeper. :-)

So could the FAQ keepers of the other 8bit newsgroups compil such a list, it would be a plus for everybody.

2604. Re: XL without sound. HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-25 23:48:00 UTC
From: ziggy29@rahul.net
Message-ID: <3l2a3g$3ef@hustle.rahul.net>
Source record: 93185

Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
: Tim Irvin (ziggy29@rahul.net) wrote:

: : I have an 800XL to a TV and the video sucks. I'd get a monitor but I don't
: : want to lose audio. What exactly does someone with very limited electronics
: : experience need to get a good color monitor *and* sound from an 800XL?

: : Inquiring minds and all... :)

: How about a monitor that supports sound?

The monitors I'm aware of don't support sound...are there some which
can take the audio from the monitor pin and produce sound? Is it a
special setup? Is there any special hookups or hardware hacks
required?

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Programmer/Analyst/Dino Jockey * GCS: !h s:+ !g au+ w+ C++$ v++ w+ U N++
* I'd rather be mining Crystite!! * W po+ t+@ Y+ j++ B-- e+++ u** r+++ y+++

2605. Stupid question . . .

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-26 02:44:44 UTC
From: rogtha@delphi.com
Message-ID: <Rg-Y3ks.rogtha@delphi.com>
Source record: 93192

What, exactly, are the Atari 2600, 7800, and anything else in
between?

2606. Re: Gore demo & Umich archives

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-26 04:53:06 UTC
From: Tim.Gearin@flight.org
Message-ID: <43d_9503261226@flight.org>
Source record: 93200

Thanks for telling about your 486xd with super this and that but I just
want to know WHAT IS THE GORE DEMO!!!!!
---------------------------- -//- ----------------------------
Internet: Tim.Gearin@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------

2607. Re: Stupid question . . .

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-26 05:26:40 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3l2tug$i7q@hearst.cac.psu.edu>
Source record: 93196

rogtha@delphi.com wrote:
: What, exactly, are the Atari 2600, 7800, and anything else in
: between?

2600 = Atari Video Computer System (you know..that thing with
paddle controllers and such things like COMBAT..etc..)
5200 Super System (The 400 without Keyboard, OS, etc... dumb but
sexy controllers... graphics just like the 8bit computers)
7800 Pro System (an enhanced 2600 with FANTASTIC GRAPHICS)
XE video Game system (an atari 8bit home computer with detachable
keyboard and built in games..)

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---

2608. Re: Stupid question . . .

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-26 06:03:01 UTC
From: bjcorr@delphi.com
Message-ID: <9503260039591.DLITE.bjcorr@delphi.com>
Source record: 93203

>What, exactly, are the Atari 2600, 7800, and anything else in
>between?
>
From the FAQ;

Computers:
400 Personal Computer (1979) 8-16K, membrane keyboard, 400/800 OS
800 Personal Computer (1979) 8-48K, two cartridge slots, 400/800 OS
1200XL Home Computer (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL Home Computer (1983) 16-64K, BASIC, PBI, XL OS
800XL Home Computer (1983) 64K, BASIC, PBI, XL OS
800XE Home Computer (1987?)same as 130XE but 64K. Mostly eastern Europe.
65XE Personal Computer (1985) same as 800XL minus PBI
130XE Personal Computer(1985) same as 65XE with 128K plus ECI
XE Game System (1987) same as 65XE plus Missle Command, detach keybd

Peripherals:
410 Program Recorder -Japan and Hong Kong versions
810 Disk Drive -SS/SD 90K with DOS 1 or DOS 2.0S,MPI&Tandon vers.
820 Printer -40 col.
822 Thermal Printer -40 col.
825 80-Column Printer -req. 850
830 Acoustic Modem -300 baud req. 850, with Telelink I
835 Direct Connect Modem -300 baud, with Telelink II
850 Interface Module -4 9-pin serial, 1 15-pin parallel ports, beige &
black metal versions
1010 Program Recorder -Sanyo and Chelco versions
1020 Color Printer -40 col., print/plot in 4 colors
1025 80-Column Printer -7-pin dot matrix
1027 Letter-Quality Printer-80 col., letter quality
1029 Printer -7-pin dot matrix, same as Commodore MPS-801
1030 Direct Connect Modem -300 baud, with ModemLink
1050 Disk Drive -SS/ED 128K with DOS 3 or DOS 2.5
1064 -64K RAM module for 600XL
XC11 Program Recorder
XC12 Program Recorder
XM301 Modem -300 baud, with XE Term
XMM801 Printer -80 col. Ribbon: Mannesman/Tally MS80
XDM121 Printer -80 col.letter quality. Ribbon: Silver Reed CF130
XF551 Disk Drive -DS/DD 360K with DOS XE
XEP80 Interface Module -80 col. video display and DB25 parallel port
SX212 Modem -1200 baud, rarely with SX-Express! package

Atari 8-bit vaporware computers: (note some are more vaporous than others)
1200 1200XL internally, many slight cosmetic differences

800XLF 800XL incorporating a FREDDY chip (as in the XE's)
1250XLD Earlier concept of the 1450XLD
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL Earlier concept of the 1450XLD
1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D
1090 XL Expansion System-for PBI, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XTM201 -non-impact printer
XTC201 -non-impact color printer

---
bjcorr@delphi.com

2609. Re: SIO2PC Cable

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-26 06:03:15 UTC
From: bjcorr@delphi.com
Message-ID: <9503260039592.DLITE.bjcorr@delphi.com>
Source record: 93204

>NNTP-Posting-Host: news1.unix.portal.com
>
>Hmm... is this commercial-SIO2PC-cable-making thing the ONLY way to get
one?
>It's been so long since SIO2PC originally came out and I knew what was
what,
>that I've kind of forgotten.. Can't one just buy 'em direct from Nick
Kennedy
>anymore? I'm thinking maybe I'd better spring for one NOW, rather than
>waiting 'til the day when I have a PC but maybe SIO2PC isn't available.
>
>Chris
> Chris_F_Chiesa@cup.portal.com
>
Don't worry Chris, the SIO2PC cable is childs play to build, just a hassel
and instructions for it can be found anywhere, but get one by all means, it
is a great tool.
bjcorr@delphi.com

2610. Re: Stupid question . . .

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-26 08:08:26 UTC
From: jlodoen@shell.portal.com
Message-ID: <3l37dq$4pa@jobe.shell.portal.com>
Source record: 93206

rogtha@delphi.com writes:
>What, exactly, are the Atari 2600, 7800, and anything else in
>between?

2600 aka VCS (Video Computer System) color, cartridge based
video game first sold in 1977. New carts still in production!
(EdTris, by a hobbyist). You must remember it if you were around
in the early 80s. 6507 processor (1.19 MHz), 128 bytes of RAM.
4K ROM space. Lots of different models.

5200. First sold in 1982. Based on the Atari 400/800/1200
architecture (POKEY/ANTIC/GTIA). 6502, 16K RAM. 32K ROM space.
Not compatible with the other two, games or controllers.

7800. First sold (briefly) in 1984, full release in 1986.
Can run almost all 2600 games, but offers much more in
the way of graphics power for 7800-specific games.
6502C (1.79 MHz), 4K RAM. 52K ROM space.

2611. Re: 800 vs 800xl question

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-26 08:09:45 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3l37g9$kaq@nic-nac.CSU.net>
Source record: 93205

What does putting a "hard to run on the XL cart." on top of an SDX or Diamond cart do while running translator that putting it in w/o one of those while running translator doesn't?

ie, why does having SDX or Diamond help!? <:^\

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, Cooltris 2.
Hitler was smart.. just completely INSANE

2612. Re: 800 vs 800xl question

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-26 08:53:55 UTC
From: jlodoen@shell.portal.com
Message-ID: <3l3a33$7hk@jobe.shell.portal.com>
Source record: 93197

kendrick@zippy.sonoma.edu (William Kendrick) writes:
>What does putting a "hard to run on the XL cart." on top of an SDX or Diamond
>cart do while running translator that putting it in w/o one of those while
>running translator doesn't?

>ie, why does having SDX or Diamond help!? <:^\

People have this fear of sticking carts in a turned on
machine. Bill Wilkinson was quoted as saying it was A-OK,
but it still bugs people. UltraFix can be used like that.

Stacking the cart on top of SDX, with the power off.
Then turn it on, load translator, activate stacked cart.

2613. Re: Ben Smith at teleport

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-26 10:06:16 UTC
From: kspear@ss0.eng.wayne.edu
Message-ID: <3l3eao$r5i@oak.oakland.edu>
Source record: 93199

I'm almost ashamed to admit this amidst this diatribe, but I actually sent Ben Smith money, to purchase an 800 w/ a Bit-3 card and a happy 810 drive. He wanted $110 for both. That isn't totally unreasonable, is it? As soon as I receive the stuff, I'll post a followup message to atleast show that he's reliable.

Kevin

2614. Re: Ben Smith at teleport

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-26 13:56:21 UTC
From: cmwagner@gate.net
Message-ID: <3l3rq5$f74@tequesta.gate.net>
Source record: 93201

Kevin Spears <kspear@ss0.eng.wayne.edu> wrote:
: I'm almost ashamed to admit this amidst this diatribe, but I actually sent

I wouldn't be ashamed, I would be pissed off.

: Ben Smith money, to purchase an 800 w/ a Bit-3 card and a happy 810 drive.
: He wanted $110 for both. That isn't totally unreasonable, is it? As soon

I think a reasonable price for both is around $75.

--
cmwagner@gate.net http://www.gate.net/~cmwagner

2615. 8-bit & ST Monitor?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-26 15:03:39 UTC
From: followel@ix.netcom.com
Message-ID: <3l3vob$rct@ixnews3.ix.netcom.com>
Source record: 93202

Does anyone out there know if I can use my 8-bit Atari with my Atari ST's monitor? I figure, if the Jag can use it, the 8-bit should be able to as well. Does anyone have the pin outs for the 8-bit and ST monitor jacks?

thanks,
- Byron Followell
followel@ix.netcom.com

2616. Re: 800 vs 800xl question

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-26 16:38:23 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9503261639.AA11062@zippy.sonoma.EDU>
Source record: 93207

Oh, duh! :) I get it.. I kept thinking "yeah, boot w/ xlator & then load the program"... Mr. Kendrick forgot! "carts dont often let you boot disks!" :)

Oops... also, I have had no problem pulling carts out of my 1200XL.. sometimes that's how I reboot (if Action! crashed badly, for example). I usually do a coldstart (Control+F4.. thanks Bob Woolley), hold RESET and pull or push a cart in or out.

As for my 800XL.. It has no coldstart switch and it ****s up the RAMdisk sometimes when I do that.. Bugs me a lot >:^|

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, Cooltris 2.

2617. Re: River Raid for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-26 17:39:01 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3l48rl$b8g@hearst.cac.psu.edu>
Source record: 93231

Scott Butler (sydtech@winternet.com) wrote:
: bfurbee@crl.com (Brian Furbee) wrote:
: >Does anyone know if the old Activision game RIVER RAID was ever released for
: >the beloved Atari 8-bit? This is my wife's favorite game and I would like to
: >get her more involved in my "addiction".
: >
: >Anyone knowing if this was ever released and if you would like to sell it if
: >you have it please let me know here or via E-Mail. I've lurked long enough
: >and decided it was time to get active again!

: I believe this was released for the 8-bit, although I've never been able to
: find it. I'm also trying to find the Pitfalls for the 8-bit line....

: Scott

Yes, RR came out for the 8bits. NOt sure about Pitfall and Pitfall 2.
I have them for the 8bits but they might be ports from the 5200.

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---

2618. Re: 800 vs 800xl question

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-26 17:40:28 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3l48uc$b8g@hearst.cac.psu.edu>
Source record: 93232

William Kendrick (kendrick@zippy.sonoma.EDU) wrote:
: Oh, duh! :) I get it.. I kept thinking "yeah, boot w/ xlator & then load
: the program"... Mr. Kendrick forgot! "carts dont often let you boot disks!"
: :)

: Oops... also, I have had no problem pulling carts out of my 1200XL..
: sometimes that's how I reboot (if Action! crashed badly, for example).
: I usually do a coldstart (Control+F4.. thanks Bob Woolley), hold RESET
: and pull or push a cart in or out.

ER... that is a hardware or os mod ?

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---

2619. Magazines for 8 bit fans

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-26 18:46:27 UTC
From: davidn9000@aol.com
Message-ID: <3l4cq3$21d@newsbf02.news.aol.com>
Source record: 93210

Hi:

I have a complete collection of COMPUTE! magazines from July 1982 through July 1985 for sale -- that's 37 issues of classic computing news/info/reviews
from the golden age of the C64, VIC 20, Atari 8-bit, Apple II. Also some coverage of TI-99/4A and PCjr. The whole bundle is going for $1 a pop ($37)
plus shipping costs. Some issues are as big as 350 pages plus!!!

Email DavidN9000@AOL.COM if interested.

2620. Re: 800 vs 800xl question

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-26 19:00:08 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <135750@cup.portal.com>
Source record: 93208

But... in general, the only carts you can use SDX to load a translator
before going to them are ones that allow disk boot. A lot of Romox stuff
just doesn't let you do that. IMO: A ram based translator that could
survive reset would be the best choice next to a real 800. That way
you could at least hold down the reset key while you plug the cart in.
I've had good luck with Omniview & next in line would be Omnimon
for compatibility. I think they still sell for more then a real 800 but
it's easy as flipping a switch.
Rick

2621. 800 vs 800xl question

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-26 19:21:12 UTC
From: Masstorage@closer.brisnet.org.au
Message-ID: <4b7_9503262308@softtech.brisnet.org.au>
Source record: 93209

jlI have a simple question. Does anyone know if cartridges that work in an jl800 will also work in an 800xl?

Technically yes, unless it requires critical timing. I know of only 1 that didn't, but you will never see one.
software wise, most of the time. GORF is a good example and there is another one as well. Atari's spaceinvaders works but the sound for the space ship doesn't work.

* Wave Rider 1.0 [NR] *
... UNREGISTERED EVALUATION COPY
--- Blue Wave/Maximus

2622. Re: SIO2PC Cable

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-26 19:47:59 UTC
From: talbotb@ibm.net
Message-ID: <3l4gdf$341c@news-s01.ny.us.ibm.net>
Source record: 93211

In <3l0pon$4p0@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu (William Kendrick) writes:
>SIO2PC will ALWAYS be available as long as the parts its made out of are! :)
>
>(GET THE $10 SIO CABLES FOR $10 FROM ATV! NOW!)

Do you have a number for this ATV ? I would love to buy an SIO2PC cable.
Although building one doesn't seem to be a big deal, I would rather buy one
outright before embarking on a part hunt.

BT

2623. Re: SIO2PC Cable

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-26 20:39:49 UTC
From: jlodoen@shell.portal.com
Message-ID: <3l4jel$aej@jobe.shell.portal.com>
Source record: 93212

talbotb@ibm.net writes:
>Do you have a number for this ATV ? I would love to buy an SIO2PC cable.
>Although building one doesn't seem to be a big deal, I would rather buy one
>outright before embarking on a part hunt.

ATV doesn't sell SIO2PC cables, but they have SIO cables (use for parts.)
10 for $10 is a good deal.

American Techna-Vision
Mail Order:
15338 Inverness St.
San Leandro, CA 94579-2016
United States
Sales Office:
1903 Fairway Dr.
San Leandro, CA 94577
United States
tel: (510) 352-3787
FAX: (510) 352-9227

2624. Re: River Raid for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-26 20:48:20 UTC
From: jlodoen@shell.portal.com
Message-ID: <3l4juk$bav@jobe.shell.portal.com>
Source record: 93213

heller@akh104.rh.psu.edu (Andrew K. Heller) writes:
> Yes, RR came out for the 8bits. NOt sure about Pitfall and Pitfall 2.
>I have them for the 8bits but they might be ports from the 5200.

For completeness' sake, here's a list of all Activision
carts for the 8-bit computers. (from Kevin Chase)

Activision CZ-001-04 83 River Raid
Activision CZ-002-04 83 Kaboom!
Activision CZ-003-04 83 Mega Mania
Activision CZ-004-04 84 Pitfall
Activision CZ-005-04 84 Dreadnaught Factor, The
Activision CZ-007-04 84 H.E.R.O.
Activision CA-011-04 84 Pitfall II
Activision CA-012-04 83 Space Shuttle
Activision CC-101-04 84 Zone Ranger
Activision 84 Keystone Kapers
Activision CZ-010-04 84 Zenji
Activision Beamrider
Activision Decathlon
Activision Designer's Pencil, The
Activision Pastfinder

2625. Re: 800 vs 800xl question

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-26 21:08:14 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3l4l3u$i75@hearst.cac.psu.edu>
Source record: 93214

Rick_Michael_Cortese@cup.portal.com wrote:
: But... in general, the only carts you can use SDX to load a translator
: before going to them are ones that allow disk boot. A lot of Romox stuff
: just doesn't let you do that. IMO: A ram based translator that could
: survive reset would be the best choice next to a real 800. That way
: you could at least hold down the reset key while you plug the cart in.
: I've had good luck with Omniview & next in line would be Omnimon
: for compatibility. I think they still sell for more then a real 800 but
: it's easy as flipping a switch.
: Rick

I guess an 800XL wouldn't survive a hardware reset if the Atari translator
were loaded? (One side allows for use of the RESET key)... but
I would assume when throwing in carts the system would return
to the XLos. OH well, just have to throw that omnimon switch. =)

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---

2626. Am i reaching???

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-26 23:39:38 UTC
From: "McMahon, Rory" <rmcmahon@eagle.ais.net>
Message-ID: <74547.rmcmahon@eagle.ais.net>
Source record: 93215

Kevin,

I just wanted to see if you recieved this. Take care!

The Spectre
The Atari Signal BBS
708-443-1669

2627. Re: River Raid for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-26 23:43:07 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3l4u6b$kr8@ccshst05.cs.uoguelph.ca>
Source record: 93216

```
: : I believe this was released for the 8-bit, although I've never been able to
: : find it. I'm also trying to find the Pitfalls for the 8-bit line....

RR and PF1 & 2 did in fact come out for the 8-bit line.

>> Mark <<

--
================================================================================
Mark Rathwell The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"In case I have no future, I've got the past. There's no telling just
how long this plague will last." - Chicago ("The Pull")
================================================================================
```

2628. Re: River Raid for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-27 00:15:10 UTC
From: ziggy29@rahul.net
Message-ID: <3l502e$9bh@hustle.rahul.net>
Source record: 93217

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: : : I believe this was released for the 8-bit, although I've never been able to
: : : find it. I'm also trying to find the Pitfalls for the 8-bit line....

: RR and PF1 & 2 did in fact come out for the 8-bit line.

Sigh...I just can't find them anywhere.

Anyone have duplicates?? :)

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Programmer/Analyst/Dino Jockey * GCS: !h s:+ !g au+ w+ C++$ v++ w+ U N++
* I'd rather be mining Crystite!! * W po+ t+@ Y+ j++ B-- e+++ u** r+++ y+++

2629. Re: XL without sound. HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-27 00:38:12 UTC
From: bjcorr@delphi.com
Message-ID: <9503261913591.DLITE.bjcorr@delphi.com>
Source record: 93218

Tim Irvine writes:

>So how do you isolate the audio? If you plug in a monitor jack, haven't
>you prevented another connection just for audio? Or do you need a special
>connector to the monitor port which branches into separate connections for
>a monitor and amplifier?
>
>I have an 800XL to a TV and the video sucks. I'd get a monitor but I don't
>want to lose audio. What exactly does someone with very limited
electronics
>experience need to get a good color monitor *and* sound from an 800XL?
>
>Inquiring minds and all... :)
>
>--
>* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29

Well I haven't seen many color monitors without audio, but assuming such you
have one (or if you want to run audio to an amp,) all the
monitor cables I have have 4 colored phono jacks on the monitor end,
composite, chroma, luminance, and yes, audio! B & C carries these (408)
986-9960.
bjcorr@delphi.com

2630. Re: 800 vs 800xl question

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-27 00:40:05 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <135762@cup.portal.com>
Source record: 93219

Andrew, I've tried the cartridge trick i.e. first running a translator &
then hot plugging in a cart w/o success. I've heard rumors there were a
few OS out there that could survive: Ultra or something like that. I've
never really bothered to check. Seems like if you really wanted to you
could load your translator into ram, 'fake' a good DOS boot so a reset
well vector through the DOS init or vect & have that pointed to something
that will reset the ram translator OS & jump through the cart run vectors.
I know I did some of that with a few cart games I wanted to run from ram.
I don't think it took 10 bytes of code. If I get a chance I'll look at
it, but I'm not even sure if I have a copy of FIXXL around anymore.
Rick

2631. New Atari Classics Status

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-27 00:44:55 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2F760B06@POST0.LAAFB.AF.MIL>
Source record: 93220

I called Jim Hood today (Sunday, 26 May) to see how he was doing. Jim is the publisher of the new Atari Classics magazine. He was is good spirits despite the fact he could barely talk and is recovering from a cancer operation and undergoing radiation therapy. Jim had saliva gland cancer and that principle reason that the second issue of the magazine has be so long in coming. (I mentioned Jim's health problems a while back here on the net.)

The second issue is now at the printers. Jim's wife was buying the envelopes for the mailing when I talked to him. The issue should be mailed in a week or so. Bob Woolley and Jim's wife and son are helping to pick up the slack.

Jim remarked that he was finally getting ready to answer Ben Poehland's two postcards asking, "Where is the magazine," by saying, "Your 1995 issue of Atari Classics should be at your door in early April and your subscription has now been extended to be six years in length."

Anyway, Jim was cracking jokes left and right the whole telecon and this was from a guy who is eating through a tube in his nose and only has one vocal cord working. What a trooper!!!! Please keep him in your prayers. He wasn't sure what his long term prognosis was.

Rick Reaser
Atari 8-bit Editor
Current Notes Magazine

2632. Anybody Seen...

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-27 02:36:52 UTC
From: John Byrne <jbbyrne@clark.net>
Message-ID: <3l58c4$dc4@clarknet.clark.net>
Source record: 93221

Hey guys,

I was at a local computer show today and some tailgater had an old device called an Atari Music Video System (or something like that). This thing allowed input of left and right audio and output patterns and colors to a TV. It looks like a piece of audio equipment. On the front were various knobs and buttons to control the output of the signal. On the bottom was a label indicating it was manufactured by Atari Inc. of Sunnyvale, CA.

I'd never seen or heard of this thing and thought I had a real find. Then the guy decides he oughta keep it--something about sentimental times spent staring at a screen.

Anybody ever seen this or have any info?

++
John B. Byrne from the awesome city of Baltimore, MD
CD-i devotee since November 1991, I've got 67 titles to date.......
Classic Atari videogames and memorabilia collector
Stuff: Quadra 605, Amiga 1000, Atari 800XL, Atari ST, HP 150, TRS Model III
++

2633. Antic magazines!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-27 03:08:22 UTC
From: davidn9000@aol.com
Message-ID: <3l5a76$9o2@newsbf02.news.aol.com>
Source record: 93223

Hi:

I have two years of ANTIC magazine for sale:
Jan. - Dec. 1984 (except May)
Jan. - Dec. 1986
plus 5 issues of APX (Atari Program Exchange) monthly

Whole package for sale at $28 (that's a buck a pop!) plus postage.
Email DavidN9000@AOL.COM if interested!

2634. Looking for "Voice Master"???

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-27 03:17:55 UTC
From: slin@en.ecn.purdue.edu
Message-ID: <3l5ap3$hom@mozo.cc.purdue.edu>
Source record: 93224

I am looking for a product I saw advertised a long time ago -- I THINK it was called the Voice Master by Covox. Anyways, it is a small A/D board for the Atari series that comes with a simple voice recognition software...

If anyone has one of these laying around I'd be interested in buying it or trading other 8-bit equipment for it...

Please e-mail or simply reply to this post..

Thanks,
Steve Lin
slin@ecn.purdue.edu

2635. Re: 8-bit & ST Monitor?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-27 03:48:02 UTC
From: krishna@primenet.com
Message-ID: <3l5chi$ge0@news.primenet.com>
Source record: 93227

The mortal Byron Followell wrote:

: Does anyone out there know if I can use my 8-bit Atari with my Atari
: ST's monitor? I figure, if the Jag can use it, the 8-bit should be able
: to as well. Does anyone have the pin outs for the 8-bit and ST monitor
: jacks?

The Jag has RGB out. Atari 8-bits have composite and split video but not even the video chips themselves can be tapped for RGB directly.

Therefore it's best to use a C= 1080 or 1084 with the Atari8s if you are going to share a common monitor between the A8 and an RGB device such as the Jag because the 1080s have composite and split in addition to RGB.

2636. Re: XL without sound. HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-27 04:53:09 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <5+-6XQl.lmcclure@delphi.com>
Source record: 93222

In a message dated 3-25-95, Tim Irvin said:

"So how do you isolate the audio? If you plug in a monitor
jack, haven't you prevented another connection just for audio?"

A typical monitor cable goes from the DIN-5 plug to standard RCA plugs.
If you want to run the sound to an amplifier, just plug an extension
onto the RCA plug that carries the audio.

"I have an 800XL to a TV and the video sucks. I'd get a
monitor but I don't want to lose audio. What exactly does
someone with very limited electronics experience need to
get a good color monitor *and* sound from an 800XL?"

You appear to be suffering from the misperception that color monitors
lack audio. While this is true of most monochrome monitors, just about
every color composite monitor made includes a built-in amp and speaker.

Color monitors for the PC (i.e., CGA, EGA, VGA) typically lacked sound
support, but that is due to the PC's "serious" image. Color composite
monitors were sold for the "game" computers (i.e., Atari and Commodore
8-bits, TI-99/4A, etc.), and thus sound support was a "must".

2637. Re: MAPPING THE XL!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-27 05:18:53 UTC
From: atari8@netcom.com
Message-ID: <atari8D632rH.E3p@netcom.com>
Source record: 93225

Quoting bjcorr@delphi.com

b >I wonder what else Complete and Essential could contain?
b >bjcorr@delphi.com

While it is very like the original Mapping the Atari, the author of The Complete and Essential Map added a lot of information taken from mag articles and usergroup news letters about the xl/xe. There's also tons of programing examples in both basic (Turbo) and Mac65.

The Essential Map is a two book set (almost 400 pages)...book 1 is the map itself and book two is 43 appendices that cover just about everything you'd want in a reference work, plus the compete source listing to the xl/xe OS.

There's a review of The Essential Map in the current Current Notes.

Mike Todd

---
* PabQwk 2.0 #9 * Atari users don't do "Windows!"

2638. Anybody seen this...?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-27 06:47:08 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3l5n1c$19u1@hearst.cac.psu.edu>
Source record: 93226

[Article crossposted from rec.games.video.classic]
[Author was John Byrne]
[Posted on 27 Mar 1995 02:38:38 GMT]

Hey guys,

I was at a local computer show today and some tailgater had an old device called an Atari Music Video System (or something like that). This thing allowed input of left and right audio and output patterns and colors to a TV. It looks like a piece of audio equipment. On the front were various knobs and buttons to control the output of the signal. On the bottom was a label indicating it was manufactured by Atari Inc. of Sunnyvale, CA.

I'd never seen or heard of this thing and thought I had a real find. Then the guy decides he oughta keep it--something about sentimental times spent staring at a screen.

Anybody ever seen this or have any info?
++
John B. Byrne from the awesome city of Baltimore, MD
CD-i devotee since November 1991, I've got 67 titles to date.......
Classic Atari videogames and memorabilia collector
Stuff: Quadra 605, Amiga 1000, Atari 800XL, Atari ST, HP 150, TRS Model III
++

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---

2639. Re: Ultraspeed format in DOS 2.5?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-27 09:17:02 UTC
From: Amos.Jackson@flight.org
Message-ID: <6c0_9503271226@flight.org>
Source record: 93237

The way I did this was to use a utility called fastload.bas, a SpartaDOS utility which allows you to format a floppy in any dentisy you want, and use ultraspeed skew if desired, and place a copy of DOS 2.5+ (the Atari DOS I used at the time) on the disk, run the basic program, which would write a small loader, and thus allow DOS 2.5+ to run in ultraspeed and double dentisy. It works VERY well, and will read or write flawlessly.

Amos Jackson

P.S. This was used in conjunction with a US Doubler 1050.
---------- -//- ----------
Internet: Amos.Jackson@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

2640. ANSIterm

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-27 10:29:36 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950327022150.9665A-100000@PEAK.ORG>
Source record: 93228

Whew! Made it back from the North, and found "Ansiterm" in my disks. Perhaps I am a little behind in the terminal scene (I am eager to try Flickerterm and Ice-T), but I thought the only VT100 emulator that does 80-columns was the old "VT-10squared" public domain program.

Remember that one? You had to load the translator if not running an old 400/800. It only went to 1200 baud.

Then I find ANSI term. It goes to 9600, but who knows if it can keep up. It sort of seems like it falls behind a little at 2400 when the screen gets full, but I'm too inexperienced as of yet to judge. However, I must say that it is pleasently surprising to be able to use my XE as a readable, usable 80-column terminal. On the Commodore 1084s, the display is very sharp as hooked through sep. chroma/lumi. On a TV, things look a a little blurry, but I found that through this blur, it still looks as readible as a 640x200 80-column screeen (Amiga, ST) on a TV. I'm impressed. Now if it could only download......

James

2641. Re: Gore demo & Umich archives

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-27 12:44:25 UTC
From: bosco@host.yab.com
Message-ID: <3l6bv9$45f@news.yab.com>
Source record: 93229

Tim Gearin (Tim.Gearin@flight.org) wrote:
: Thanks for telling about your 486xd with super this and that but I just
: want to know WHAT IS THE GORE DEMO!!!!!

The Gore Demo is a set of short program examples using the Gtracker
Digital Sampler (a commercial product). They show off the use of the
utility.

John Collins aka Bosco
N.W.P.A.C.

2642. Speedy 1050 & Ultra speed.

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-27 13:05:32 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <F1EA4F282A@east-01.novell.leeds.ac.uk>
Source record: 93230

The Speedy 1050 mod comes from continental Europe, Germany I think, anyway although it gives 180k per side of a disk, it DOES NOT give 180k in the same way as a Happy/US Doubler 1050 would! In fact the two 180k formats are incompatible with each other, so I'm not sure that a Speedy will be able to produce Utltra Speed IO.

I know of several people who have the Speedy but have found out that their Rob C, Multiboot etc menu software doesn't work!

Richard Gore
chmrig@leeds.ac.uk

2643. SIO2PC with 1020?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-27 15:24:50 UTC
From: cfrye@Phoenix.kent.edu
Message-ID: <3l6lc2$bta@ns.mcs.kent.edu>
Source record: 93239

Sad to say, I'm doing lots more with the PC today than the 800XL...
Anybody know of / willing to write / a modification to the SIO2PC code
which would let me ust the 1020 plotter with my PC Notebook as a mini,
portable printer AND plotter? I've looked at the .cpp source, but
there's more assembler in there than I'm comfortable with, right now.
TIA,
--
Cal Frye, speaking FROM, not FOR the Geology Department, Kent State University
CFrye@Phoenix.Kent.edu; 71777,3101@CompuServe.com; ak242 @ Cleveland Freenet
"I'm _not_ an archaeologist, I'm a paleontologist. We dig deeper!"

2644. Re: XL without sound. HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-27 15:48:50 UTC
From: ziggy29@rahul.net
Message-ID: <3l6mp2$msl@butch.lmsc.lockheed.com>
Source record: 93240

In article <5+-6XQl.lmcclure@delphi.com>, Lonnie McClure <lmcclure@delphi.com> says:
>
>In a message dated 3-25-95, Tim Irvin said:

[...]

>
> "I have an 800XL to a TV and the video sucks. I'd get a
> monitor but I don't want to lose audio. What exactly does
> someone with very limited electronics experience need to
> get a good color monitor *and* sound from an 800XL?"
>
>You appear to be suffering from the misperception that color monitors
>lack audio. While this is true of most monochrome monitors, just about
>every color composite monitor made includes a built-in amp and speaker.

I hear a lot of references to Commodore monitors here. Would any
composite Commodore monitor plug into the 800XL and provide color
graphics *and* audio?

--
Tim Irvin
ziggy29@rahul.net

2645. Re: MAPPING THE XL!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-27 16:17:21 UTC
From: mw@sunrise.pg.gda.pl
Message-ID: <3l6oeh$5lm@sunrise.pg.gda.pl>
Source record: 93242

William Kendrick (kendrick@zippy.sonoma.edu) wrote:

: Man, I want Function keys again! :) I'D SERIOUSLY LIKE TO KNOW HOW TO
: GET A 1200XL KEYBOARD INSIDE (or on) AN 800XL!!!!!!!!!!

My 800XL has 1200XL function keys for five years and it works pritty well.
I will try to post the schema to this newsgroup, if I will find it :)

Marek Wojciechowski

2646. wanted- adress of Peter Finzel

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-27 16:26:36 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.205.00107203@genesis.informatik.rwth-aachen.de>
Source record: 93233

Hello !!!

Here I am with a problem especially for the German users.
Does anybody have the current adress of Peter Finzel, the man who coded
Atmas II or Schreckenstein, founded the PfP and did the Assemblercorner in
the "Atari-Magazin".
I'm going to write to him to let some of his programs Shareware, but the
letter returnd - I only had the adress of the Atmas II manual ('85).
So please send me the adress.

Matt

P.S. You could send also the adresses of other authors in Germany to me - I
try to write them !

P.P.S. Would be very nice if some authors reading this would give there
programs to the shareware.
Would be also nice to have the PROFIBUCH as textfile on Umich - how about
this, Julian Reschke ?

2647. Pro! BBS file archive

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-27 16:31:02 UTC
From: jeking@xmission.xmission.com
Message-ID: <3l6p86$ft7@news.xmission.com>
Source record: 93241

I've just added a Pro! BBS file archive to my FTP site. For those of you
that are running (or thinking about running) a Pro! BBS, this file area
will hopefully be up-to-date with the latest public doman/shareware releases.

Oh.. I've added an ATR_XFD file area as well - hopefully some of you will
upload your image files in my 8bit/uploads area.

ftp.xmission.com /pub/users/j/jeking/

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

2648. Re: Antic & ANALOG last issues

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-27 16:48:09 UTC
From: junkster@coho.halcyon.com
Message-ID: <3l6q89$olg@news1.halcyon.com>
Source record: 93235

Jeff M Lodoen <jlodoen@shell.portal.com> wrote:
>
>Antic's last issue was June/July 1990, Vol. 9, #2. They went
>bi-monthly with the October/November 1989 issue. The last issue
>featured David Plotkin's Miniature Golf.

You sure? I *didn't* stick it out with Antic until the very end and I know I saw Miniature Golf (plus construction kit) in the issues I received. Right before Antic went under, it was simply a wee insert inside of STart.

James Hague
junkster@halcyon.com

2649. Just checking ...

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-27 16:51:14 UTC
From: I37531@ci.ist.utl.pt
Message-ID: <3l6qe2$dt0@alfa.ist.utl.pt>
Source record: 93234

```
Sorry, just checking if this gets trough. My last posting didn't !!!
I hope you're reading this, because I really need to discuss something
more important than this ...
```

2650. Re: FS: Classic Atari SoftWare!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-27 16:54:53 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D63yzH.E3y@itex.jct.ac.il>
Source record: 93238

Steve G. (steveg@phantom.com) wrote:
: Ryan 'Gozar' Collins (rlcolli@ibm.net) wrote:
: : In article <3kbuge$jf6@kelly.teleport.com>,
: : bensmith@teleport.com (Benjamin Smith) wrote:
: : > ATARI 8-BIT SOFTWARE FOR SALE:
: : >FujiBoink, Atari???
: : >Disk.....$5.00 U.S.
: : Isn't this a demo that is freely available?

: Yes. That's why Ben Smith isn't exactly well-liked here.

Where?

-itay
--

--- Itay Chamiel, Jerusalem, Israel / | \ bruck@brachot.jct.ac.il ---
Atari 8-bit geek since I was 6 \/|\/ (using someone else's account)

2651. Re: New Atari 8-bit Software.

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-27 17:07:28 UTC
From: lais@cs.man.ac.uk
Message-ID: <3l6rcg$a18@m1.cs.man.ac.uk>
Source record: 93236

In article <6572B82BC3@east-01.novell.leeds.ac.uk>, CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK (R. GORE) writes:
> Announcing NEW Atari 8-bit software........
>
> From the programmers of Black Lamp, Tagalon and Crumbles Crisis
> comes a game that Atari UK said they were going to release but
> never did!
>
> Under an exclusive deal, Richard Gore is pround to present;
>
>
> TTTTT U U BBB EEEEE BBB AA DD DD IIIII EEEEE SSSSS
> T U U B B E B B A A D D D D I E S
> T U U BBB EEEE BBB AAAA D D D D I EEEE SSSSS
> T U U B B E B B A A D D D D I E S
> T UUUUU BBB EEEEE BBB A A DD DD IIIII EEEEE SSSSS
>
>
> by IVAN MACKINTOSH and RICHARD MUNNS.

This is wonderful news. I remember this as one of the titles Atari announced when they had an odd burst of renewed interest in the 8-bits a while back, and I looked forward to many of them. I have since got two ST machines as well, but this has strengthened my love for the old 800XL even more. I was upset that Black Lamp, a supposedly great game, was only on cassette upon initial release all those years ago.

Now these it's tempting, along with Tube Baddies, at the low price of 5 quid each you can't go wrong. These bloody ST games, amazing that they are (I just spent 20 pounds on the fantastic STARDUST, but it has not arrived yet...) I can't afford them as regularly as XL ones at this price. Sad that my XL is at home (I'm currently at uni' with my STE).

Someone post a review when it comes out. Gameplay - sound - graphics, you know, the biz. Compare it with some well known titles. I hope to get back into the XL in a big way, then again I never really left it.

Cheers

S.Lai

2652. Who wrote Maniac & Star Sentry for ANALOG?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-27 17:25:58 UTC
From: junkster@coho.halcyon.com
Message-ID: <3l6sf6$psp@news1.halcyon.com>
Source record: 93243

I'm lookin' for some obscure info for my "Giant List of Classic Game Designers" which is posted every so often to rec.games.video.classic.

Who wrote Star Sentry, one of the few commercial games released by ANALOG Software (part of ANALOG Computing in the early days of the magazine)?

And has anyone played Maniac, a Berzerk clone printed when issues of ANALOG were in the single digits? Was this a BASIC or assembly game? And who wrote it? (I'm curious to see if it's one of the regulars--e.g. Bachand, Hudson).

James Hague
junkster@halcyon.com

2653. Re: OMNICOM help please!!????

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-27 20:00:06 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <135788@cup.portal.com>
Source record: 93244

Actually, SD did not start naming files with the .COM extender. I believe the first Atari style DOS to start using that type of .COM/.EXE extenders was OS/A or DOS xl. These were really older then the hills, for instance Phantasie I & II used DOS xl with those file conventions. From a historical note, CP/M used the .COM extender before there ever was an Atari. SD doesn't have to use the extender, for instance typing OMNICOM.OBJ from the command line works just a well as typing OMNICOM for a file with a .COM extention. The real contest is to find the genius who thought of using .OBJ as a description for an executable file in the first place. I think that term OBJ is a little misleading, object is a noun as opposed to an adjective or a verb, a little out of place when you think about it.
Rick

2654. Re: XL without sound. HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-27 20:15:32 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3l76d4$sep@hearst.cac.psu.edu>
Source record: 93253

Tim Irvin (ziggy29@rahul.net) wrote:

: I hear a lot of references to Commodore monitors here. Would any
: composite Commodore monitor plug into the 800XL and provide color
: graphics *and* audio?

Commodore made the monitor (actually phillips did I think)
COMPOSITE is the type of monitor. (You can even plug your vcr into it...)

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---

2655. Re: Who wrote Maniac & Star Sentry for ANALOG?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-27 21:17:40 UTC
From: jlodoen@shell.portal.com
Message-ID: <3l7a1k$745@jobe.shell.portal.com>
Source record: 93245

junkster@coho.halcyon.com (James Hague) writes:
>And has anyone played Maniac, a Berzerk clone printed when issues of
>ANALOG were in the single digits? Was this a BASIC or assembly game?
>And who wrote it? (I'm curious to see if it's one of the regulars--e.g.
>Bachand, Hudson).

Maniac! was in ANALOG #6. It was ML, but like all ANALOG ML games, it
was a BASIC "loader" with a lot of DATA statements. This one wrote
a cassette version. Author was Rick Messner.

In issue #8, some modifications were printed so it could write
to disk. Author was Stephen Vance.

I dled the ANALOG Compendium from GEnie, which is why I
know this.

2656. 400/800 cart list and other ???s

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-27 22:07:56 UTC
From: ebrunne@orion.it.luc.edu
Message-ID: <3l7cvs$g3h@apollo.it.luc.edu>
Source record: 93246
Cross-posted to: rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit

Hi,

I've just pulled out my old atari 400 (and 810 disk drive - still works! :) And now I was wondering if anyone has ever put together a complete cart list for the 400/800? Does anyone have any for sale? What about disks? I would love to get my hands on some old Synapse software creations (protector II, Fort Apocalypse, Shamus, Slime, Necromancer :D I've read the faq about getting stuff from the archive (confusing) and looked at the umich archive (doesnt seem to have any of the commercial ware , naturally, i suppose) Anyway, if anyone has any suggestions for some one who is just getting back into his original computer, they would be greatly appreciated!!

Thanx!

Ted B

2657. 8-bit Stuff For Your Consideration

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-28 00:00:00 UTC
From: Terry.Streeter@flight.org
Message-ID: <cf7_9503290106@flight.org>
Source record: 93250

```
How much for the whole works?
----------------------------- -//- ----------------------------
Internet: Terry.Streeter@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
----------------------------- -//- ----------------------------
```

2658. Re: 800 vs 800xl question

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-28 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950328184034.22344C-100000@PEAK.ORG>
Source record: 93251

Also, "Deluxe Invaders" and "Gorf" by Roklan are two cartridges which won't run on the XL series (only 400/800).

I think the Ultraspeed+ OS from CSS allows one to switch between the Ultraspeed OS, the standard XL OS, and even the 400/800 OS. That way, you can run all carts on the XL.

James

2659. Bringing old drives up to spec

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-28 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950328185356.22344D-100000@PEAK.ORG>
Source record: 93252

I just brought down my Indus GT to serve me away from home, and I am distressed at how noisy it is. It works great, but I guess it needs lubrication. I've never had an Indus GT apart; I've looked inside 1050 drives on many occasions.

Seems like one time (about 10 years ago) I started to take apart an Indus GT for curiosity, and then decided that it looked cluttered and that stuff would fall out if I pulled the cover off, so I didn't. I must have been wrong, eh? It's easy, right?

What about oilng the slide rails? Will any oil work, as long as you're careful not to get it on any other parts? (Can I pull the dipstick out of my car and drop a couple drops of motor oil on there, should I buy a small tin of sewing machine oil?)

How about the drive belt? I remember one BBS sysop (back in the days of running a BBS on floppies) who had one of the belts in his drive start slipping, and this destroyed the files on his disk. Is there any preventative maintenance that can be done to eliminate this problem? Perhaps removing the belt and wiping the pulleys clean with lacquer thinner might remove any dust and junk that would allow the belt to slip.

WHAT I'D REALLY LIKE TO KNOW IS WHERE I CAN BUY NEW BELTS FOR MY INDUS AND 1050 DRIVES. Are the mechanisms in the Indus and the 1050 the same, or do they use the same belts?

Thanks in advance for any tips you can throw my way!!!

James

2660. GORE Demo

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-28 00:08:06 UTC
From: Tim.Gearin@flight.org
Message-ID: <d91_9503280106@flight.org>
Source record: 93105

Is it a new demo out of Germany or somewhere else in Europe? What is the Gore demo and what does it do? I cant see the earlier messages now since they rolled off.

---------- -//- ----------
Internet: Tim.Gearin@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

2661. FS: 800XL, 1050, 1030

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-28 00:18:47 UTC
From: jtabersk@violin.aix.calpoly.edu
Message-ID: <3l7kl7$3k8e@violin.aix.calpoly.edu>
Source record: 93106

Just dug up my Atari 800XL machine from the garage. I've got a new Mac
and don't really need this stuff anymore. Let me know if anyone wants it
and how much it's worth. All offers considered for all or part.

800XL 64k with PS, monitor cable, no docs
1030 modem, with data cable, no PS, no Docs
1050 drive, with data cable, PS, no docs (bunch of disks, DOS 3)

Let me know if you are interested

Jeff (805)545-7753
email: jtabersk@violin.aix.calpoly.edu

--
Jeffrey Taberski
EMAIL: <jtabersk@violin.aix.calpoly.edu>

2662. 8-bit Stuff For Your Consideration

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-28 00:38:50 UTC
From: gaglenn@ix.netcom.com
Message-ID: <3l7lqq$f3v@ixnews4.ix.netcom.com>
Source record: 93111

The following is a list of my 8-bit hardware and software. If
interested in any of the items, please send e-mail with your offer to
gaglenn@ix.netcom.com

Atari 8-Bit Software, Hardware & Publications

SOFTWARE

ITEM MANUFACTURER TYPE BOX
INST

[Type: C=Cassette R=Rom Cart D=Disk Box: Y=Yes N=No B=Original Bag]

3-D Red Baron Dogfight Sebree's Computing C B
Y
3 Dimensional Comp. Graphics Sebree's Computing C B
Y
Action Quest JV Software, Inc. C B
Y
Andromeda Gebelli D Y
Y
An Invitation To Programming 1 Atari C N
N
An Invitation To Programming 2 Atari C Y
Y
An Invitation To Programming 3 Atari C Y
Y
A.I.T.P 1&2 with 5 cassettes Atari C N
Y
Arcade Bonanza Keypunch D Y
N
AtariWriter Atari R N
N
B-1 Nuclear Bomber Avalon Hill C Y
Y
Bandits Sirius Software D Y
Y
BC'S Quest For Tires Sierra On-Line R Y
Y
Block Buster APX C Y
Y
Bulletin Board Const. Set Antic Software D B
Y
Canyon Climber Datasoft C Y
Y
Captivity Program Design, Inc. C B

Y
Casdup Vervan Software C B
Y
Caverns Of Mars APX C Y
Y
Centipede Atari R Y
Y
Chicken Synapse C B
Y
Cloudburst Dana R Y
Y
Crossfire On-Line C B
Y
Crush, Crumble & Chomp Epyx C Y
Y
Crypts Of Terror Inhome Software C B
Y
Datestones Of Ryn Epyx C Y
Y
David's Midnight Magic Broderbund D Y
Y
D-Bug Child Ware D Y
Y
Defender Atari R Y
Y
Deflection Adventure Int'l C Y
Y
Deluxe Invaders Roklan R Y
Y
Dig Dug Atari R Y
Y
Dog Daze APX C B
Y
Donkey Kong Atari R Y
Y
Down The Trench Sebree's Computing C B
Y
Dungeon Of Despair Keypunch D Y
N
Eastern Front APX C B
Y
Empire Of The Over-Mind Avalon Hill C Y
Y
Freaky Factory I.C.D. D Y
Y
Galactic Chase Spectrum C B
Y
Galaxian Atari R Y
Y
Ghost Encounters JV Software, Inc. C Y

Y
Ghost Hunter Arcade Plus C B
Y
Gorf Roklan R Y
Y
Graphic Shop Antic Software D Y
Y
Graph It Atari C Y
Y
Hard Hat Mack Electronic Arts D Y
Y
Hitchhiker's Guide, etc. Infocom D Y
Y
Invasion Orion Epyx C Y
Y
Jaw Breaker On-Line C B
Y
Jeepers Creepers Quality Software D Y
Y
Journey To The Planets JV Software, Inc. C Y
Y
K-Razy Kritters CBS R N
N
K-Razy Shoot-Out CBS R N
N
Labyrinth Run Manhattan Software C B
Y
Laser Hawk I.C.D. D Y
Y
Lords Of Karma Avalon Hill C Y
Y
Los Angeles Swat USA Entertainment D Y
N
Lunar Lander Adventure Int'l C Y
Y
Missile Command Atari R N
N
Missile Command Atari R Y
Y
Molecule Man USA Entertainment D Y
N
Music Composer Atari R N
N
Nautilus Synapse C B
Y
New Aladdin 1.0 Disk Publications, Inc. D Y
Y
New Aladdin 1.01 Disk Publications, Inc. D Y
Y
North Atlantic Convoy Raider Avalon Hill C Y

Y
Nukewar Avalon Hill C Y
Y
Outlaw/Howitzer APX C B
Y
Pacific Coast Highway Datasoft C Y
Y
Pac-Man Atari R Y
Y
Pilot [Prog. Lang.] Atari R N
N
Pinball Construction Set Electronic Arts D Y
Y
Player Generator APX C Y
Y
Pole Position Atari R Y
Y
Print Shop Broderbund D Y
Y
Print Shop Companion Broderbund D Y
Y
Print Shop Graphics Lib. #1 Broderbund D Y
Y
Print Shop Graphics Lib. #2 Broderbund D Y
Y
PrintWiz Allen Macroware D B
Y
Protector Synapse C B
Y
Q*bert Parker Brothers R Y
Y
Qix Atari R Y
Y
Race In Space Analog Software C B
Y
Rear Guard Adventure Int'l C Y
Y
Return Of The Jedi Parker Brothers R Y
Y
Robot Link [Omnibot] Tomy D Y
Y
Scram (2) Atari C Y
Y
Shooting Arcade Datasoft C Y
Y
Shooting Gallery Synapse C B
Y
Silent Butler Atari D Y
Y
Space Eggs Sirius Software D Y

Y
Space Invaders Atari C Y
Y
Sparta DOS 1.30 ICD D N
Y
Speed King Mastertronic D Y
Y
Sports Spectacular Keypunch D Y
Y
Star Raiders Atari R Y
Y
Star Trek 3.5 Adventure Int'l C B
Y
States & Capitals Atari C N
N
States & Capitals Atari C Y
Y
Superman Main Street D B
Y
Tanktics Avalon Hill C Y
Y
Tricky Tutorial No.1 Santa Cruz C B
Y
Tricky Tutorial No.2 Santa Cruz C B
Y
Tricky Tutorial No.3 Santa Cruz C B
Y
Tricky Tutorial No.5 Santa Cruz C B
Y
Wizard Of Wor Roklon Software R Y
Y
Word Flyer Child Ware D Y
Y
Zaxxon Datasoft C Y
Y

HARDWARE

DEVICE MANUFACTURER BOX INST. SOFTWARE

Atari 400 [48K -- Bkey] Atari Y Y N/A
Atari 800 Atari Y Y N/A
Atari 800XL Atari Y Y N/A
Atari 800XL [256K -- XL Boss] Atari Y Y N/A
Atari 1050 [Happy] Drive Atari Y Y Y
Atari XF551 Disk Drive Atari Y Y Y
Indus GT Disk Drive [All!] Indus Y Y Y
P:R:Connection [with cables] ICD Y Y Y
R-Verter [5 pin DIN modem] A.I.D. Y Y Y

PUBLICATIONS

TITLE PUBLISHER MISC INFO

A.N.A.L.O.G. [many w/disk] A.N.A.L.O.G. Too Numerous to
list
Antic [many with disk] Antic Too numerous to
list
Atari Basic John Wiley & Sons 1979
Atari Basic Hofacker First Printing
Basic Reference Manual Atari 1980
Compute's First Book Compute! 1981
Compute's Second Book Compute! 1982
De Re Atari Atari/APX Ultimate
reference
Games For The Atari Hofacker First Printing
Master Memory Map Santa Cruz 1981
Stimulating Simulations Hayden Books Second Edition
Your Atari Computer Osborne/McGraw 1982

P.S. Sorry about the formatting. After pasting to Netcruiser, it got
screwed up!

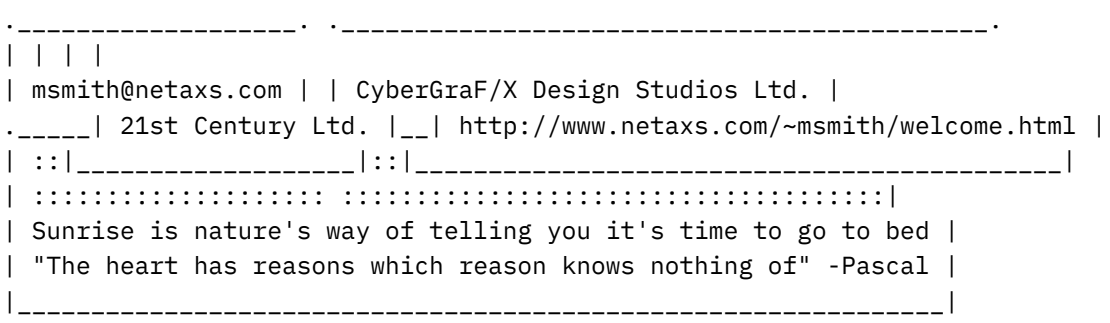
Gordon

2663. Wanted: ATR-8000

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-28 00:56:58 UTC
From: msmith@netaxs.com
Message-ID: <3l7msq$mm3@netaxs.com>
Source record: 93247

Does anyone have an ATR-8000 to sell? Please respond E-MAIL. Also, any
documentation on Percom's would be helpful if anyone has this.

--


msmith@netaxs.com
CyberGraF/X Design Studios Ltd.
21st Century Ltd.
http://www.netaxs.com/~msmith/welcome.html
Sunrise is nature's way of telling you it's time to go to bed
"The heart has reasons which reason knows nothing of" -Pascal

2664. Re: MAPPING THE XL!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-28 02:30:37 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3l7scd$fv2@nic-nac.CSU.net>
Source record: 93249

Well, I want F-keys, but I mentioned that because I was drolling over
the stuff I read in Mapping the XL.

I guess I'd settle for separate F-keys, but I so love the original 1200XL
keyboard! :^]

Man, maybe I'd better just say screw it, get a Transkey and stuff my 800XL
in a box.

Hey, what IS the name of the 8-bit in a PC-case mod. anyways? I'm sick
of calling it "the 8-bit in a PC-case mod."! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, Cooltris 2.

2665. Re: 8-bit Stuff For Your Consideration

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-28 02:32:24 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3l7sfo$g1p@nic-nac.CSU.net>
Source record: 93248

Someone please describe "BBS Construction Set."

What can it do, etc.?

Thanx!

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, Cooltris 2.
(Not interested in purchasing BBS C.S. but very curious)

2666. Re: 400/800 cart list and other ???s

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-28 02:43:17 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3l7t45$10mp@hearst.cac.psu.edu>
Source record: 93254
Cross-posted to: rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit

Edward A. Brunner (ebrunne@orion.it.luc.edu) wrote:
: Hi,

: I've just pulled out my old atari 400 (and 810 disk drive - still works!
: :) And now I was wondering if anyone has ever put together a complete
: cart list for the 400/800? Does anyone have any for sale? What about
: disks? I would love to get my hands on some old Synapse software
: creations (protector II, Fort Apocalypse, Shamus, Slime, Necromancer :D
: I've read the faq about getting stuff from the archive (confusing) and
: looked at the umich archive (doesnt seem to have any of the commercial
: ware , naturally, i suppose) Anyway, if anyone has any suggestions for
: some one who is just getting back into his original computer, they would
: be greatly appreciated!!

: Thanx!

ftp wiretap.spies.com. Under the directory cartlist...

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---

2667. MIO and Bernoulli Drives

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-28 07:20:24 UTC
From: bjcorr@delphi.com
Message-ID: <9503280153591.DLITE.bjcorr@delphi.com>
Source record: 93109

Does anyone here know if the MIO will work with the old Iomega 10meg Bernoulli Drives? I had heard from someone at Delphi (who supposedly heard from ICD) that it is a straight through affair, has anyone here ever used this combo? If so, how do you format the Bernoulli? I haven't seen an ICD utility that can do it, although I am new to the 8-bit HD world.
Thanks,
bjcorr@delphi.com

2668. Re: Bob Klaas of Pro!/KPI goes PC!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-28 07:39:00 UTC
From: krishna@primenet.com
Message-ID: <3l8eek$ic9@news.primenet.com>
Source record: 93110

The mortal Winston Smith wrote:
: On March 15, 1995 at 12:57:06 GMT (6:57am EST ?),
: krishna@primenet.com (Glenn Saunders) wrote:

: GS> Supposedly UseNet uses that approach. But unix isn't limited to
: GS> 64 files per subdirectory. That's why using fixed max msg size
: GS> allocation on one contiguous file and note/pointing through it
: GS> via Sparta's random access system (which MYDOS lacks) became the
: GS> defacto standard.
:
: Huh? MYDOS lacks NOTE and POINT ? Then what was all the fuss about
: MYDOS 4.53 supporting a three byte NOTE and POINT ? Of course MYDOS has
: NOTE and POINT! I think you should clear up this point before it creates
: some confusion (mainly, that SpartaDOS does it differently, i.e. relative
: offsets versus absolute file SEEKs). Unless you are using a serial device
: such as a tape drive or datasette, you'd --BETTER-- be able to provide
: random access to file sectors. Otherwise, there is something terribly wrong
: with the heads of your disk drive if they can only move serially! ;-)

It's poor note and point. Sector and byte offsets BITE. SpartaDOS uses
a 3byte poke to allow you to point to the xth byte of a file directly,
which is faster and easier to use in applications.

If AmigaDOS/MYDOS had viable note and point, then absolute note and point
on SS/SD disks and custom fms's would not be standard fare for database
programs like Diskbase.

Sparta may be less stable, but for desigining databaselike applicaions
(which is what message bases are) it blows Mydos out of the water.

BBS software did not settle with Sparta out of some prejudice against MYDOS.

2669. Re: XF2.5 or 3.0 XFD images -v- SIO2PC ATR images

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-28 10:30:47 UTC
From: Oliver Redner <zxmou07@hp06.zdv.uni-tuebingen.de>
Message-ID: <Pine.HPP.3.91.950328122615.14027C-100000@hp06.zdv.uni-tuebingen.de>
Source record: 93112

On Wed, 22 Mar 1995, James King wrote:

> Are XFD and ATR images the same thing? Can you interchange SIO2PC and
> XF25 images back and forth with one another?
I don't know much about these formats, but perhaps this is a little help
for you:
As I could see from looking at my XFD-files there's no information about
the size of the disk, just a dump of a single sided single density disk.
The ATR-image contains a 16 (or 32) byte header containing information
about sector size, number of sectors etc. If you want to know more about
it, just write me an email, I will have a look at my notices.

Bye, Oliver

2670. Complete & Essential Map!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-28 13:26:40 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <6EE076554@east-01.novell.leeds.ac.uk>
Source record: 93113

I have a copy of this Complete & Essential Map book but I haven't really looked at it much since I've had a bit of trouble with the publishers TWAUG recently, they printed a rather nasty article about me and my products, but anyway thats another story.....

The thing that does bother me though, copyright still exists on the Atari 8-bit OS and BASIC code right? Then how and why can they legally publish a complete listing of the OS source code. I have been advised that even looking at copyrighted code is technically illegal, something to do with 'reverse compiling' so I've been told?
Also the book does contain quite long sentences that have been copied directly out of Mapping The Atari, quite probably without the publisher's consent! I just thought I would point these facts out, there's no doubt the book is quite good but to be honest some of the content is of a somewhat dubious nature!

Richard Gore
chmrig@leeds.ac.uk

2671. Re: Sinclair ZX80

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-28 14:09:19 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3l95af$6mo@dux.dundee.ac.uk>
Source record: 93117

rogtha@delphi.com wrote:
: I know this is the wrong place to post this but of course
: there aren't any Timex-Sinclair newsgroups.
: I have a Sinclair ZX80 which I'm trying to get to work. I have
: it hooked up to a TV via RF modulator, and I have a 9V adaptor plugged in
: as well. It's not giving me a display (I've run through ALL the TV channels)
: but I know it's on because when I connect earphones I hear a low buzz.
: Any ideas?

Try comp.sys.sinclair

What the world needs is a new age.
What the world doesn't need is New Age.

Graeme Fenwick:-

email gfenwick@mcs.dundee.ac.uk
homepage http://www.mcs.dundee.ac.uk:8080/~gfenwick/index.html
(includes link to Atari XL/XE page)

2672. Re: 8-bit Stuff For Your Consideration

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-28 14:48:27 UTC
From: snyder10@rs5.tcs.tulane.edu
Message-ID: <3l97jr$evq@rs10.tcs.tulane.edu>
Source record: 93107

In article <3l7sfo$g1p@nic-nac.CSU.net> kendrick@zippy.sonoma.edu (William Kendrick) writes:
>Someone please describe "BBS Construction Set."

Junk! :>

Really though, it had lots of problems...v2.0 tended not to work, v2.2 did a little better... Just your basic (ml) BBS from Antic.

Mike

2673. Re: 400/800 cart list and other ???s

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-28 16:12:13 UTC
From: krieg@allmalt.cs.uwm.edu
Message-ID: <3l9cgt$cru@uwm.edu>
Source record: 93114
Cross-posted to: rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit

In article <3l7cvs$g3h@apollo.it.luc.edu> ebrunne@orion.it.luc.edu (Edward A. Brunner) writes:
>I've just pulled out my old atari 400 (and 810 disk drive - still works!
>:) And now I was wondering if anyone has ever put together a complete
>cart list for the 400/800?

Here is a cart list for the Atari 8-bit family of computers. Kevin Chase put it together a while ago. This copy is a little old, and isn't exactly the same as Kevin's published version (I made personal changes to it), but his e-mail address is included, so you could check with him for a newer version.

Classic Atari Cartridges for the 400/800/XL/XE computer, v. 3.0

Some of the list has been distilled from old magazine ads and reviews, and may be subject to error. Entries with question marks after them may not exist in cartridge form, or worse, may not have been released at all.

I'd would like help completing this list. Comments, additions, and words of encouragement are all appreciated, and will be noted in the contribrutors list at the end of this post.

Kevin Chase <chase@physics.rutgers.edu>

NR = Never Released
(???) = Was it a cartridge?
?xx = year not known for certain
n/a = catalog number not applicable, no number assigned by vendor

```
Company Catalog # Yr Title
------------ --------- -- --------------------------------------------------
Activision CZ-001-04 83 River Raid
Activision CZ-002-04 83 Kaboom!
Activision CZ-003-04 83 Mega Mania
Activision CZ-004-04 84 Pitfall
Activision CZ-007-04 84 H.E.R.O.
Activision CA-011-04 84 Pitfall II
Activision CA-012-04 83 Space Shuttle
Activision CC-101-04 84 Zone Ranger
Activision 84 Keystone Kapers
Activision 84 Zenji
Activision Beamrider
Activision Decathlon
Activision Designer's Pencil, The
Activision Dreadnought Factor, The
Activision Pastfinder
```

AdventIntl Rally Speedway
Atari CXL4001 79 Educational System Master Cartridge
Atari CXL4002 79 BASIC Computing Language (version A)
Atari CXL4002C? ?83 BASIC Computing Language (version C)
Atari CXL4003 79 Assembler Editor Computing Language
Atari CXL4004 79 Basketball
Atari CXL4005 ?79 Video Easel
Atari CXL4006 79 Super Breakout
Atari CXL4007 79 Music Composer
Atari CXL4008 81 Space Invaders
Atari CXL4009 79 Computer Chess
Atari CXL4010 ?79 3-D Tic-Tac-Toe
Atari CXL4011 79 Star Raiders
Atari CXL4012 81 Missile Command
Atari CXL4013 81 Asteroids
Atari CXL4014 Mailing List
Atari CXL4015 80 Telelink I
Atari CXL4016 Telelink II
Atari CXL4018 80 Pilot Computing Language
Atari CXL4019 Store Demo
Atari CXL4020 82 Centipede
Atari CXL4022 82 Pac Man
Atari CXL4024 82 Galaxian
Atari CXL4025 82 Defender
Atari CXL4027 82 Qix
Atari RX8021 82 Caverns of Mars (by APX)
Atari RX8026 83 Dig Dug
Atari RX8028 NR Real Sports Soccer
Atari RX8029 83 Real Sports Football
Atari RX8030 ?83 E.T. Phone Home
Atari RX8031 83 Donkey Kong
Atari RX8032 83 LOGO Computing Language
Atari RX8033 83 Robotron:2084
Atari RX8034 83 Pole Position
Atari RX8035 ?83 Microsoft BASIC II Computing Language (w/ Disk)
Atari RX8036 82 AtariWriter
Atari RX8037 NR Star Trux
Atari RX8039 83 Eastern Front (from APX)
Atari RX8040 83 Donkey Kong Jr.
Atari RX8042 83 Real Sports Tennis
Atari RX8043 83 Ms. Pac Man
Atari RX8044 83 Joust
Atari RX8045 Pengo
Atari RX8048 Millipede
Atari RX8049 Jungle Hunt
Atari RX8052 85 Moon Patrol
Atari RX8053 83 Atari Artist (packaged with CX77 Touch Tablet)
Atari RX8054 83 Atari Graphics (packaged with CX75 Light Pen)
Atari RX8057 Typo Attack (from APX)
Atari RX8059 Skywriter (Educational cartridge)

Atari RX8063 Rescue on Fractalus (by Lucasfilm, from Epyx)
Atari RX8064 Ball Blazer (by Lucasfilm, from Epyx)
Atari RX8067 84 Final Legacy
Atari RX8069 Track and Field
Atari RX8077 87 Battlezone
Atari RX8078 Star Raiders II
Atari RX8079 87 Food Fight
Atari RX8080 85 PLATO Learning Phone
Atari RX8081 ?87 Blue Max (by Synapse)
Atari RX8082 87 Lode Runner (by Broderbund)
Atari RX8083 87 David's Midnight Magic (by Broderbund)
Atari RX8084 87 Hardball (by Accolade)
Atari RX8085 ?87 Fight Night (by Accolade)
Atari RX8086 ?87 Barnyard Blaster (Lightgun game)
Atari RX8087 87 Bug Hunt (Lightgun game)
Atari RX8088 ?87 Crossbow (Lightgun game)
Atari RX8089 ?87 Desert Falcon
Atari RX8090 ?87 Gato
Atari RX8091 ?87 Flight Simulator II (by subLogic)
Atari RX8092 87 Archon (by Electronic Arts)
Atari RX8093 ?87 One-on-One Basketball (by Electronic Arts)
Atari RX8094 Commando
Atari RX8095 Karateka (by Broderbund)
Atari RX8096 Choplifter (by Broderbund)
Atari RX8098 Summer Games (by Epyx)
Atari RX8099 88 Ace of Aces (by Accolade)
Atari RX8101 ?88 Dark Chambers
Atari RX8102 ?88 Crystal Castles
Atari RX8103 88 Mario Brothers
Atari RX8104 Crime Busters (Lightgun game)
Atari RX8108 Necromancer (by Synapse)
Atari RX8109 Airball
Atari RX8111 Tower Toppler
Atari RX8113 Thunder Fox
Atari RX8114 Into the Eagles Nest (by Pandora Software)
Atari RX8118 ?89 Xenophobe
Atari RX8120 Super Football
Atari RX8124 MidiMaze
Atari RX8??? Deflektor
Atari AED80013 83 AtariLab: Light Module
Atari AED80014 84 AtariLab: Temperature Module
Atari 400/800 SALT Diagnostic cartridge
Atari NR SuperPILOT
Atari CB101931 NR Super Pac-Man (prototype)
Atari CA400201 NR XE Demo Cartridge (four games, prototype)
Atari ?NR Blast 'Em (??? possibly included with XEGS)
Atari ?NR Superman III (???)
Atari ?NR Kangaroo (???)
Atari ?NR Macro Assembler (???)
Beaumont PUP (Primary Utility Pack)

Big Five n/a 83 Miner 2049er
Big Five n/a NR Scraper Caper
Big Five n/a ?85 Bounty Bob Strikes Back
Broderbund Choplifter!
Broderbund Sea Fox
Broderbund ATCART 190 Serpentine
CBS Soft 22100 82 K-razy Shoot-Out
CBS Soft 22103 82 K-razy Antiks
CBS Soft M8788 82 K-razy Kritters
CBS Soft M8790 82 K-star Patrol
CBS Soft 4L2541 83 Mountain King
CBS Soft Boulders & Bombs
CBS Soft 75010 84 Math Mileage
CBS Soft 75350 84 Sesame Street Astro-Grover
CBS Soft 75370 84 Sesame Street Letter-Go-Round (w/ keyboard overlay)
CBS Soft Big Bird's Funhouse
CBS Soft Big Bird's Special Delivery
CBS Soft Big Bird's Egg Catch
CBS Soft Ernie's Magic Shapes
CBS Soft Webster Word Game
CBS Soft Sesame (???)
CBS Soft Duck's Ahoy!
CBS Soft Movie Musical Madness
CBS Soft Halftime Battlin' Bands
CBS Soft Timebound
CBS Soft Time Trials
CBS Soft Co-Co Notes
CBS Soft Seahorse Hide-n-Seek
CBS Soft Solar Fox
CBS Soft Blue Print
CBS Soft Wings
CBS Soft Omega Race
CBS Soft Domino Man
CBS Soft Satan's Hollow
CBS Soft Madden's Football
CPS 1200xl Diagnostic Cartridge
Dana Alien Ambush
Dana Cloudburst
Datasoft Letter Wizard
EasternHous KISS (right slot only cart)
EasternHous Monkey Wrench (right slot only cart)
EasternHous 83 Monkey Wrench II (right slot only cart)
Elcomp Atmona-1 (machine language monitor)
Elcomp Atmas (macro assembler)
Elcomp Atext-1 (word processor)
Epyx n/a 83 Jumpman Jr.
Epyx n/a 83 Gateway to Apshai
Epyx n/a 83 Pitstop
Epyx n/a Lunar Outpost
Epyx n/a Swat Rescue

Epyx n/a Silicon Warrior
Epyx n/a Fun with Music
Epyx n/a Fun with Art
Epyx n/a Monster Maze
Epyx n/a Alien Garden
Epyx n/a Platter Mania
First Star ?NR Boulder Dash
First Star ?NR Flip and Flop
First Star ?NR Bristles
FisherPrice Dance Fantasy
FisherPrice Linking Logic
FisherPrice Memory Manor
FisherPrice Logic Levels
Gebelli Firebird
Gebelli Embargo
Gebelli Doc Goodlode's Cavern
GeminiSoft Magic Dump (right slot only cart)
HES 83 Gridrunner
Hsu Software Math Encounter
ICD SpartaDOS X
ICD R-Time 8
IDSI 81 Pool 400
IDSI Speedway Blast
IDSI Survival of the Fittest
Imagic 720125-1A 83 Atlantis
Imagic 720149-1A 82 Demon Attack
InHome Baseball
Koala AT00315-1 83 KoalaPainter
LJK Letter Perfect (40 col.)
LJK Letter Perfect (80 col.)
LJK Edit 6502
LJK Data Perfect (80 col.)
MPP Smart Terminal
MPP Microfiler (database)
MPP 85 Supercharger (BBS software)
MPP Assault Force 3-D
OrionMicro Express!
O.S.S. n/a 84 Mac/65
O.S.S. n/a Basic XL
O.S.S. n/a 84 Action!
O.S.S. n/a 85 Basic XE
O.S.S. n/a The Writer's Tool
Pandora Powerstar
ParkerBros PB101689 83 Frogger
ParkerBros PB101303 Star Wars: Return of the Jedi: Death Star Battle
ParkerBros PB1280 84 Gyruss
ParkerBros Frogger II: Three Deep
ParkerBros Q*Bert
ParkerBros 83 Popeye
ParkerBros Astrochase (by First Star Software)

ParkerBros 83 Super Cobra
ParkerBros Tutankham
ParkerBros Risk
ParkerBros Chess
ParkerBros 84 Star Wars: The Arcade Game
ParkerBros 84 James Bond
ParkerBros Mr. Do's Castle (???)
ParkerBros Montezuma's Revenge (???)
Rantom Trust
Reevesoft Diamond GOS
Reston Movie Maker
Roklan Deluxe Invaders
Roklan 83 Gorf ((c)1981 Midway)
Roklan 81 Wizard of Wor
Roklan 83 Journey to the Planets
Roklan Space Journey
Roklan Diamond Mine
Roklan Lifespan
Roklan Rack Em Up
Romox Ant Eater
Romox Attack at EP-CYG-4 (by BRAM)
Romox Flapper
Romox Fortune Hunter
Romox Princess and the Frog
Romox Sea Chase
Romox Spark Bugs
Romox Starion
Romox Typo
Romox Whiz Kid
Scarborough MasterType
Sega 004-03 83 Star Trek
Sega 005-03 83 Buck Rogers: Planet of Zoom
Sega 006-03 83 Congo Bongo
Sega 008-03 84 Zaxxon
Sega Tac-Scan
Sega 83 Spy Hunter
Sega Tapper
Sega Up N Down
Sega Super Zaxxon
SierraOnLin 83 B.C.'s Quest for Tires
SierraOnLin 81 Crossfire
SierraOnLin Creepy Corridors
SierraOnLin Jawbreaker
SierraOnLin Jawbreaker II
SierraOnLin Maurauder
SierraOnLin Sammy Lightfoot
SierraOnLin 83 Mr. Cool
SierraOnLin Learning with Leeper
Sirius Alpha Shield
Sirius Fast Eddy

Sirius Worm War
Sirius 82 Turmoil (by 20th Century Fox)
Sirius 82 Fantastic Voyage (by 20th Century Fox)
Sirius 83 Final Orbit
Sirius 83 Squish 'Em
Sirius Capture the Flag
SoftCountry Chessmaster 2000
Softmark 86 ESP Mindlock BBS
Spinnaker 84 Adventure Creator
Spinnaker Aegean Voyage
Spinnaker Alphabet Zoo
Spinnaker Cosmic Life
Spinnaker DLD-AT Delta Drawing Learning Program
Spinnaker Delta Music
Spinnaker Facemaker
Spinnaker Fraction Fever
Spinnaker Kid Writer
Spinnaker Kids on Keys
Spinnaker Kindercomp
Spinnaker Story Machine
Spinnaker Up for Grabs
Spinnaker Alf in the Color Caves
Synapse 82 Chicken
Synapse 82 Claim Jumper
Synapse Drelbs
Synapse Nautilus
Synapse Necromancer
Synapse The Pharaoh's Curse
Synapse 82 Picnic Paranoia
Synapse 82 Protector II
Synapse Shadow World
Synapse Shamus
Synapse Slamball
Synapse Slime
Synapse Survivor
Synapse File Manager
Synapse Synassembler
Synapse ?NR Encounter (???)
Synapse ?NR Zeppelin (???)
Tech-Sketch Paint-N-Sketch Level I (lightpen software)
Tech-Sketch Paint-N-Sketch Level II (lightpen software)
Tensor Technologies
ThompsonElec Proburner
TigerVision 83 Springer
TigerVision 84 MatterHorn
TG Software n/a 83 Abracadabra
TG Software n/a 83 Droids
TG Software n/a 83 Nightstrike
TG Software n/a Ozzy's Orchard
Thorn EMI THA12001 82 Submarine Commander

Thorn EMI THA12002 82 Jumbo Jet Pilot
Thorn EMI THB12003 82 Soccer
Thorn EMI THB12004 82 Kick Back
Thorn EMI THB12005 83 River Rescue
Thorn EMI THA12010 83 Computer War
Thorn EMI 83 Major League Hockey
Thorn EMI ORC Attack
Thorn EMI Tank Commander
Thorn EMI Home Financial Management (???)
Thorn EMI 81 Darts (???)
Walling Co. Six Pack I
Walling Co. Six Pack II
Walling Co. AProm
Walling Co. AProm XL
??? Bumper Bash
??? Micro Maestro

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= |-/ \-| = WWW: http://www.cs.uwm.edu/public/krieg/index.html =

2674. Re: 400/800 cart list and other ???s

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-28 16:43:15 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3l9eb3$rch@hearst.cac.psu.edu>
Source record: 92969
Cross-posted to: rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit

Andrew Krieg: Man or Android? (krieg@allmalt.cs.uwm.edu) wrote:
: In article <3l7cvs$g3h@apollo.it.luc.edu> ebrunne@orion.it.luc.edu (Edward A. Brunner) writes:
: >I've just pulled out my old atari 400 (and 810 disk drive - still works!
: >:) And now I was wondering if anyone has ever put together a complete
: >cart list for the 400/800?

: Here is a cart list for the Atari 8-bit family of computers. Kevin Chase put
: it together a while ago. This copy is a little old, and isn't exactly the
: same as Kevin's published version (I made personal changes to it), but his
: e-mail address is included, so you could check with him for a newer version.

Okay..here is another...old list that I use:

```
Atari 400/800
x Manufacturer Number Name
================================================================================
(unknown) Alien Ambush
(unknown) Bumper Bash
(unknown) Math Encounter
Activision Beamrider
Activision Decathalon
Activision Designer's Pencil
Activision Dreadnought Factor
Activision CZ-007-04 H.E.R.O.
x Activision CZ-002-04 Kaboom!
Activision Keystone Kapers
Activision CZ-003-04 Mega Mania
Activision Pastfinder
Activision CZ-004-04 Pitfall
Activision CA-011-04 Pitfall II
Activision CZ-001-04 River Raid
Activision CA-012-04 Space Shuttle
Activision Zenji
Activision CC-101-04 Zone Ranger
AdventIntl Rally Speedway
Atari RX8099 Ace of Aces (by Accolade)
Atari RX8109 Airball
Atari RX8092 Archon (by Electronic Arts)
Atari CXL4003 Assembler Editer Computing Language
Atari CXL4013 Asteroids
Atari RX8053 Atari Artist (with CX77 Touch Tablet)
Atari RX8054 Atari Graphics (with CX75 Light Pen)
Atari AtariLab: Light Module
```

Atari AtariLab: Temperature Module
Atari RX8036 AtariWriter
Atari RX8064 Ball Blazer (by LucasFilm)
Atari RX8086 Barnyard Blaster
Atari CXL4002 BASIC Computing Language (version A)
Atari CXL4002C BASIC Computing Language (version B)
Atari CXL4004 Basketball
xI Atari RX8077 Battlezone
Atari RX8081 Blue Max (by Synapse)
Atari RX8087 Bug Hunt
Atari RX8021 Caverns of Mars (by APX)
Atari CXL4020 Centipede
Atari RX8096 Choplifter! (by Broderbund)
Atari RX8094 Commando
Atari CXL4009 Computer Chess
Atari RX8104 Crime Busters
Atari RX8088 Crossbow
Atari RX8102 Crystal Castles
Atari RX8101 Dark Chambers
Atari RX8083 David's Midnight Magic (by Broderbund)
x Atari CXL4025 Defender
Atari Deflektor
Atari RX8089 Desert Falcon
Atari RX8026 Dig Dug
Atari RX8031 Donkey Kong
Atari RX8040 Donkey Kong Jr.
Atari RX8030 E.T. Phone Home
xI Atari RX8039 Eastern Front (by APX)
Atari CXL4001 Educational System Master Cartridge
Atari RX8085 Fight Night (by Accolade)
Atari RX8067 Final Legacy
Atari RX8091 Flight Simulator II (by Accolade)
Atari RX8079 Food Fight
x Atari CXL4024 Galaxian
xI Atari RX8090 Gato
Atari RX8084 Hardball (by Accolade)
Atari RX8114 Into the Eagles Nest (by Pandora)
x Atari RX8044 Joust
x Atari RX8049 Jungle Hunt
Atari RX8095 Karateka (by Broderbund)
x Atari RX8082 Lode Runner (by Broderbund)
Atari RX8032 Logo
Atari RX8032 LOGO Computing Language
Atari CXL4014 Mailing List
x Atari RX8103 Mario Brothers
Atari RX8035 Microsoft BASIC II Computing Language
Atari RX8124 MidiMaze
Atari RX8048 Millipede
x Atari CXL4012 Missile Command
Atari RX8052 Moon Patrol

Atari RX8043 Ms. Pac Man
Atari CXL4007 Music Composer
xI Atari RX8108 Necromancer (by Synapse)
Atari RX8093 One-on-One Basketball (Electronic Arts)
x Atari CXL4022 Pac Man
xI Atari RX8045 Pengo
Atari CXL4018 Pilot Computing Language
Atari RX8080 PLATO Learning Phone
x Atari RX8034 Pole Position
x Atari CXL4027 Qix
Atari RX8029 Real Sports Football
Atari RX8028 Realsports Soccer
Atari RX8042 Realsports Tennis
Atari RX8063 Rescue on Fractalus (by Lucasfilm)
x Atari RX8033 Robotron:2084
Atari RX8059 Skywriter
Atari RX8028 Soccer
Atari CXL4008 Space Invaders
x Atari CXL4011 Star Raiders
xI Atari RX8078 Star Raiders II
Atari RX8037 Star Trux
Atari CXL4019 DE Store Demo
Atari RX8098 Summer Games (by Epyx)
Atari CXL4006 Super Breakout
Atari RX8120 Super Football
Atari CB101931 PR Super Pac-Man
Atari SuperPILOT
Atari CXL4015 Telelink I
Atari CXL4016 Telelink II
Atari RX4082 Tennis
Atari RX8113 Thunder Fox
Atari RX8111 Tower Toppler
Atari RX8069 Track and Field
Atari RX8057 Typo Attack (from APX)
x Atari CXL4005 Video Easel
Atari CA400201 XE Demo Cartridge
Atari RX8118 Xenophobe
x Atari CXL4010 3-D Tic-Tac-Toe
Beaumont PUP (Primary Utility Pack)
Big Five Bounty Bob Strikes Back
Big Five Miner 2049er
Big Five Scraper Caper
x Broderbund Choplifter!
Broderbund Sea Fox
xI Broderbund Serpentine
CBS Soft 75350 Astro-Grover
CBS Soft Big Bird's Funhouse
CBS Soft Big Bird's Special Delivery
CBS Soft Blue Print
CBS Soft Boulders & Bombs

CBS Soft Co-Co Notes
CBS Soft Domino Man
CBS Soft Ducks Ahoy!
CBS Soft Ernie's Magic Shapes
x CBS Soft M8786 K-razy Antiks
CBS Soft M8788 K-razy Kritter
CBS Soft 22100 K-razy Shoot-Out
CBS Soft M8790 K-star Patrol
CBS Soft Madden's Football
CBS Soft 75010 Math Milage
CBS Soft 4L2541 Mountain King
CBS Soft Movie Musical Madness
CBS Soft Omega Race
CBS Soft S.H. Hide-n-Seek
CBS Soft Satan's Hollow
CBS Soft Sesame
CBS Soft 75370 Sesame Street Letter-Go-Round
CBS Soft Solar Fox
CBS Soft Time Trials
CBS Soft Timebound
CBS Soft Webster Word Game
CBS Soft Wings
xI Dana Alien Ambush
xI Dana Cloudburst
Datasoft Letter Wizard
EasternHous KISS
EasternHous Monkey Wrench
EasternHous Monkey Wrench II
Elcomp Atext-1
Elcomp Atmas
Elcomp Atmona-1
Epyx Alien Garden
x Epyx Fun with Art
Epyx Fun with Music
x Epyx Gateway to Apshai
x Epyx Jumpman Jr.
Epyx Lunar Outpost
Epyx Monster Maze
Epyx Pitstop
Epyx Platter Mania
Epyx Silicon Warrior
Epyx Swat Rescue
First Star NR Boulder Dash
First Star NR Bristles
First Star NR Flip and Flop
Fisher Price Dance Fantasy
Fisher Price Linking Logic
Fisher Price Logic Levels
Fisher Price Memory Manor
Gebelli Doc Goodlode's Cavern

Gebelli Embargo
Gebelli Firebird
GeminiSoft Magic Dump
HES Gridrunner
HES Gridrunner
xI HSU Software Math Encounter
ICD R-Time 8
ICD SpartaDOS X
IDSI Pool 400
IDSI Speedway Blast
IDSI Survival of the Fittest
Imagic 720125-1A Atlantis
Imagic 720149-1A Demon Attack
InHome Baseball
Koala AT00315-1 KoalaPainter
LJK Data Perfect
LJK Edit 6502
LJK Letter Perfect (40 Column)
LJK Letter Perfect (80 Column)
MPP Microfiler
MPP Smart Terminal
MPP Supercharger BBS
O.S.S. Action!
O.S.S. Basic XE
O.S.S. Basic XL
O.S.S. Mac/65
O.S.S. The Writer's Tool
OrionMicro Express!
Pandora Powerstar
Parker Brothers Astrochase (by First Star)
Parker Brothers Chess
x Parker Brothers PB101689 Frogger
Parker Brothers Gyruss
Parker Brothers James Bond
Parker Brothers Montezuma's Revenge
Parker Brothers Mr. Do's Castle
Parker Brothers Popeye
Parker Brothers Q*Bert
Parker Brothers Risk
xI Parker Brothers PB101303 Star Wars: Return of the Jedi: Death Star Battl
Parker Brothers Star Wars: The Arcade Game
x Parker Brothers Super Cobra
Parker Brothers Tutankham
Rantom Trust
Reevesoft Diamond GOS
Reston Movie Maker
Roklan Deluxe Invaders
Roklan Diamond Mine
Roklan Gorf
Roklan Journey to the Planets

Roklan Lifespan
Roklan Rack Em Up
Roklan Space Journey
Roklan Wizard of Wor
Romox AntEater
Romox Attack at EP-CYG-4
Romox Flapper
Romox Fortune Hunter
Romox Princess and Frog
Romox Sea Chase
Romox Spark Bugs
Romox Starion
Romox Typo
Romox Whiz Kid
Scarborough MasterType
Sega 005-03 Buck Rogers: Planet of Zoom
x Sega 006-03 Congo Bongo
Sega Frogger II: Threedeep
Sega Spy Hunter
Sega 004-03 Star Trek
Sega Super Zaxxon
Sega Tac Scan
Sega Tapper
Sega Up N Down
Sega 008-03 Zaxxon
Sierra On-Line BC Quest for Tires
Sierra On-Line Creepy Corridors
Sierra On-Line Crossfire
x Sierra On-Line Jawbreaker
Sierra On-Line Jawbreaker II
Sierra On-Line Learning with Leeper
Sierra On-Line Maurauder
Sierra On-Line Mr. Cool
Sierra On-Line Sammy Lightfoot
Sirius Alpha Shield
Sirius Capture the Flag
Sirius Fantastic Voyage (by 20th Century Fox)
Sirius Fast Eddy
Sirius Final Orbit
Sirius Final Orbit
Sirius Squish 'Em
Sirius Squish'Em
Sirius Turmoil (by 20th Century Fox)
Sirius Worm War
Softmark ESP Mindlock BBS
SoftToolworks Chessmaster 2000
Spinnaker Adventure Creator
Spinnaker Aegean Voyage
Spinnaker Alf in the Color caves
Spinnaker Alphabet Zoo

Spinnaker Cosmic Life
Spinnaker DLD-AT Delta Drawing Learning Program
Spinnaker Delta Music
Spinnaker Facemaker
Spinnaker Fraction Fever
Spinnaker Kid Writer
Spinnaker Kids on Keys
Spinnaker Kindercomp
Spinnaker Story Machine
Spinnaker Up for Grabs
Synapse Chicken
Synapse Claim Jumper
Synapse Drelbs
Synapse File Manager
x Synapse Ft. Apocalypse
Synapse Nautilus
Synapse Necromancer
Synapse Picnic Paranoia
Synapse Protector II
Synapse Shadow World
Synapse Shamus
Synapse Slamball
x Synapse Slime
Synapse Survivor
Synapse Synassembler
Synapse The Pharaoh's Curse
Tech-Sketch Paint-N-Sketch Level I
Tech-Sketch Paint-N-Sketch Level II
TG Software Abracadabra
TG Software Droids
TG Software Nightstrike
Thorn EMI THA12010 Computer War
Thorn EMI Darts
Thorn EMI Home Financial Management
Thorn EMI THA12002 Jumbo Jet Pilot
Thorn EMI THB12004 Kick Back
Thorn EMI Major League Hockey
Thorn EMI ORC Attack
Thorn EMI THB12005 River Rescue
Thorn EMI THB12003 Soccer
x Thorn EMI THA12001 Submarine Commander
Thorn EMI Tank Commander
TigerVision MatterHorn
TigerVision Springer
Walling Co. AProm
Walling Co. AProm XL
Walling Co. Six Pack I
Walling Co. Six Pack II

This list last compiled 10/21/94 by Dean Dierschow (dean@xocolatl.com).
Contact at: 3634 Congress Court, Fremont, California, 94538, (510) 226-8219.
This list is available on Usenet via mailserver. For more info, send e-mail
to "mail-server@xocolatl.com" with "help" as the body of the message.
For the cartridges index, put "send CARTS.LST" in the body of the message.
That file also contains the magic decoder ring for the rest of these files.
--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---

2675. 256Kb SIMM expansion for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-28 18:16:14 UTC
From: l37531@ci.ist.utl.pt
Message-ID: <3l9jpe$4d5@alfa.ist.utl.pt>
Source record: 93108

I hope someone can help with this one ...

I'm upgrading my atari 800XL memory to 256Kb, but instead of using 41256 memories I'm trying to use a 256Kb SIMM module. The module has 2 44256 on it, plus a 41256 (parity) but that one isn't needed here. I designed and builded a circuit board, pretty much the same as the one described on the 256Kb expansion at umich, except that it also has connections for the SIMM. Well, It worked. Sort of. I have two problems:

1. It takes about 80 seconds for the memories to start working properly. I imagine it's due to diferent refresh needs. I power up, nothing happens; after 4 or 5 (soft) resets it goes directly to memory test, indicating several memory errors; a few resets later (never powering down) it finally boots up fine, without a single memory error. Can anyone help cure this? I can't do nothing if I have to wait forever before I can boot!

2. After (finally!) powering up sucessfully, it works fine, as I said. Memory banking also. BUT! When I want to cold boot, it's a pain! I have to power down for at least 40 seconds for the memories to erase them selves! The module consumes much less than the standard 41256, so, instead of the regular 5 or 10 seconds wait, I have to wait forever! It's very funny, really! I power down, wait 20 seconds, power up, and it's just like I pressed reset! Everything is there, the memory is intact! Unbelievable! I imagine that I must change the capacitor, but will that have secondary effects ?

Any help would be appreciated. If someone has done it before, please tell me how. I don't want to buy 41256, since I have 4 256Kb modules at home! HELP!

Pedro Fonseca

PS1: Mine is a REV D atari 800XL. ANTIC is neither COxxx96 nor 97, but a COxxx98. It does refresh A8, doesn't it ? Since all I read only mentions rev B and C, I'm not sure about this ... It seemed to work fine though.

PS2: (To portugal) Se algum Portugues estiver a ler isto, manda um mail pa! E dificil encontrar portugueses com atari! Podemos trocar coisas.

2676. Re: 400/800 cart list and other ???s

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-28 18:36:31 UTC
From: btomlin@crl.com
Message-ID: <3l9kvf$ek9@crl8.crl.com>
Source record: 93115
Cross-posted to: rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit

Andrew Krieg: Man or Android? (krieg@allmalt.cs.uwm.edu) wrote in rec.games.video.classic:

>Activision 84 Keystone Kapers
CZ-006-04, (c) 1983, 1984

>Activision Decathlon
CC-008-04, (c) 1983

(FYI, the second letter of an Activision cart number indicates ROM size on
their 2600 carts, and probably on their carts for other machines as well.)

>CBS Soft Duck's Ahoy!
4L-9889, (c) 1984

>Sega Super Zaxxon
012-03, (c) 1984

>Thorn EMI 83 Major League Hockey
THB12009, (c) 1983

2677. Re: 8-bit Stuff For Your Consideration

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-28 19:40:04 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <135846@cup.portal.com>
Source record: 93116

It's been years since I ran a BBCS board, but what I remember is you had to use the BBCS editor to make all the menu's. I think there were a number of standard file names you had to use to get it to run right. For instance, you had to have a 'LOGBULL.xxx' file for your login message, 'NEWUSER' or something like that, ...
The menu editor wasn't that bad, but it was something you had to leard whoops! 'learn' how to use, it was similar to some database programs I've used. At the time I only had an Axiom AT<something> printer & I think the docs included on disk were about 30 pages. The print quality of the Axiom + the complexity of the program were enough to give me gray hair. The real down side was the message house keeping program, MEDIATE<?> was busted! I believe this was the 3rd software package I'd gotten from the Antic Catalogue, the others being Rambrant & Envision, all with flawed files on them. Needless to say, even when there was a local sale on Antic software $1 a title I didn't buy any.
As far as using a board with BBCS, I really liked the interface. Maybe not as many features as something like Carina, but IMO easier to use because of it's menus. Some of the stuff was overkill, something goofy like 64k security levels. I ended up giving everyone the same clearance on the first call with myself being the only exception. That was so I could work at home, then call the BBS from work to transfer the files.
Rick

2678. Re: 8-bit wishlist & sale/trade items

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-28 20:54:25 UTC
From: hmliu@aol.com
Message-ID: <3l9t21$a6g@newsbf02.news.aol.com>
Source record: 93118

I am looking for any of the lab kits that used to be put out by
Broderbund. There were light, temperature, and other kits that interfaced
witht he Atari 800's and 800xl's. Thanks

2679. Re: Xfering tapes to disk.. q?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-28 21:43:05 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D666zt.Aox@itex.jct.ac.il>
Source record: 93129

Chris_F_Chiesa@cup.portal.com wrote:

: run it across town to bob Puff? :-) I've also always thought it would be
: cool to build an adapter circuit that would let me save/load Atari "cassette"
: programs to/from "any" tape deck. Imagine my big ol' TEAC 7" reel-to-reel
: feeding Pac-Man into my 800XL... :-))...

How bout using DATs? Or Minidiscs or DCC or CD-R?

(such an interface - SIO<-->standard audio RCA hookup - DOES exist!)

-itay

--- Itay Chamiel, Jerusalem, Israel / | \ bruck@brachot.jct.ac.il ---
Atari 8-bit geek since I was 6 \/|\/ (using someone else's account)

2680. Re: DROPZONE

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-28 21:50:20 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D667Bw.Ayv@itex.jct.ac.il>
Source record: 93130

```
A Nathan Centofanti (nathanc@cerc.wvu.edu) wrote:
: James Hague (junkster@coho.halcyon.com) wrote:
: : Earl C Halliwell <ehalliwe@emh.kunsan.af.mil> wrote:
: : >It might be interesting to know that Dropzone (the BEST Defender
: : >type game ever written on the 8-bits) was released for the Sega Game
: : >Gear a while ago. Never played it, but the screen shots I've seen
: : >looked identical.

: It is a great game. My only quibble was that the guy was a little on the
: big side. Made it TO easy to die. (well, that's my excuse anyway :)
```

Well, after you get to the one million score, the game is ended as soon as you lose a life (doesn't matter how many lives you have left) and you get to the ordinary game-over hiscore screen, but it says "Mission accomplished - you rank is.. I forgot! something high though".

```
justme2cents

-itay

--- Itay Chamiel, Jerusalem, Israel / | \ bruck@brachot.jct.ac.il ---
Atari 8-bit geek since I was 6 \/|\/ (using someone else's account)
```

2681. Re: Complete & Essential Map!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-28 22:16:37 UTC
From: mcurrent@carleton.edu
Message-ID: <1995Mar28.161637@carleton.edu>
Source record: 93120

In article <6EE076554@east-01.novell.leeds.ac.uk>, CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK (R. GORE) writes:
> The thing that does bother me though, copyright still exists on the
> Atari 8-bit OS and BASIC code right? Then how and why can they
> legally publish a complete listing of the OS source code. I have been
> advised that even looking at copyrighted code is technically illegal,
> something to do with 'reverse compiling' so I've been told?

I can't imagine how looking at something could be illegal in itself. Unless it's something particular to UK copyright law. But yes, the Atari 8-bit OS and BASIC code aren't in the PD, and I seriously doubt TWAUG got permission from Atari to publish them. So they most likely published it illegally.

>Also the book does contain quite long sentences that have been copied
>directly out of Mapping The Atari, quite probably without the
>publisher's consent! I just thought I would point these facts out,
>there's no doubt the book is quite good but to be honest some of the
>content is of a somewhat dubious nature!

My feelings exactly. Not just little bits, but a very substantial amount of the intellectual content of TWAUG's book is pirated, either from Mapping or from Atari. Just go through and compare them, address by address. Not just the information was copied, but most of Ian Chadwick's writing, word for word.

Given Atari's past non-actions, they probably don't care. But whoever owns the rights to Mapping (either Ian Chadwick or whoever bought out Compute recently) might be interested to know how that text has been redistributed for TWAUG's profit. From the way Complete&Essential reads, I really doubt there was any agreement prior to publication.
-Michael

2682. Ice-T 2.0 XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-28 22:23:32 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D668v8.CBo@itex.jct.ac.il>
Source record: 93131

A beta version of Ice-T 2.0 XE is now out. It includes all the features of Ice-T 1.0 plus a few more, but its basic requirement is that you have 128K.

* Faster, but *still* not good enough for 9600 (see below)
* 8 page backscroll buffer, as opposed to just one
* Fixed one or two annoying bugs, but some are still there.
* File viewer (pretty identical to my older Col80 text viewer, but allows fine scrolling)
* 16K capture buffer
* Xmodem download completed (anyone who's seen 1.0 knows what I mean)
* PC character set for all chars above 127 (toggleable)
* Dialling menu - incomplete. You need an external text editor to create and edit entries (up to 20)
* Final version will include a *good* macro capability, but I haven't started doing that just yet. I also hope to debug it some more. Adding more file transfer types comes *last*, folks. The program is very usable and I don't find anything wrong in quitting to DOS and loading Kermit-65 or Atar-Z-Modem (which both work fine).

As for speed: Right now the 80-column screen goes to just under 1600 cps. The problem is that when the stuff is coming from the modem, there's an interrupt for every single byte that comes in - which slows things down horribly! Cuts down cps by about half, which, according to my calculation, means it's not enough for 9600. I also lose data at 9600 (null-modeming using my Sio2pc cable with PC dumping text) even though no buffer is overflowing! This is quite frustrating, and I have no idea of what I should do about this!

That's all for tonight folks.. Ice-T 2.0 XE can be requested directly from me only.

-itay

--- Itay Chamiel, Jerusalem, Israel / | \ bruck@brachot.jct.ac.il ---
Atari 8-bit geek since I was 6 \/|\/ (using someone else's account)

2683. Atari8-CD exists ??? (was Re: Complete & Essential Map!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3lcdgm$742@crchh327.bnr.ca>
Source record: 92955

heller@akh104.rh.psu.edu (Andrew K. Heller) wrote:
>
> Vladimir Jancarek (vjancare@magi.com) wrote:
> : >
> : I strongly agree with Atari software being made freeware. In east Europe
> : people have thousands of copies of games and programs. The reason is that
> : no one was selling any software for those computers there but they sure
> : sold the computer. So what was, for example I, supposed to do? I signed up
> : with a government sponsored club and copied software I wanted during the
> : meatings. I think similar problem is everywhere now. It is extremely hard
> : to get the original software anymore but very easy to get a copy of it.
> : Many users will be much happier if Atari declared all the software as
> : freeware.
>
> Many places selling atari software would be VERY upset.
> A HUGE portion of the software made for the 8bit is still available
> brand new for next to nothing. And if you want it... you should
> BUY it.... I think the thing here is we want FREE stuff....
>
> --
> Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
> --
I don't think the issue here is just FREE. I just don't understand it,
because I can get C64 software, most of which was made by the same
software companies for Atari as well, for FREE. And I think even $2 for
a game now is too much if I consider getting all 1600 games I had for
my 8 bit.

Vladimir
vjancare@magi.com

2684. IT IS BLACK AND WHITE !! HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 00:00:00 UTC
From: koutchin@mail1.sas.upenn.edu
Message-ID: <3lchi6$oce@netnews.upenn.edu>
Source record: 92956

HI!
I have a switch box and it works just fine but recently i decided to
buy a video connector and i was truly disappinted. When i connected
my ATARIES (130xe and 800xl) to my TV i discovered that it is B/W. Hell,
this is too bad. The connector goes from MONITOR porst to VIDEO/AUDIO
port ;) of my tv. So, what's wrong ? When i use SWITCH BOX EVERYTHING is
just ok.

2685. Should Atari software be PD? (was Re: Atari8-CD exists ???)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <3lci05$9a5@butch.lmsc.lockheed.com>
Source record: 92957

In article <3lcdg3$742@crchh327.bnr.ca>, Vladimir Jancarek <vjancare@magi.com> says:
>
>heller@akh104.rh.psu.edu (Andrew K. Heller) wrote:
>>
>> Vladimir Jancarek (vjancare@magi.com) wrote:
>> : >
>> : I strongly agree with Atari software being made freeware...
>>
>> Many places selling atari software would be VERY upset.
>> A HUGE portion of the software made for the 8bit is still available
>> brand new for next to nothing. And if you want it... you should
>> BUY it.... I think the thing here is we want FREE stuff....
>> --

>I don't think the issue here is just FREE. I just don't understand it,
>because I can get C64 software, most of which was made by the same
>software companies for Atari as well, for FREE. And I think even $2 for
>a game now is too much if I consider getting all 1600 games I had for
>my 8 bit.

Well, this is a tough call. Certainly, once a game is no longer being
sold commercially, it would seem petty to hold (or worse, enforce) a
copyright on that software. If I wanted the XYZ game and there was
absolutely no way to obtain it through commercial retailers, I wouldn't
feel morally wrong if I obtained it via a free copy. (I might not do it
since it's illegal, but morally I wouldn't think it wrong.) Once the
stores no longer have it and the developer no longer produces, sells
or supports it, that's the signal that something needs to go PD.

But yet, there still are some commercial outlets for 8-bit software,
although some software titles are almost certainly not being sold
legitimately anywhere. These places--and I speak of places like
ATV, B&C, Best and so on--are invaluable to us 8-bit enthusiasts
since they give us a "fallback" position; namely, if we can't obtain
something for next to nothing via the net, for example, we *still*
have a source which probably has (or can get) what you're looking
for. Though few of us rely on them for most of our software, I'd
imagine, isn't it nice to know that they are there if you really
want or need something and searches on the net come up empty? Or
if you need something quickly and you don't have time to go
searching all over for it? Isn't that worth having to pay a few
bucks once in a while?

Personally, if I can get most of my stuff free or cheap, I think it's
worthwhile to pay the occasional $5 or $10 (or $29.95 as when I

purchased M.U.L.E. from B&C) if it helps keep stuff commercially available. It's a small price to pay, I think, to keep the places around and help keep 8-bit computing viable. Living as I do--with B&C and Best less than 15 miles from home and work--it's a *huge* bonus to be able to just walk in, get what you need and get out--no looking for items, no hassles of shipping or waiting weeks for stuff to arrive...a bit more expensive, but *very* much worth it when the need arises.

As long as stuff is commercially available, it should *not* be PD.

[utopian "pipe dream" follows]

The state of 8-bit computing is such that a "clearinghouse" approach would be cool: if the "clearinghouse" (perhaps consisting of a few remaining 8-bit vendors) can confirm that a certain title is no longer available commercially, it would become PD unless the original manufacturer decided to produce more copies and release them. That would not kill sales for titles still available, and perhaps the hit the vendors may take from people opting for free titles would be offset by an increase in interest of 8-bitting in general. More people may rediscover the 8-bit (or keep it around longer) if they knew they had no problems getting the software they want/need. Even if they lost software sales, they could see a growth in hardware sales as the wide availability of cheap/free software rekindled interest in the 8-bit line.

Naah. Too utopian. :)

And if $2 is too much for a game, you must not really want it very badly...so how is not being able to acquire it an major issue?

--
Tim Irvin
ziggy29@rahul.net

2686. Re: FTe to release MARS 8 in May!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3lcp90$bfu@news.primenet.com>
Source record: 92958

Could someone explain Sweet 16 some more. I've gotten incomplete info on its potential for 24-bit addressable memory.

John Harris told me that '24-bit linear ram is an easy thing to do via the PBI' which means that it's not going to have a SIMM slot on the board itself. That's just wonderful for BB or MIO users who will not be able to daisy chain their interfaces if and when a RAM board arrives for the PBI (I have yet to hear of anyone developing a successful PBI daisy chain with the BB or MIO--Chuck Steinman tried with the mv80).

2687. Re: Complete & Essential Map!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3lcpca$bfu@news.primenet.com>
Source record: 92959

The mortal Dennis McGuire wrote:

: Atari themselves published the source code for the OS in their
: technical manuals. It's obviously still copyrighted though. At least in
: that form. There was some question back in the late '80s as to whether
: Atari's free distribution of the Translator disk for the XL's without a
: copyright notice may have jeopardized their position. Either way, it's a
: moot point!

That only refers to whatever portion of the OS is the same for the 800
and XL/XE. Atari never released any source to the XL/XE OS.

In fact, some people belive that Atari has LOST their original source
code so they couldn't release it even if they wanted to.

In which case I say screw em.

2688. Re: Complete & Essential Map!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3lcpmb$bfu@news.primenet.com>
Source record: 92960

The mortal PATERSON, DAVID ANDREW wrote:

: Let's remember, though, that the Atari 800 and 800xl OS, along with the
: BASIC have all been essentially released to the public as freeware.
: Notice that PCXformer is distributed with all those included. Darek had
: a number of problems with Atari with the original STXformer, as I recall.

I don't think anyone should be criticized for treating it as such, after all, Atari is impeding progress, but I'm also pretty certain that Atari has not released them into the public domain.

I will take advantage of the disassemblies, etc... but there is always a chance that Atari will be assholes and go after them. It wasn't that long ago that Bob Puff and others had to license the XL/XE OS so they could release their own modified OSs.

Atari will grant certain priveleges on a case-by-case basis, and I'm sure Darek had to petition Atari to do so, but they have rejected putting it into the public domain.

It's not that they will ever DO anything productive with the rights, it's just too important for them as a possible source of pocket change income via lawsuits.

2689. Re: River Raid for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 00:00:00 UTC
From: you@warp.msoe.edu
Message-ID: <1995Mar29.140340.166@kirk>
Source record: 92961

```
In article <3kp9pj$mkv@lion.inmos.co.uk>, markh@sulu.inmos.co.uk (Mark Howard) says:
>
>Guys,
>
>Silica Shop in the u.k. were still selling the 8-bit cart of River Raid until
>recently (also Miner 2049'er and a couple of others) for U.K.P 4.99 each.
>
>I've no idea if they're still selling them.
>
>Mark.
Old Ataris kicked butt dude-River raid and Pitfall and Ice Hockey
```

2690. Re: Stupid question . . .

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 00:00:00 UTC
From: you@warp.msoe.edu
Message-ID: <1995Mar29.140732.167@kirk>
Source record: 92962

In article <Rg-Y3ks.rogtha@delphi.com>, rogtha@delphi.com says:
>
>What, exactly, are the Atari 2600, 7800, and anything else in
>between?

Alls I know is that the 2600 came out in the early 80's
the graphics were awesome back then, but now look pretty bad.
There were games out like Bezerk, Pitfall, Pacman, Space Invaders, Asteroids, etc.

2691. Re: 8-bit Stuff For Your Consideration

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950329090558.7990B-100000@moose.erie.net>
Source record: 92963

On 28 Mar 1995, William Kendrick wrote:

> Someone please describe "BBS Construction Set."
>
> What can it do, etc.?
>

Drive you insane! BBS Construction Set was so buggy that neither I
nor anyone I know could ever get it to run for more than a day without
crashing. Don't waste any time on it!

> >

2692. 41256 DRAMS

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 00:00:00 UTC
From: Jeff.Thomas@balmybeach.gryn.org
Message-ID: <aff_9503300312@tor250.org>
Source record: 92964

```
> Anybody out there have any working 41256 DRAMS for sale? I'm in the
> middle of an upgrade frenzy and would like to throw some ram in my
> 800xl's and my XEGS.
>

Have you tried your local electronic parts store? They should have them
for a couple of dollars.

Later...

... OFFLINE 1.52
--
| Fidonet: Jeff Thomas 1:250/422
| Internet: Jeff.Thomas@balmybeach.gryn.org
```

2693. Re: XL without sound. HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <D67tK0.28I@iglou.com>
Source record: 92965

If your monitor doesn't support sound, plug the audio out connector of the monitor cable into a stereo.

--
Bill Marcum bmarcum@iglou.com
"Trap yourself in a room full of glee, and have nothing in the room but a bucket and a mop, and an illustrated book about birds, you see alot out there, but don't be scared." (Paul Weiss)

2694. Re: ANSIterm

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <0DSUlGxOQESA075yn@ibm.net>
Source record: 92966

In article <Pine.SUN.3.91.950327022150.9665A-100000@PEAK.ORG>,
James Wood <jamesw@PEAK.ORG> wrote:
>Whew! Made it back from the North, and found "Ansiterm" in my disks.
>Perhaps I am a little behind in the terminal scene (I am eager to try
>Flickerterm and Ice-T), but I thought the only VT100 emulator that does
>80-columns was the old "VT-10squared" public domain program.
>
>Remember that one? You had to load the translator if not running an old
>400/800. It only went to 1200 baud.

YES!!! Freshman year at college (Aug, '87) I had just purchased my first
modem, the xm301. I needed vt100 to access the IBM mainframe, and this
worked, even on my old TV I used as a monitor!!

You haven't lived till you've used XEDIT at 300 baud editing COBOL!! :-)

==
R y a n 'G o z a r' C o l l i n s

"If you don't try to live in the future, then you're stuck | rlcolli@ibm.net
living in the present" -----------------

"What if you're an Athiest who hates sex?" - Question asked in an Education
class on teaching Abstinence in the schools.
//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\
==

2695. Re: 800 vs 800xl question

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 00:00:00 UTC
From: potter@escmail.orl.mmc.com
Message-ID: <3lco8k$c6s@theopolis.orl.mmc.com>
Source record: 92967

Don't forget about the CSS US+OS upgrade. It lets you install the
original 800 OS, XL OS, and the US+ operating system into your 800XL
or 130XE. Switch selectable, so you can boot up in any of them.
Mine works great, loads Gorf and other "800 only" software.

--
Jeff Potter
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

2696. Re: Who wrote Maniac & Star Sentry for ANALOG?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 00:00:00 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <3lcp9l$c6s@theopolis.orl.mmc.com>
Source record: 92968

In article <3l6sf6$psp@news1.halcyon.com>, junkster@coho.halcyon.com (James Hague) writes:

|> And has anyone played Maniac, a Berzerk clone printed when issues of
|> ANALOG were in the single digits? Was this a BASIC or assembly game?

I have played Maniac, after having typed it in. It's in assembly language.
I should have the magazine at home, with (maybe) the source code. Don't
recall the author.

--
Jeff Potter
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

2697. 800 vs 800XL question

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 00:00:00 UTC
From: jkeane@thorung.eeng.dcu.ie
Message-ID: <m0rtvpZ-000P7TC@thorung.eeng.dcu.ie>
Source record: 93140

I've noticed that a number of people have been trying to get the 800 OS
onto the XL's to play certain games and they use translators which load from
disk with the SpartaDOS X's piggy back cartridge to help play cartridges. Someone
also mentioned the use of Omnimon or Ultimon to emulate the 800. I have a question
why not get an EPROM chip with the 800OS zapped onto it? This is what I have. I have
Two OS's in my machine with the /CS lines connected to a switch and all other lines
in parallel. Whenever I want to use either OS I just flip a switch accordingly!
All that's needed for this is the 800 OS chip a pull-up-resistor, a switch and
some wire! Any thoughts?

Jason Keane.

2698. FTe to release MARS 8 in May!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 00:00:00 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <hgx6XpL.ftooned@delphi.com>
Source record: 93141

Hi everyone,

It's been busy out here in California with the bad weather and getting ready for the ACE '95 show in Toronto. Busy enough in-fact that I haven't been monitoring the phones for a while...

Well, The MARS 8 is finished, and will be going into production during the end of April. I will be showing a prototype in Canada, and hopefully there are people out there still interested in this "wonder-board" for the Atari 8-Bits. There have been a few minor changes, and I'll keep everyone here up to date as soon as the finished PC boards arrive and are fully tested...

It's only about one month away, so if you are interested please direct any inquiries here as I'll be in Canada during the next week or so.

The Sweet 16 microprocessor upgrade boards are now available, and the MIO II's are very soon to follow...

The next 3 months have some very interesting things that are going to debut for the Atari 8-bits in-store... Stay Tooned!

Mike

2699. Re: FTe to release MARS 8 in May!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <hA8YvhP.jeking7@delphi.com>
Source record: 93142

Well, I'm definately interested.. Mentioned my interested in the MARS8
over a year ago when it was initially announced.

Once you have these gems in the hand, THEN I'll fire off my cash for one.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

2700. Atari Stuff For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 00:00:00 UTC
From: stumbras@host.yab.com
Message-ID: <3lb460$hlk@news.yab.com>
Source record: 93143

I've got a mess of old Atari stuff that I'd like to sell as a "one price takes all" package.

800XL (unmodified)
2 1050 drives (1 drive US Doubled)
1025 dot matrix printer
SX212 modem
Roland amber monitor
Joysticks, paddle controllers, multi-key pads, etc., etc., etc.

I'm willing to entertain some offers. Last time I used this system, it functioned just fine - but it goes on an as-is basis. A reasonable offer would be rewarded with free shipping via UPS. Please email me if you are interested. Serious offers only, please.

--
==========
Daryl & Daniele Westfall Email: darylw@aztec.asu.edu
Glendale, Arizona USA stumbras@host.yab.com
==========

2701. Atari8-CD exists ??? (was Re: Complete & Essential Map!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 00:00:00 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.210.0010224D@genesis.informatik.rwth-aachen.de>
Source record: 93144

In article <3latbn$1b2@news.primenet.com> krishna@primenet.com (Glenn

>I was lucky in gaining the one-time license to do the Starpath CD.
Does exist a ATARI8 CD ? How can it git a copy (or two 8-)) ?

>But Atari's take on the Atari8 is different, and altogether irrational.
>There have been gestures within the last 3 years to attempt to get Atari
>to release things into the PD but they won't do it.
I can't understand Atari - They don't do anything for the XL for many
years now (support became very lausy since ST was out) - so they should be
lucky that some "crazy" people still use their product and let free their
soft !!!
To copyright as whole : I think that all old Soft ('til 1990 or so)
should be free and be available on UMich !!!
I can't agree with the argument that some vendor's will cry then !!!
Does anybody of them think that those people buying cartridges of old games
there (for horrobile prices mostly) do this because they want to game this ?
I think that the cart's are only bought because of collecting them !

I'm waiting for your answers , Boyz (and Girls) !!!

Matt

2702. Atari8-CD exists ??? (was Re: Complete & Essential Map!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3lc13s$659@crchh327.bnr.ca>
Source record: 93145

belitz@genesis.informatik.rwth-aachen.de (Matthias Belitz) wrote:
>
>
> In article <3latbn$1b2@news.primenet.com> krishna@primenet.com (Glenn
>
> >I was lucky in gaining the one-time license to do the Starpath CD.
> Does exist a ATARI8 CD ? How can it git a copy (or two 8-)) ?
>
> >But Atari's take on the Atari8 is different, and altogether irrational.
> >There have been gestures within the last 3 years to attempt to get Atari
> >to release things into the PD but they won't do it.
> I can't understand Atari - They don't do anything for the XL for many
> years now (support became very lausy since ST was out) - so they should be
> lucky that some "crazy" people still use their product and let free their
> soft !!!
> To copyright as whole : I think that all old Soft ('til 1990 or so)
> should be free and be available on UMich !!!
> I can't agree with the argument that some vendor's will cry then !!!
> Does anybody of them think that those people buying cartridges of old games
> there (for horrobile prices mostly) do this because they want to game this ?
> I think that the cart's are only bought because of collecting them !
>
> I'm waiting for your answers , Boyz (and Girls) !!!
>
> Matt
>
>
I strongly agree with Atari software being made freeware. In east Europe
people have thousands of copies of games and programs. The reason is that
no one was selling any software for those computers there but they sure
sold the computer. So what was, for example I, supposed to do? I signed up
with a government sponsored club and copied software I wanted during the
meatings. I think similar problem is everywhere now. It is extremely hard
to get the original software anymore but very easy to get a copy of it.
Many users will be much happier if Atari declared all the software as
freeware.

Vladimir
vjancare@magi.com

2703. My ftp directory (stats)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <3lc3b8$9a@news.xmission.com>
Source record: 93146

Just a quick stat check. How many of you have accessed my FTP dir
recently to download atari 8bit or Infocom files?

ftp.xmission.com /pub/users/j/jeking/8bit (or infocom)

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

2704. Re: Atari8-CD exists ??? (was Re: Complete & Essential Map!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3lc90d$afb@nic-nac.CSU.net>
Source record: 93147

$2.50 - $10+ for carts and disks of old games (most of which suck..
I don't much like F-15 Strike Eagle but I only spent $5 on it so who
cares) isn't a rip-off price.

Get an America Techna-Vision flier, dude! :)

-bill!

2705. Re: 800 vs 800XL question

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 00:00:00 UTC
From: gaglenn@ix.netcom.com
Message-ID: <3lc8rr$lti@ixnews1.ix.netcom.com>
Source record: 93148

In <m0rtvpZ-000P7TC@thorung.eeng.dcu.ie> jkeane@thorung.eeng.dcu.ie (Jason Keane) writes:

>
> I've noticed that a number of people have been trying to get the 800 OS
>onto the XL's to play certain games and they use translators which load from
>disk with the SpartaDOS X's piggy back cartridge to help play cartridges. Someone
>also mentioned the use of Omnimon or Ultimon to emulate the 800. I have a question
>why not get an EPROM chip with the 800OS zapped onto it? This is what I have. I have
>Two OS's in my machine with the /CS lines connected to a switch and all other lines
>in parallel. Whenever I want to use either OS I just flip a switch accordingly!
>All that's needed for this is the 800 OS chip a pull-up-resistor, a switch and
>some wire! Any thoughts?
>
>Jason Keane.
>
>

The XL Boss on my 800XL works just like that. Flip a switch and you are into the 800 OS, flip the other way it is 800XL. I like the old OS better since you do not have to hold a key to disable basic when loading a game.

Gordon

2706. for sale: 800xl and cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 00:00:00 UTC
From: wayfare@acca.nmsu.edu
Message-ID: <3lbsi5$f1l@dns1.NMSU.Edu>
Source record: 93149

I am selling my 800xl with its power supply, joystick, tv connector, and the Star Raiders cartridge, all for $40 plus shipping.

2707. Re: MAPPING THE XL!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3lcbt7$p91@hearst.cac.psu.edu>
Source record: 93150

Ben Corr (bjcorr@delphi.com) wrote:
: >
: I want my 1200 F keys back, it seems a shame to just have them sitting
: there doing nothing (I have an 800XL os installed to run a PBI.)
: There must be a way, Hmmm....
: bjcorr@delphi.com

Um.. are you saying you installed an 800XL os inside a 1200XL
and now the F keys dont work? Mine do..

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---

2708. Re: MAPPING THE XL!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3lcc2b$p91@hearst.cac.psu.edu>
Source record: 93151

PATERSON, DAVID ANDREW (da_pate@pavo.concordia.ca) wrote:
: In article <3l7scd$fv2@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu (William Kendrick) writes...
: >
: >Well, I want F-keys, but I mentioned that because I was drolling over
: >the stuff I read in Mapping the XL.
: >
: >I guess I'd settle for separate F-keys, but I so love the original 1200XL
: >keyboard! :^]
: >

: It shouldn't be too hard to graft a 1200xl keyboard on; the OS didn't
: really change substantially until the xegs came out. Check out the
: self-test routines: the computer is readey to handle the F-keys. Get a
: set of 1200xl schematics and compare them with the 800xl.

I don't have the 1200XL keyboard notes with me that some kind
soul on here sent me about a year ago.. but esentually, (and this
is what I thought you would do) you just have to wire the 2 keyboard
decoding chips on the 1200XL to the chips on the 800XL. i.e.
take that ribbon connector from the 1200XL and wire them into the
chips sockets of the 800XL's keyboard chips (after removing them
of course.) Then you can just wire the select/start/reset/option/help
keys to their respective pins on the original 800XL keyboard connector.

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---

2709. Re: Atari8-CD exists ??? (was Re: Complete & Essential Map!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3lccgp$p91@hearst.cac.psu.edu>
Source record: 93152

Vladimir Jancarek (vjancare@magi.com) wrote:
: >
: I strongly agree with Atari software being made freeware. In east Europe
: people have thousands of copies of games and programs. The reason is that
: no one was selling any software for those computers there but they sure
: sold the computer. So what was, for example I, supposed to do? I signed up
: with a government sponsored club and copied software I wanted during the
: meatings. I think similar problem is everywhere now. It is extremely hard
: to get the original software anymore but very easy to get a copy of it.
: Many users will be much happier if Atari declared all the software as
: freeware.

Many places selling atari software would be VERY upset.
A HUGE portion of the software made for the 8bit is still available
brand new for next to nothing. And if you want it... you should
BUY it.... I think the thing here is we want FREE stuff....

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---

2710. Silent Buttler?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3lcci1$p91@hearst.cac.psu.edu>
Source record: 93153

What is this program and who has it for how much?
I think it is to take the place of Family finances etc..
any opinions would be appreciated!

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---

2711. Re: Atari8-CD exists ??? (was Re: Complete & Essential Map!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3lcdg3$742@crchh327.bnr.ca>
Source record: 93154

heller@akh104.rh.psu.edu (Andrew K. Heller) wrote:
>
> Vladimir Jancarek (vjancare@magi.com) wrote:
> : >
> : I strongly agree with Atari software being made freeware. In east Europe
> : people have thousands of copies of games and programs. The reason is that
> : no one was selling any software for those computers there but they sure
> : sold the computer. So what was, for example I, supposed to do? I signed up
> : with a government sponsored club and copied software I wanted during the
> : meatings. I think similar problem is everywhere now. It is extremely hard
> : to get the original software anymore but very easy to get a copy of it.
> : Many users will be much happier if Atari declared all the software as
> : freeware.
>
> Many places selling atari software would be VERY upset.
> A HUGE portion of the software made for the 8bit is still available
> brand new for next to nothing. And if you want it... you should
> BUY it.... I think the thing here is we want FREE stuff....
>
> --
> Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
> --
I don't think the issue here is just FREE. I just don't understand it,
because I can get C64 software, most of which was made by the same
software companies for Atari as well, for FREE. And I think even $2 for
a game now is too much if I consider getting all 1600 games I had for
my 8 bit.

Vladimir
vjancare@magi.com

2712. SIO2PC Cable

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 00:38:46 UTC
From: luke@america.net
Message-ID: <3l9v9n$31t@peach.america.net>
Source record: 93119

Does anyone have an SIO2PC cable, or know how to contact the guy that makes them? Anyone have any experience with them that they want to relate?

2713. A neat find

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 00:39:51 UTC
From: John Byrne <jbbyrne@clark.net>
Message-ID: <3laa8n$12j@clarknet.clark.net>
Source record: 92974

I picked up some really cool memorabilia today. I got the binder that Atari supplied to it's computer dealers in 1980 or 1981.

It is a sort of dark tan color with Atari Personal Computer Systems and the logo on the front and spine. The inside contains the following sections behind colored tabs:

1. Software Catalog
2. Product Specifications
3. Operator's Manuals
4. Instruction Manuals
5. Retail Price List
6. CDC Locations (this is Control Data Corp--used to do repairs)
7. PCS Representative Packages
8. Newsbits
9. Basic Reference Manual
10. _____ (this appears to be for the owners use, notes, etc.)

The contents of the one I found are in EXCELLENT condition. A couple of highlights:

**1981 Catalog: Atari Personal Computer Product Catalog, Computers for People (CO17535)

**Spring 1981 Authorized Dealer List(CO17689)

**Volume 1 Number 1 of The Atari Connection (YES!!!!)

And there are a lot of product guides, manuals etc. for various of the 8 bit hardware available during the period.

Pretty cool, eh?
++
John B. Byrne from the awesome city of Baltimore, MD
CD-i devotee since November 1991, I've got 67 titles to date.......
Classic Atari videogames and memorabilia collector
Stuff: Quadra 605, Amiga 1000, Atari 800XL, Atari ST, HP 150, TRS Model III
++

2714. Re: 8-bit wishlist & sale/trade items

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 00:40:18 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950328193541.22764A-100000@moose.erie.net>
Source record: 93123

On 28 Mar 1995, Hmliu wrote:

> I am looking for any of the lab kits that used to be put out by
> Broderbund. There were light, temperature, and other kits that interfaced
> witht he Atari 800's and 800xl's. Thanks
>

The AtariLab kits were actaully released by Atari. There were
only two that I know of, the Starter Kit which included the temperature
probe, cartridge and interface box, and the Light Module which had a
photoelectric sensor and some filters. I have both of these and have
never seen any others.

This was another case of "too little, too late"! If Atari had
made more kits available earlier and marketed them aggressively, they may
have been able to penetrate the educational market.

2715. Re: Complete & Essential Map!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 00:46:01 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950328194152.22764B-100000@moose.erie.net>
Source record: 93124

On 28 Mar 1995, Michael Current wrote:

> I can't imagine how looking at something could be illegal in itself. Unless
> it's something particular to UK copyright law. But yes, the Atari 8-bit OS and
> BASIC code aren't in the PD, and I seriously doubt TWAUG got permission from
> Atari to publish them. So they most likely published it illegally.
>

Atari themselves published the source code for the OS in their technical manuals. It's obviously still copyrighted though. At least in that form. There was some question back in the late '80s as to whether Atari's free distribution of the Translator disk for the XL's without a copyright notice may have jeopardized their position. Either way, it's a moot point!

2716. Re: A neat find

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 00:48:41 UTC
From: John Byrne <jbbyrne@clark.net>
Message-ID: <3laap9$2ua@clarknet.clark.net>
Source record: 92975

I have to list these 'Representative Packages' as a reminder of what the
power of Atari cost in 1981:

1. The Introductory System

Atari 400 (8k Ram) $630.00
Atari 410 Recorder $ 89.95

TOTAL: $719.95

skipping some*

3. Home Communication System

Atari 400 (8k Ram) $630.00
Atari 830 Modem $ 199.95
Atari 850 Interface $219.95
CXL4015 Telelink 1 $ 24.95

TOTAL: $1,074.85

skipping some*

5. Professional Home/Office

Atari 800 (16k Ram) $1,080.00
Atari 810 Disk Drive $ 699.95 (ouch!)
Atari 820 40 col. printer $599.95

TOTAL: $2,379.90 (double ouch!)

And the 'ultimate'......

6. The Atari Accountant for Business

Atari 800 (16 k Ram) $1,080.00
CX853 (2) 32k Ram $ 399.90
2 Atari 810 Drives $1,399.90
Atari 850 Interface $219.95
Atari 825 80 col printer $ 999.95

Total: $ 4,099.70

Imagine--all that power for only $4,000.....:)
++
John B. Byrne from the awesome city of Baltimore, MD
CD-i devotee since November 1991, I've got 67 titles to date.......
Classic Atari videogames and memorabilia collector
Stuff: Quadra 605, Amiga 1000, Atari 800XL, Atari ST, HP 150, TRS Model

III
++

2717. Re: A neat find

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 00:51:49 UTC
From: John Byrne <jbbyrne@clark.net>
Message-ID: <3laav5$2ua@clarknet.clark.net>
Source record: 92976

Sorry, I had formatting problems...the total prices for the previously
mentioned packages was:

1. $719.95
3. $1,169.90
5. $2,379.90
6. $4,099.70

It really is amazing, isn't it?
++
John B. Byrne from the awesome city of Baltimore, MD
CD-i devotee since November 1991, I've got 67 titles to date.......
Classic Atari videogames and memorabilia collector
Stuff: Quadra 605, Amiga 1000, Atari 800XL, Atari ST, HP 150, TRS Model
III
++

2718. 800xl system-to good home

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 00:53:31 UTC
From: blackjac@freenet.vancouver.bc.ca
Message-ID: <3lab2b$kak@freenet.vancouver.bc.ca>
Source record: 93125

I have inherited a800xl system, with keyboard, monitor, floppy drive, printer, with a bag o books, software and some cartridges.... everything works...except...there is a key stuck on the keyboard(the w) key which locks up the system because nothing will load... I don't want to dumpster it....and would like it go to a good home.... everything seems to work except for the w...unfortunately even if working i have no space around here for the stuff.... (three other atari's up and running on the only desks we have......

email me here at
blacjac@freenet.vancouver.bc.ca

thanx////dale connors in sunny vancouver--

2719. Re: Wanted: ATR-8000

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 00:57:24 UTC
From: John Byrne <jbbyrne@clark.net>
Message-ID: <3lab9k$5is@clarknet.clark.net>
Source record: 93121

☐

In article <3l7msq$mm3@netaxs.com> CyberGraF/X, msmith@netaxs.com writes:
>Does anyone have an ATR-8000 to sell? Please respond E-MAIL. Also, any
>documentation on Percom's would be helpful if anyone has this.

I believe that Toad Computers has the manuals for Percoms--maybe even a
service manual. They might even have an ATR-8000 lying around. Call
1-800-448-8623.
++
John B. Byrne from the awesome city of Baltimore, MD
CD-i devotee since November 1991, I've got 67 titles to date.......
Classic Atari videogames and memorabilia collector
Stuff: Quadra 605, Amiga 1000, Atari 800XL, Atari ST, HP 150, TRS Model
III
++

2720. Re: Looking for "Voice Master"???

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 01:02:51 UTC
From: John Byrne <jbbyrne@clark.net>
Message-ID: <3labjr$5is@clarknet.clark.net>
Source record: 93122

In article <3l5ap3$hom@mozo.cc.purdue.edu> Steven C. Lin,
slin@en.ecn.purdue.edu writes:
>I am looking for a product I saw advertised a long time ago -- I THINK it
>was called the Voice Master by Covox. Anyways, it is a small A/D board
for
>the Atari series that comes with a simple voice recognition software...
>
>If anyone has one of these laying around I'd be interested in buying it
or
>trading other 8-bit equipment for it...

I saw one of these at Toad Computer recently (I think it was it anyway).
Their number is 1-800-448-8623.

BTW--I am NOT affiliated with Toad in anyway. I just happen to live in MD
and am fortunate enuff to be able to visit Dave and Jennifer regularly. I
DO recommend Toad to anyone needing 8 bit stuff. I've always received
good service.
++
John B. Byrne from the awesome city of Baltimore, MD
CD-i devotee since November 1991, I've got 67 titles to date.......
Classic Atari videogames and memorabilia collector
Stuff: Quadra 605, Amiga 1000, Atari 800XL, Atari ST, HP 150, TRS Model
III
++

2721. FOR SALE: XM301 Modem

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 01:02:56 UTC
From: ms0669@albany.net
Message-ID: <3labk0$1r2@apollo.albany.net>
Source record: 93126

I have an Atari XM301 modem that is going to go into the trash unless someone makes an offer. Highest offer (if any) gets it.

Send e-mail to ms0669@cnsunix.albany.edu if interested.

2722. Re: A neat find

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 01:30:46 UTC
From: ziggy29@rahul.net
Message-ID: <3lad86$8rv@hustle.rahul.net>
Source record: 92977

John Byrne (jbbyrne@clark.net) wrote:
: I have to list these 'Representative Packages' as a reminder of what the
: power of Atari cost in 1981:

[amazingly high 1981 prices deleted]

It's hard to believe, looking back, that we could spend so much on what
now appears to be so little...

My first 1200XL was purchased in 1983, as a close-out, for a bargain
basement $199. The refurbished 810 (with no face plate) was $160, a
real bargain back then, even without the faceplate.

: Imagine--all that power for only $4,000.....:)

Yikes. Even Ben Smith can beat that. I'd hate to see what Ben Smith
would have charged for this stuff in 1981... :)

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Programmer/Analyst/Dino Jockey * GCS: !h s:+ !g au+ w+ C++$ v++ w+ U N++
* I'd rather be mining Crystite!! * W po+ t+@ Y+ j++ B-- e+++ u** r+++ y+++

2723. ***Make $180/wk Clipping Coupons***

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 02:35:53 UTC
From: Coupons
Message-ID: <3lah29$3su@cronkite.seas.gwu.edu>
Source record: 93132

GET PAID UP TO $180 PER WEEK FOR COUPONS YOU CLIP AT HOME.

CLIP ORDINARY GROCERY COUPONS FROM NEWSPAPERS AND
MAGAZINES. NO QUOTAS TO MEET. NO LIMIT ON HOW MANY YOU
CAN SEND. RELIABLE PROGRAM HAS BEEN PAYING PEOPLE FOR
OVER FOUR YEARS. FULLY GUARANTEED. TRY IT FOR 90 DAYS
AND SEE HOW MUCH MONEY YOU CAN MAKE.

FOR DETAILS, PLEASE SEND ONE DOLLAR CASH OR 3
POSTAGE STAMPS AND A SELF-ADDRESSED, STAMPED
ENVELOPE. (9 1/2" LONG)TO

COUPONS
2016 N. ADAMS STREET
SUITE 304
ARLINGTON, VA, 22201

2724. Re: Complete & Essential Map!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 02:46:36 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3lahmc$1e8g@hearst.cac.psu.edu>
Source record: 93127

Dennis McGuire (mcguired@moose.erie.net) wrote:

: On 28 Mar 1995, Michael Current wrote:

: > I can't imagine how looking at something could be illegal in itself. Unless
: > it's something particular to UK copyright law. But yes, the Atari 8-bit OS and
: > BASIC code aren't in the PD, and I seriously doubt TWAUG got permission from
: > Atari to publish them. So they most likely published it illegally.
: >

: Atari themselves published the source code for the OS in their
: technical manuals. It's obviously still copyrighted though. At least in

Yeh, in THEIR technical manuals that you had to buy from them.
and it was the 800 rev-B os. However, this book lists the XL os.

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---

2725. Re: FOR SALE: XM301 Modem

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 02:50:26 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3lahti$1e8g@hearst.cac.psu.edu>
Source record: 93128

```
Michael Sauers (ms0669@albany.net) wrote:
: I have an Atari XM301 modem that is going to go into the trash unless
: someone makes an offer. Highest offer (if any) gets it.

I'll pay shipping.

: Send e-mail to ms0669@cnsunix.albany.edu if interested.

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
------------------------------------------------------------------------------
```

2726. 850 ??

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 03:20:19 UTC
From: ebrunne@orion.it.luc.edu
Message-ID: <3lajlj$i2f@apollo.it.luc.edu>
Source record: 93133

Quick question. What's a fair price for the Atari 850 nowadays?

please email.

TB

2727. WTBuy preferably trade for: 8 bit comp,etc

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 04:29:54 UTC
From: rhett@bigwpi.WPI.EDU
Message-ID: <3lano2$l33@bigboote.WPI.EDU>
Source record: 93135

regretfully, a year and a half ago i traded my 130xe for some other
computer stuff and would really like to get back into the atari 8bit
world. i have lots of software still and i miss it!
anyway, i want the following:
8bit Computer:65xe,65xegs,130xe or something at least equivalent
Floppy drive: 1050 or better, would like the xf or one of the nice
indus jobbies,with connecting cables of course
Game cartridges: any and all

I have the following for trade or sale:
1 Broken 1040 STf: some memory problem, trouble acknowledging hard disk
working drive, etc.
APPROX VALUE TO ME: $50
1 Working 1040 STf:great shape, no problems.mouse and stuff, of course
APPROX VALUE TO ME: $125
24 pin dot matrix printer: cant remember the brand name right off hand
(canon, maybe?) ask if you want
APPROX VALUE TO ME:$50

would rather sell the working st and trade for the other two, but will
entertain reasonable offers (including cash+merchandise deals)
also looking for a working lynx or lynxII and carts!
thanks
rhett@wpi.wpi.edu

2728. TCP/IP for XL?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 04:45:23 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3laol3$hov@charm.magnus.acs.ohio-state.edu>
Source record: 93134

I forget who it was that was working on TCP/IP for the 8 bit, but I'm
curious about how it's going, and our user group president wants to
get in touch with you about it (he's fascinated by the idea too).
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

2729. For Sale: Atari 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 05:21:17 UTC
From: wayfare@acca.nmsu.edu
Message-ID: <3laqod$bj@news.xs4all.nl>
Source record: 93139

Comes with power supply, tv connector, joystick, and Star Raiders cartridge.
Im asking $40 plus shipping.

reply to: wayfare@acca.nmsu.edu

2730. Re: MAPPING THE XL!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 05:32:02 UTC
From: bjcorr@delphi.com
Message-ID: <9503290029591.DLITE.bjcorr@delphi.com>
Source record: 92971

```
>
>Well, I want F-keys, but I mentioned that because I was drolling over
>the stuff I read in Mapping the XL.
>
>I guess I'd settle for separate F-keys, but I so love the original 1200XL
>keyboard! :^]
>
>Man, maybe I'd better just say screw it, get a Transkey and stuff my 800XL
>in a box.
>
>Hey, what IS the name of the 8-bit in a PC-case mod. anyways? I'm sick
>of calling it "the 8-bit in a PC-case mod."! :)
>
>-bill!
>kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
>William (Bill) Kendrick / | \ ** New Breed Software **
>Soon: My WWW page, Cooltris 2.
>
I want my 1200 F keys back, it seems a shame to just have them sitting
there doing nothing ( I have an 800XL os installed to run a PBI.)
There must be a way, Hmmm....
bjcorr@delphi.com
```

2731. Re: SIO2PC Cable

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 05:40:04 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3larrk$fok@nic-nac.CSU.net>
Source record: 92972

You can build your own SIO2PC cable (or have someone else do it for you)
buy either buying the parts yourself or purchasing the parts from Nick
Kennedy (the designer (I guess) and author) (costs ~$30 I think), or
you can purchase a cable from Nick (~$50 last I heard) or someone else
who makes them (I heard $50 from someone in e-mail once.. seems very
steep, IMO..)

As for using it, it's a joy (unless you're dealing with copying disks
back and forth with MyDOS and/or using DiskCommunicator. Remember this
when trying to [J]-Duplicate-Disks.. set the density and format the
thing manually FIRST, THEN when you do a Dup-Disk, use the "/N"-don't-format
switch otherwise if you're Dup'ing a 1050 127k disk onto a 130k SIO2PC
disk image, it'll get screwed up and think the SIO2PC image is only 90k
(810 density)).

You can have up to 4 drives, each from 64K to 16MB in size, available for
the Atari (and if you have 4 real drives, they can be used as well, giving
you 8 total (why SIO2PC doesn't handle 8 already is beyond me..)).

The program is a little hokey at times, but allows for Print through
(P: redirection to: PC printer, PC screen, or PC file with any combination
of EOF->CR or CR/LF , 8th-bit stripping , and TAB conversion translation
modes active.)

It comes with two programs for the Atari, REMOTE (lets you control the SIO2PC
menu from the Atari instead of the actual PC itself) and FILE2PC (which
dumps files from the Atari onto the PC's drives (as opposed to just within
Disk Image files)).

Other programs you'll want to get include DCM2DSK which converts DiskComm-
unicator 3.2 ".DCM" disk images into SIO2PC ".ATR" disk images,
S2PC and/or ATARIMG which manipulate files between the PC and within
".ATR" disk images,
and "TT", an Atari text <-> PC text conversion program;
all of these are for the PC, by the way.

SIO2PC supports UltraSpeed (controlled by the Atari, but for some reason
there's a toggle command in the SIO2PC software). I've used it wit SpartaDOS
(disk-based) and some demos use it, but unfortunately MyDOS doesn't support
it (and at the moment, I'm sticking with MyDOS), so I don't usually see
TOO major a speed difference between my Atari 1050 floppy drives and SIO2PC
(probably about twice as fast at the most.. nothing compared to a RAMdisk).

SIO2PC uses as much of your 640K RAM as you have available (it's a small
program, I usually have 530-540K free) (also, you can shell out to DOS
from it if you want/need to and it has a simple directory command (short

listing though <sigh>) as well as a "within-an-ATR-file" directory command)).

It DOESN'T use RAM outside of the PC's base 640K (PC's suck, man.. they SUCK! :)). How does it handle 16MB disk images? It just accesses them off of the PC's drives (not very much slower, even with my slow-as-hell hard drive!.. of course, I don't think I've ever booted Ultra-Speed-using demos while they're in my PC'S RAM, only by accessing them "physically" from the Hard Drive... hmm... experiment time!).

Anyway, (if you can't tell) even if you DO have enough RAM to load up an entire disk image into RAM, you can force it to access it only from the HD (which is what I do). Be careful not to screw up your files though! Sometimes the saftey of having a backup of a disk you're playing with still somewhere safe (not in the PC's RAM) and screwing around with a temporary copy (IN the PC's RAM) can be very handy! :)

The program runs on any PC, but setting the timing and crap correctly looks to be a pain. I'm fortunate enough (HAHAHAHA) to have such a slow PC (an IBM 8086 / 4MHz-based PS/2 (model #25)) that I've never had trouble using it, but once I tried booting my 1200XL off of a friend's 486 using SIO2PC and it didn't work worth a damn (can someone help me with this, by the way??????????????!?!?!??!!?!?)...

Anyway, I hope that's enough details. Oh yeah, PC Xformer can handle SIO2PC "ATR" disk images (but currently SIO2PC can't handle ST Xformer / PC Xformer "XFD" disk images).

Good luck! Nice program (too bad no modem support (yet) and no multi-tasking! :))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, Cooltris 2.

2732. Re: 8-bit wishlist & sale/trade items

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 05:42:25 UTC
From: jlodoen@shell.portal.com
Message-ID: <3las01$ieg@jobe.shell.portal.com>
Source record: 92973

hmliu@aol.com (Hmliu) writes:

>I am looking for any of the lab kits that used to be put out by
>Broderbund. There were light, temperature, and other kits that interfaced
>witht he Atari 800's and 800xl's. Thanks

Broderbund's series (forgot the title) was never released for Atari,
Apple II only.

Atari had there own "AtariLab" series. Temperature and Light
modules did come out. Biofeedback, Lie Detector, Mechanics
and Timekeeper were planned.

2733. Re: Complete & Essential Map!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 06:05:43 UTC
From: krishna@primenet.com
Message-ID: <3latbn$1b2@news.primenet.com>
Source record: 92970

The mortal R. GORE wrote:

: The thing that does bother me though, copyright still exists on the
: Atari 8-bit OS and BASIC code right? Then how and why can they
: legally publish a complete listing of the OS source code. I have been
: advised that even looking at copyrighted code is technically illegal,
: something to do with 'reverse compiling' so I've been told?
: Also the book does contain quite long sentences that have been copied
: directly out of Mapping The Atari, quite probably without the
: publisher's consent! I just thought I would point these facts out,
: there's no doubt the book is quite good but to be honest some of the
: content is of a somewhat dubious nature!

My feeling on this is that we are SOOO long in the tooth in the days of the Atari8, and Atari isn't going to suddenly become nice guys and relinquish the rights, that anyone who wants to promote an understanding the XL/XE OS in a last ditch effort to try to encourage some more programming, is to be supported.

I was lucky in gaining the one-time license to do the Starpath CD. But Atari's take on the Atari8 is different, and altogether irrational. There have been gestures within the last 3 years to attempt to get Atari to release things into the PD but they won't do it.

So Atari and Compute can go to hell for all I care.

2734. Re: Complete & Essential Map!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 06:39:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <29MAR199501394796@pavo.concordia.ca>
Source record: 93136

In article <1995Mar28.161637@carleton.edu>, mcurrent@carleton.edu (Michael Current) writes...
>In article <6EE076554@east-01.novell.leeds.ac.uk>, CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK (R. GORE) writes:
>> The thing that does bother me though, copyright still exists on the
>> Atari 8-bit OS and BASIC code right? Then how and why can they
>> legally publish a complete listing of the OS source code. I have been
>> advised that even looking at copyrighted code is technically illegal,
>> something to do with 'reverse compiling' so I've been told?
>
>I can't imagine how looking at something could be illegal in itself. Unless
>it's something particular to UK copyright law. But yes, the Atari 8-bit OS and
>BASIC code aren't in the PD, and I seriously doubt TWAUG got permission from
>Atari to publish them. So they most likely published it illegally.
>

Let's remember, though, that the Atari 800 and 800xl OS, along with the
BASIC have all been essentially released to the public as freeware.
Notice that PCXformer is distributed with all those included. Darek had
a number of problems with Atari with the original STXformer, as I recall.

||| 6502 > 486
||| Dave Paterson
/ | \ DA_PATE@pavo.concordia.ca

2735. Re: MAPPING THE XL!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 06:42:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <29MAR199501422366@pavo.concordia.ca>
Source record: 93137

In article <3l7scd$fv2@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu (William Kendrick) writes...
>
>Well, I want F-keys, but I mentioned that because I was drolling over
>the stuff I read in Mapping the XL.
>
>I guess I'd settle for separate F-keys, but I so love the original 1200XL
>keyboard! :^]
>

It shouldn't be too hard to graft a 1200xl keyboard on; the OS didn't really change substantially until the xegs came out. Check out the self-test routines: the computer is readey to handle the F-keys. Get a set of 1200xl schematics and compare them with the 800xl.

||| 6502 > 486
||| Dave Paterson
/ | \ DA_PATE@pavo.concordia.ca

2736. Re: 8-bit Stuff For Your Consideration

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-29 06:46:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <29MAR199501460703@pavo.concordia.ca>
Source record: 93138

In article <3l7sfo$g1p@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu (William Kendrick) writes...
>Someone please describe "BBS Construction Set."
>
>What can it do, etc.?
>

BBSCS was the program used on my all-time favourite Atari 8-bit board - The Pig and Whistle BBS. It crashed regularly. But a feature that was a godsend to 300 baud users like myself was its hotkey facility. If a long menu was being sent from the BBS, and the user typed one of the command keys, BBSCS would stop printing the menu and immediately execute the command. Users could select regular or brief menus. Brief menus were the same as the regular ones, but cut off after about 15 characters or so. Lead to some rather peculiar options, though.

||| 6502 > 486
||| Dave Paterson
/ | \ DA_PATE@pavo.concordia.ca

2737. Re: 400/800 cart list and other ???s

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-30 00:00:00 UTC
From: dw901@cleveland.Freenet.Edu
Message-ID: <3lejp6$98l@usenet.INS.CWRU.Edu>
Source record: 92984
Cross-posted to: rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit

Are there lists for the C64 and VIC-20 computers?

Michael J. Novak Jr.

2738. Re: 400/800 cart list and other ???s

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-30 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3lemcb$14nb@hearst.cac.psu.edu>
Source record: 92985
Cross-posted to: rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit

Michael J. Novak Jr. (dw901@cleveland.Freenet.Edu) wrote:

: Are there lists for the C64 and VIC-20 computers?

checkout ftp wiretap.spies.com

: Michael J. Novak Jr.

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---

2739. Re: 400/800 cart list and other ???s

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-30 00:00:00 UTC
From: sippelng@miavx1.acs.muohio.edu
Message-ID: <1995Mar30.120315.42617@miavx1>
Source record: 92986
Cross-posted to: rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit

In article <3l9cgt$cru@uwm.edu>, krieg@allmalt.cs.uwm.edu (Andrew Krieg: Man or Android?) writes:
> Company Catalog # Yr Title
> ------------ --------- -- --
> FisherPrice Dance Fantasy
> FisherPrice Linking Logic
> FisherPrice Memory Manor
> FisherPrice Logic Levels

Each of these were released in 1984. I own the "Dance" and "Levels" for 8-bit (but alas no system yet) and "Linking" for Colecovision.

The serial numbers: (from memory)

Dance Fantasy DFA-ATR
Linking Logic LLL-ATR
Memory Manor MMA-ATR
Logic Levels LLV-ATR

--
<><><>

2740. Re: 400/800 cart list and other ???s

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-30 00:00:00 UTC
From: junkster@chinook.halcyon.com
Message-ID: <3lf0rv$dqq@news1.halcyon.com>
Source record: 92987
Cross-posted to: rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit

Norman G. Sippel <sippelng@miavx1.acs.muohio.edu> wrote:
>
>The serial numbers: (from memory)
>
>Dance Fantasy DFA-ATR
>Linking Logic LLL-ATR
>Memory Manor MMA-ATR
>Logic Levels LLV-ATR

Agh. And I thought *I* was the king of useless 8-bit trivia...

James Hague
junkster@halcyon.com

2741. Re: Magazines for 8 bit fans

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-30 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Ju16XZV.lmcclure@delphi.com>
Source record: 92988

In a messaged dated 3-26-95, speaking of his COMPUTE! collection, davidn9000@AOL.COM said:

"Some issues are as big as 350 pages plus!!!"

<nitpick mode on>

Well, if you check closely, I think you will find only one issue reached or exceeded 350 pages; the December 1983, at 393 pages. Even the second largest, the November 1983 issue, fell short of 350 pages, at "only" 344.

Although my collection only goes back to October '82 (vs. July '82 for yours), the December issue of that year did not even get to 300, and December is traditionally the largest issue.

<nitpick mode off>

Still, it would likely boggle the minds of 8-bitters who entered the world of computing after that era to see a magazine that large with no PC coverage.

2742. Re: XL without sound. HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-30 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Ju14nVY.lmcclure@delphi.com>
Source record: 92989

In a message dated 3-27-95, Tim Irvin said:

"I hear a lot of references to Commodore monitors here.
Would any composite Commodore monitor plug into the 800XL
and provide color graphics *and* audio?"

SHORT ANSWER: Yes.

DETAILED ANSWER:

Suitable monitors would be the Commodore 1701, 1702, 1802, CM141, 1080, 1084, and 1084s. All support composite, split (chroma/luma) video, and audio. Additionaly, the 1701 and 1702 have the largest speaker, and the 1084s supports stereo sound.

The last three monitors not only support composite, but analog and digital RGB as well. They also have better dot pitch than the others, and are newer. Oddly enough, used 1802's generally go for about the same price as the 1080, and sometimes as much as a 1084 or 1084s. Used 1701's and 1702's are usually less, typically around $75 or less. Used 1080's should be $100 or less (I purchased on of mine for $65), and 1084's and 1084s' should go for about $125 or more on the used market.

2743. Re: Should Atari software be PD? (was Re: Atari8-CD exists ???)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-30 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3leacq$fjv@crchh327.bnr.ca>
Source record: 92990

koutchin@mail1.sas.upenn.edu (Artem Aleksandrovich Koutchine) wrote:
>
>
> Ah, here we go again. Two months ago i wrote "COPYRIGHT?" and the thread was
> pretty popular but i got into everyone's killfile becuz i was pro (in
> regard to pd). So, i am not talking about that anymore, i just got a couple
> of goos friends with lotsa soft, three hack BBS's numbers and i life is
> a heaven. SO, you do it and don't even talk about it. IT IS DANGEROUS !

Well, I wouldn't give up so easily. If we scream loud enough, maybe Atari
will hear us and declare all the software as PD. Someone is saying that
it is easier to get the software from a dealer. But that is because it
is still illegal to get it otherwise. If it was declared PD, I personaly
would get in a matter of days 2000 titles and put them on the net.
I don't have an 8 bit right now so there is no point of getting the software
for it now but if I buy it, I don't know. There is no place in Canada to buy
any software so the only logical solution will be to copy it from someone.

Vladimir
vjancare@magi.com

2744. Re: Atari8-CD exists ??? (was Re: Complete & Essential Map!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-30 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3leap2$fjv@crchh327.bnr.ca>
Source record: 92991

bosco@host.yab.com () wrote:
>
> Matthias Belitz (belitz@genesis.informatik.rwth-aachen.de) wrote:
>
> : In article <3latbn$1b2@news.primenet.com> krishna@primenet.com (Glenn
>
> : >But Atari's take on the Atari8 is different, and altogether irrational.
> : >There have been gestures within the last 3 years to attempt to get Atari
> : >to release things into the PD but they won't do it.
>
> : I can't understand Atari - They don't do anything for the XL for many
> : years now (support became very lausy since ST was out) - so they should be
> : lucky that some "crazy" people still use their product and let free their
> : soft !!!
> : To copyright as whole : I think that all old Soft ('til 1990 or so)
> : should be free and be available on UMich !!!
> : I can't agree with the argument that some vendor's will cry then !!!
>
> Everyone seems to have a rather simplistic concept on this subject. How
> could Atari release all 8-bit software to the P.D. if they don't own the
> rights to all of them? Even the ones they released under the Atari
> banner are not neccessarily theirs to do what they want. Take Donkey
> Kong for example. Atari doesn't own the rights, Nintendo does. When you
> have an old piece of software that was once wildly popular, would you
> just give up on it when the clamor about it has died down? Quite
> possibly, you would "sit on it" for a while and then release it as a new
> and improved version, or a totally different game using the same
> characters. That's what Nintendo did with "Donkey Kong Country". If
> they had released it to the public domain, they would lose any future
> stake in the entity.
>
> Of course there are hundreds of programs out there whose status is in
> limbo. Bankruptcies, ennui, and the like have kept our programs in the
> dark, yet they are still someone's copyright. The problem is, WHO are
> these people and would they even care if they knew they owned the rights
> to programs that run on a "A-toy-i"? If you acquire the rights to
> programs for the T/S 1000 (ZX-81), would you go out of your way to
> release them into the public domain? Especially if you had no interest
> in computers at all?
>
You totaly missed the point. Nobody is asking software companies to give
up the rights to the games. Just declare the 8 bit versions free to use and
obtain copy of. That would mean you are able to copy the game for your own
use or let someone get a copy from you without charging anything.

Vladimir
vjancare@magi.com

2745. Re: River Raid for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-30 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3leb0p$fjv@crchh327.bnr.ca>
Source record: 92992

you@warp.msoe.edu wrote:
>
> In article <3kp9pj$mkv@lion.inmos.co.uk>, markh@sulu.inmos.co.uk (Mark Howard) says:
> >
> >Guys,
> >
> >Silica Shop in the u.k. were still selling the 8-bit cart of River Raid until
> >recently (also Miner 2049'er and a couple of others) for U.K.P 4.99 each.
> >
> >I've no idea if they're still selling them.
> >
> >Mark.
> Old Ataris kicked butt dude-River raid and Pitfall and Ice Hockey

Well, if you have also 80X86 computer beside your Atari, you can get
this new gamepack from Microsoft with Atari2600 games in it. I've played
most of them and they are not bad even though 8 bit versions were in some
cases much better. There is River Raid, Pitfall, H.E.R.O., SeaQuest ...

Vladimir
vjancare@magi.com

2746. Re: Stupid question . . .

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-30 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3leb5s$fjv@crchh327.bnr.ca>
Source record: 92993

you@warp.msoe.edu wrote:
>
> In article <Rg-Y3ks.rogtha@delphi.com>, rogtha@delphi.com says:
> >
> >What, exactly, are the Atari 2600, 7800, and anything else in
> >between?
>
>
>
> Alls I know is that the 2600 came out in the early 80's
> the graphics were awesome back then, but now look pretty bad.
> There were games out like Bezerk, Pitfall, Pacman, Space Invaders, Asteroids, etc.

I think Atari 2600 (using game carts like SNES, Sega, Jaguar do) was
sold as early as 1979.

Vladimir
vjancare@magi.com

2747. Atari 8-bit Support from Richard Gore

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-30 00:00:00 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <36F9576570@east-01.novell.leeds.ac.uk>
Source record: 92994

ATARI 8-BIT SUPPORT FROM RICHARD GORE

My list of software for sale has now got quite long, so to save space and bandwidth I will just give a list of what I have got along with their prices, then if you need any further information you can simply e-mail me at chmrig@leeds.ac.uk and I will supply the information.

My range of commercial software:-

JAWBREAKER #4 ($9) disk, tape, Rambit tape 16k
MOUSEKATTACK #4 ($9) disk, tape, Rambit tape 48k
ARENA #5 ($11) disk, 64k XL/XE
BUBBLE ZONE #5 ($11) disk, 64k XL/XE
SUPER PRINT-LAB XE #6.95 ($16) disk, 128k XE
GTRACKER #6.50 ($15) disk, 64k XL/XE
BLACK LAMP * #4.95 ($11) disk, 64k XL/XE
TUBE BADDIES * #4.95 ($11) disk, 64k XL/XE

* available from 15th April 1995, advance orders are being taken.

Special offer (1); buy both Jawbreaker & Mousekattack in one pack for
^^^^^^^^^^^^^^^^^ only #6.95 ($15).

Special offer (2); buy both Tube Baddies & Black Lamp on one disk for
^^^^^^^^^^^^^^^^^ only #9.50 ($20).

Ex-stock, shrink wrapped commercial software. Limited stocks. You are advised to check stock levels before ordering:-

Disks: SUMMERGAMES #5.25 ($11)
DROPZONE #5.25 ($11)
SOLAR STAR #5.25 ($11) also known as Sun Star
CYBORG WARRIOR #5.00 ($10)
HALLEY PATROL #2.50 ($6)

ROMS: GATO #6.50 ($14)
DESERT FALCON #6.50 ($14)

HARDWARE: YORKY 256k plug in memory upgrade for 800XL. Plugs into PBI
-------- port, no soldering is required. Supplied ready for use with all RAM chips, manual and a disk of support software.
Last few units, priced at #50 ($90) plus p&p.

Prices in UK pounds (#) include p&p to UK, overseas add #2 for p&p, payable in pounds sterling or UK cheques, IMO, Postal Orders.
Prices in US dollars ($) include shipping to USA, but payment must be in US$ cash, sorry no cheques (checks).

For further information or to order contact Richard Gore at

79 SPROTBROUGH ROAD, SPROTBROUGH, DONCASTER, DN5 8BW, ENGLAND

Tel. no. (01302) 784642

E-mail: chmrig@leeds.ac.uk

Coming soon GTracker XL utilities, Golf Tour '95 and more.....

2748. Re: Should Atari software be PD? (was Re: Atari8-CD exists ???)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-30 00:00:00 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.212.000FCB82@genesis.informatik.rwth-aachen.de>
Source record: 92995

In article <3lci05$9a5@butch.lmsc.lockheed.com> ziggy29@rahul.net (Tim Irvin) writes:

>And if $2 is too much for a game, you must not really want it very
>badly...so how is not being able to acquire it an major issue?

That's an important point you mentioned - not everybody has a vendor around
the corner !!! I would have all cart's I could get for $2 (or DM 5,-)!!!
But especially old games on cart's costs up to 59,- DM (over 40$) here in
Germany, shipping not included - but this is not the major problem !

A lot of old soft isn't available (!!!) in countries in which the Atari
doesn't sold millions of computers (it's very hard to find even in Germany
second hand soft for reasonable prices !!!)

So I try to put my opinion in some short statements again :

1. Old soft should be avaliable on a server (maybe as shareware, too)!!!
2. Software that isn't supported and upgraded any longer should be also
avaliable on a server (I can't agree with the things FTe does - MAC65 on
which they don't do anything, cost's still 169,- DM here in Germany!!! And
SpartaDos is Shareware)
3. Newer soft (especially games), should be sold by vendors as they do to
keep the Atari8-bit scene alive !

I want to have a CD-ROM with all (or nearly all) the soft for our baby - not
because I like it to have software without paying anything (but I would pay
a lot for such a CD-ROM) but to keep the soft for the next hundred years !!!
What will be with your disk's in ten or twenty years ? A lot of read errors,
I could imagine !!!

So - and I don't want to put all the soft illegally to UMich, but how to ask
some softwarecompanies, programmers and so on to let there soft PD ? I'm
doing so here in Germany (all adresses are welcome) and here are so many
users - L E T S T R Y I T !!!

Matt

P.S. Notice - P.D. doesn't mean Freeware only, but also shareware, giftware,
cardware ...

2749. Re: Atari8-CD exists ??? (was Re: Complete & Essential Map!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-30 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3lemlg$14nb@hearst.cac.psu.edu>
Source record: 92996

Vladimir Jancarek (vjancare@magi.com) wrote:
: >
: You totaly missed the point. Nobody is asking software companies to give
: up the rights to the games. Just declare the 8 bit versions free to use and
: obtain copy of. That would mean you are able to copy the game for your own
: use or let someone get a copy from you without charging anything.

You are asking software selling companies to give up profits (small ones,
but still a profit) on Atari games.

It is this simple:

a) If you want "pirated" software, LOOK AROUND, it IS there....
b) If you have any sense of logic to anything, you would purchase
the software you wanted from the MANY stores that carry Atari8.

I don't understand why people don't see how ironic this situation
is! You wouldn't go around asking people to release Windows3.0 into
the public domain! (Go ahead, flame that point..try to make a comparison
between that and the Atari8.)

The software is STILL on the shelves. It must be purchased. PERIOD.

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---

2750. Re: Should Atari software be PD? (was Re: Atari8-CD exists ???)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-30 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3lemph$14nb@hearst.cac.psu.edu>
Source record: 92997

Vladimir Jancarek (vjancare@magi.com) wrote:

: Well, I wouldn't give up so easily. If we scream loud enough, maybe Atari
: will hear us and declare all the software as PD. Someone is saying that
: it is easier to get the software from a dealer. But that is because it
: is still illegal to get it otherwise. If it was declared PD, I personaly
: would get in a matter of days 2000 titles and put them on the net.
: I don't have an 8 bit right now so there is no point of getting the software
: for it now but if I buy it, I don't know. There is no place in Canada to buy
: any software so the only logical solution will be to copy it from someone.

There is no place in PA to buy it either. There is this thing
call MAILORDER.

I find it rude to even contemplate Atari saying "okay..all of
our software is PD now.. you can stop selling it because everyone
is entitled to a copy now from someone else..." as truckloads
of stuff are AGAIN burried.

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---

2751. Re: 800 vs 800xl question

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-30 00:00:00 UTC
From: ziggy29@rhaul.net
Message-ID: <3lenif$34c@butch.lmsc.lockheed.com>
Source record: 92998

In article <Pine.SUN.3.91.950328184034.22344C-100000@PEAK.ORG>, James Wood
<jamesw@PEAK.ORG> says:
>
>
>Also, "Deluxe Invaders" and "Gorf" by Roklan are two cartridges which
>won't run on the XL series (only 400/800).

I'm running Deluxe Invaders on an 800XL without any problems. Gorf,
on the other hand, refuses to run except on my 800.

--
Tim Irvin
ziggy29@rahul.net

2752. Re: River Raid for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-30 00:00:00 UTC
From: tirvin@lmsc.lockheed.com
Message-ID: <3lenq5$34c@butch.lmsc.lockheed.com>
Source record: 92999

In article <3leb0p$fjv@crchh327.bnr.ca>, Vladimir Jancarek <vjancare@magi.com> says:

>Well, if you have also 80X86 computer beside your Atari, you can get
>this new gamepack from Microsoft with Atari2600 games in it. I've played
>most of them and they are not bad even though 8 bit versions were in some
>cases much better. There is River Raid, Pitfall, H.E.R.O., SeaQuest ...

For X >= 3, actually...and if you want any kind of performance, make
X >= 4.

Only Windows could make a high-end 386 or low-end 486 slower than a 2600.

--
Tim Irvin
ziggy29@rahul.net

2753. Re: Atari8-CD exists ??? (was Re: Complete & Essential Map!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-30 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3lenjl$glb@crchh327.bnr.ca>
Source record: 93000

heller@akh104.rh.psu.edu (Andrew K. Heller) wrote:
>
> Vladimir Jancarek (vjancare@magi.com) wrote:
> : >
> : You totaly missed the point. Nobody is asking software companies to give
> : up the rights to the games. Just declare the 8 bit versions free to use and
> : obtain copy of. That would mean you are able to copy the game for your own
> : use or let someone get a copy from you without charging anything.
>
> You are asking software selling companies to give up profits (small ones,
> but still a profit) on Atari games.
>
> It is this simple:
>
> a) If you want "pirated" software, LOOK AROUND, it IS there....
> b) If you have any sense of logic to anything, you would purchase
> the software you wanted from the MANY stores that carry Atari8.
>
> I don't understand why people don't see how ironic this situation
> is! You wouldn't go around asking people to release Windows3.0 into
> the public domain! (Go ahead, flame that point..try to make a comparison
> between that and the Atari8.)
>
> The software is STILL on the shelves. It must be purchased. PERIOD.
>
> --
> Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
> --

I think most of us, reffering to the software, mean games. So there is no point
of comparing Win3.0 to it. I wouldn't want to use any 8bit word processor even
if it was for free. The same applies to OS. But nobody is making new versions
of the same games every year or so.
And about the MANY stores? Last time I checked arround in computer stores
in Ottawa & Toronto, not a single dealer was selling the 8bit software for
Atari. And don't tell me to order it from somewhere. I like to go to the local
store and get the software not waiting for it in the mail.
Also, I can bet that every single one of you guys, who are against making
8 bit software PD, have at least one version of pirated software in your
collection. And don't start flaming with sentences like :
"No, not me, never, ... "

Vladimir
vjancare@magi.com

2754. Re: Should Atari software be PD? (was Re: Atari8-CD exists ???)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-30 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3leo75$glb@crchh327.bnr.ca>
Source record: 93001

heller@akh104.rh.psu.edu (Andrew K. Heller) wrote:
>
> Vladimir Jancarek (vjancare@magi.com) wrote:
>
> : Well, I wouldn't give up so easily. If we scream loud enough, maybe Atari
> : will hear us and declare all the software as PD. Someone is saying that
> : it is easier to get the software from a dealer. But that is because it
> : is still illegal to get it otherwise. If it was declared PD, I personaly
> : would get in a matter of days 2000 titles and put them on the net.
> : I don't have an 8 bit right now so there is no point of getting the software
> : for it now but if I buy it, I don't know. There is no place in Canada to buy
> : any software so the only logical solution will be to copy it from someone.
>
>
> There is no place in PA to buy it either. There is this thing
> call MAILORDER.
>
> I find it rude to even contemplate Atari saying "okay..all of
> our software is PD now.. you can stop selling it because everyone
> is entitled to a copy now from someone else..." as truckloads
> of stuff are AGAIN burried.
>
> --
> Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
> --

Well, I think Atari owes us all big time. I bought 3 Atari 130 XE computers
(2 of those I paid lot of money for), Atari tape deck, XF551 DD, Atari
printer, Atari 1040STE with monitor, HD, books and software. And now?
Nothing. That's right. Atari line of computers is dead. And please don't
try to argue with me on this one. Now I am happy 80X86 user who has some
good memories from using his 8 bit.
So I don't find it rude to ask Atari to make it PD at all. Who is with me?

Vladimir
vjancare@magi.com

2755. Re: River Raid for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-30 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3lep6p$i3p@crchh327.bnr.ca>
Source record: 93002

tirvin@lmsc.lockheed.com (Tim Irvin) wrote:
>
> In article <3leb0p$fjv@crchh327.bnr.ca>, Vladimir Jancarek <vjancare@magi.com> says:
>
> >Well, if you have also 80X86 computer beside your Atari, you can get
> >this new gamepack from Microsoft with Atari2600 games in it. I've played
> >most of them and they are not bad even though 8 bit versions were in some
> >cases much better. There is River Raid, Pitfall, H.E.R.O., SeaQuest ...
>
> For X >= 3, actually...and if you want any kind of performance, make
> X >= 4.
>
> Only Windows could make a high-end 386 or low-end 486 slower than a 2600.
>
>
> --
> Tim Irvin
> ziggy29@rahul.net

Well, I can't tell about 386,486. On my P90, it runs great. River Raid
is a little too fast.

Vladimir
vjancare@magi.com

2756. Re: SIO2PC Cable

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-30 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <136078@cup.portal.com>
Source record: 93003

I'm not sure if Nick Kennedy is still making cables, I think I recall in his blurb he only wanted $10 for the shareware fee, but $50 if you wanted a sio2pc in a box & that would include the shareware fee. I'm biased of course, but if you know how to solder at all I'd recommend you just use any inverter function in the place of the MAX232 chip. Bill's is running off a 4049 so he could use it w/o having to modify his 1200xl & I've made them from 74C00, 74HCT00, 74LS00. You just need to add a zener diode & resistor on the input from the clone to make the voltage levels right. In any event, it's less then $10 in parts & only uses either a 16 or 14 pin IC. I timed myself for the last one I made & it took me exactly an hour.
Rick

2757. Re: Atari8-CD exists ??? (was Re: Complete & Essential Map!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-30 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503301919.AA00313@ilmen.lanl.gov>
Source record: 93004

In a string of previous articles, Vladimir Jancarek <vjancare@magi.com> wrote:

> I signed up with a government sponsored club and copied software I wanted
> during the meatings.

Ah, comments such as this sure do make software developers a happy lot.

> Many users will be much happier if Atari declared all the software as
> freeware.

Yeh, I imagine the users _would_ be much happier. Of course, I'd be much happier if everything I ever wanted was FREE.

> If we scream loud enough, maybe Atari will hear us and declare all
> the software as PD.

Oh, please... you HAVE to be joking. Not very likely, my friend.

> There is no place in Canada to buy any software so the only logical
> solution will be to copy it from someone.

How many times have we heard THIS old argument?

> You totaly missed the point. Nobody is asking software companies to give
> up the rights to the games. Just declare the 8 bit versions free to use and
> obtain copy of. That would mean you are able to copy the game for your own
> use or let someone get a copy from you without charging anything.

Er... WHY should they do this? So you don't mind if they keep all the rights to their software as long as they give it to you for free, eh? Yeh, sure.

Look, I well understand how difficult it is to find dealers who sell 8-bit software. Geez, it's hard enough to find ST/TT and Falcon software! But just because dealers are few and far between does NOT make it OK for you to steal the software simply for your 'convenience.' I sympathize with your plight but theft is theft and anything else is just rationalization.

Unfortunately, just because a software title is no longer supported is NOT justification for pirating it. The copyright still exists until the owner relinquishes those rights (or after 50 years!). It may not be logical or even fair, but neither is life. ;-)

Piracy is wrong. Period. If you MUST steal, then do so quietly, OK? At least have some courtesy for those developers who read these newsgroups.

[thump! <-- Me, falling off my soapbox]

-Hutch- @ Fair Dinkum Tech

2758. Re: IT IS BLACK AND WHITE !! HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-30 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3ldqt9$1a4u@hearst.cac.psu.edu>
Source record: 93005

Artem Aleksandrovich Koutchine (koutchin@mail1.sas.upenn.edu) wrote:
: HI!
: I have a switch box and it works just fine but recently i decided to
: buy a video connector and i was truly disappinted. When i connected
: my ATARIES (130xe and 800xl) to my TV i discovered that it is B/W. Hell,
: this is too bad. The connector goes from MONITOR porst to VIDEO/AUDIO
: port ;) of my tv. So, what's wrong ? When i use SWITCH BOX EVERYTHING is
: just ok.

Yeah.. you might have the video hooked up to the wrong pin on the
jack. =)

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---

2759. Re: 800 vs 800XL question

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-30 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <136079@cup.portal.com>
Source record: 93006

Jason, for me there is so much more in the Ominmon & Omniview OS chips that I would never consider going to a straight 800 OS. For instance, a lot of times I get asked to do some USR(__) functions for people to use. If there simple, I just boot with basic & pop into Omnimon & use it's built in monitor/assembler to write the code. I don't use Omniview that much anymore, but I remember using it to do things like switch ramdrive to D1: for some software that would only run from drive one. Back when I used to spend a lot of time in basic, I would also use the 80 column mode for mini terminals or simple programing. Much more there then compatibilty. At least for my use, compatability was the lowest priority for the OS.
Rick

2760. Re: Atari8-CD exists ??? (was Re: Complete & Essential Map!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-30 02:21:10 UTC
From: bosco@host.yab.com
Message-ID: <3ld4in$o6u@news.yab.com>
Source record: 92981

Matthias Belitz (belitz@genesis.informatik.rwth-aachen.de) wrote:

: In article <3latbn$1b2@news.primenet.com> krishna@primenet.com (Glenn

: >But Atari's take on the Atari8 is different, and altogether irrational.
: >There have been gestures within the last 3 years to attempt to get Atari
: >to release things into the PD but they won't do it.

: I can't understand Atari - They don't do anything for the XL for many
: years now (support became very lausy since ST was out) - so they should be
: lucky that some "crazy" people still use their product and let free their
: soft !!!
: To copyright as whole : I think that all old Soft ('til 1990 or so)
: should be free and be available on UMich !!!
: I can't agree with the argument that some vendor's will cry then !!!

Everyone seems to have a rather simplistic concept on this subject. How could Atari release all 8-bit software to the P.D. if they don't own the rights to all of them? Even the ones they released under the Atari banner are not neccessarily theirs to do what they want. Take Donkey Kong for example. Atari doesn't own the rights, Nintendo does. When you have an old piece of software that was once wildly popular, would you just give up on it when the clamor about it has died down? Quite possibly, you would "sit on it" for a while and then release it as a new and improved version, or a totally different game using the same characters. That's what Nintendo did with "Donkey Kong Country". If they had released it to the public domain, they would lose any future stake in the entity.

Of course there are hundreds of programs out there whose status is in limbo. Bankruptcies, ennui, and the like have kept our programs in the dark, yet they are still someone's copyright. The problem is, WHO are these people and would they even care if they knew they owned the rights to programs that run on a "A-toy-i"? If you acquire the rights to programs for the T/S 1000 (ZX-81), would you go out of your way to release them into the public domain? Especially if you had no interest in computers at all?

2761. Help please.

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-30 02:54:24 UTC
From: tlivings@freeside.fc.net
Message-ID: <3ld6h0$lnv@villa.fc.net>
Source record: 92982

[sigh] I did not want to do this, but I am having some problems getting everything up and running like I would like to...and I am at the beginning.. Right now, I have had NO luck getting uudecode.lst to ENTER on my system. I have collected some of the software I would like to have and am in the process of getting the rest un packed, but at the moment, what I have is just not working out...can someone offer some assistance... ....have not been able to get much of anything DLd to work... .bas or whatever...I can only DL in xmodem, but that should not maatter..

--Todd--

2762. Re: Silent Buttler?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-30 03:37:33 UTC
From: John Byrne <jbbyrne@clark.net>
Message-ID: <3ld91t$15u@clarknet.clark.net>
Source record: 92978

Silent Buttler?

In article <3lcci1$p91@hearst.cac.psu.edu> Andrew K. Heller,
heller@akh104.rh.psu.edu writes:
> What is this program and who has it for how much?
>I think it is to take the place of Family finances etc..
>any opinions would be appreciated!

I used to track my finances with this way back. My brother-in-law it now.
Dunno if he actually uses it.

It allowed you to have 3 checking and 2 savings accounts. You could print
checks by purchasing a special holder. It might have supported
graphing--I don't remember. One thing I do recall is thay it was
s--l--o--w.
++
John B. Byrne from the awesome city of Baltimore, MD
CD-i devotee since November 1991, I've got 67 titles to date.......
Classic Atari videogames and memorabilia collector
Stuff: Quadra 605, Amiga 1000, Atari 800XL, Atari ST, HP 150, TRS Model
III
++

2763. Re: FTe to release MARS 8 in May!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-30 03:40:20 UTC
From: John Byrne <jbbyrne@clark.net>
Message-ID: <3ld974$15u@clarknet.clark.net>
Source record: 92979

FTe to release MARS 8 in May!!

In article <hgx6XpL.ftooned@delphi.com> F Tooned, ftooned@delphi.com
writes:
>Well, The MARS 8 is finished, and will be going into production during
>the end of April. I will be showing a prototype in Canada, and hopefully
>there are people out there still interested in this "wonder-board" for
>the Atari 8-Bits. There have been a few minor changes, and I'll keep
>everyone here up to date as soon as the finished PC boards arrive and
>are fully tested...
>
>It's only about one month away, so if you are interested please direct

I'd like to know what a MARS 8 does. Maybe I'd be interested in a
'wonder-board' :)
++
John B. Byrne from the awesome city of Baltimore, MD
CD-i devotee since November 1991, I've got 67 titles to date.......
Classic Atari videogames and memorabilia collector
Stuff: Quadra 605, Amiga 1000, Atari 800XL, Atari ST, HP 150, TRS Model
III
++

2764. Re: Ben Smith at teleport

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-30 04:07:50 UTC
From: bob_s2@sfov1.verifone.com
Message-ID: <1995Mar30.110752.3201@sfov1.verifone.com>
Source record: 92980

In Article <3l3eao$r5i@oak.oakland.edu>
kspear@ss0.eng.wayne.edu (Kevin Spears) writes:
>I'm almost ashamed to admit this amidst this diatribe, but I actually sent
>Ben Smith money, to purchase an 800 w/ a Bit-3 card and a happy 810 drive.
>He wanted $110 for both. That isn't totally unreasonable, is it? As soon

I paid $5 for my 800. I could probably get another one for even less. An
810 might be a little rarer, but I think $110 is way too much.

Bob

2765. Re: Should Atari software be PD? (was Re: Atari8-CD exists ???)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-30 04:51:55 UTC
From: koutchin@mail1.sas.upenn.edu
Message-ID: <3ldddb$3r7@netnews.upenn.edu>
Source record: 92983

Ah, here we go again. Two months ago i wrote "COPYRIGHT?" and the thread was
pretty popular but i got into everyone's killfile becuz i was pro (in
regard to pd). So, i am not talking about that anymore, i just got a couple
of goos friends with lotsa soft, three hack BBS's numbers and i life is
a heaven. SO, you do it and don't even talk about it. IT IS DANGEROUS !

2766. Re: 400/800 cart list and other ???s

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-31 00:00:00 UTC
From: mbruno@olie.wvitcoe.wvnet.edu
Message-ID: <1995Mar31.133418.14068@wvnvms>
Source record: 93007
Cross-posted to: rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit

Edward A. Brunner (ebrunne@orion.it.luc.edu) wrote:
: Hi,

: I've just pulled out my old atari 400 (and 810 disk drive - still works!
: :) And now I was wondering if anyone has ever put together a complete
: cart list for the 400/800? Does anyone have any for sale? What about
: disks? I would love to get my hands on some old Synapse software
: creations (protector II, Fort Apocalypse, Shamus, Slime, Necromancer :D
: I've read the faq about getting stuff from the archive (confusing) and
: looked at the umich archive (doesnt seem to have any of the commercial
: ware , naturally, i suppose) Anyway, if anyone has any suggestions for
: some one who is just getting back into his original computer, they would
: be greatly appreciated!!

: Thanx!

: Ted B

If you want to get all those excellent Synapse games (you didnt mention
BLUE MAX!) you should try to get your hands on a C-64. It's got the best
versions of them, IMHO.

2767. Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-31 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/faq_796674458@rtfm.mit.edu>
Source record: 93008
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/faq
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Frequently Asked Questions List

Revised 25-Feb-95

Additions/suggestions/comments/corrections are needed! Please send to:

mailto:mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

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its Maintainer, or the author of that section reproduced when given.

The Atari 8-Bit Computers Frequently Asked Questions List was created to
provide answers to many commonly asked questions found in the Internet's
comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group. It is in
a constant state of development, and comes with no guarantees. If you
see any problems, I need to hear from you!

--- Where to get the latest copy of the 8-bit Atari FAQ List ---

The home of many FTP archive sites, automatically updated monthly:
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq

The World Wide Web hypertext version, automatically generated monthly:
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq/faq.html

Alternate hypertext version, not as fancy, in Europe:
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html

Usenet newsgroups where this FAQ list is automatically posted monthly:
news:comp.sys.atari.8bit news:comp.answers news:news.answers

You can also get the latest version by e-mail.
mailto:mail-server@rtfm.mit.edu, message says:
send usenet/news.answers/atari-8-bit/faq
quit
```

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0.1) Table of contents

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Subject: 1.1) What is an Atari 8-bit computer?

In order of their release, the Atari 8-bit computers include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, and the XE Game System. The 400/800 models were first shown publicly in November 1978 and first sold in 1979. The final machine, the XE Game System, was released in 1987. Atari Corp. officially dropped all remaining support of their 8-bit computer line on January 1, 1992.

The following text was written by Chris Crawford and appears in De Re Atari (Atari#APX-90008), a book published and copyright by Atari, Inc., 1981-1982. It has been very slightly modified here for generality.

"The internal layout of the Atari 8-bit computer is very different from other systems. It of course has a microprocessor (a 6502), RAM, ROM, and a (PIA). However, it also has three special-purpose (LSI) chips known as ANTIC, GTIA, and POKEY. These chips were designed by Atari

engineers primarily to take much of the burden of housekeeping off of the 6502, thereby freeing the 6502 to concentrate on computations. While they were at it, they designed a great deal of power into these chips. Each of these chips is almost as big (in terms of silicon area) as a 6502, so the three of them together provide a tremendous amount of power. Mastering the Atari 8-bit computers is primarily a matter of mastering these three chips.

ANTIC is a microprocessor dedicated to the television display. It is a true microprocessor; it has an instruction set, a program (called the display list), and data. The display list and the display data are written into RAM by the 6502. ANTIC retrieves this information from RAM using direct memory access (DMA). It processes the higher level instructions in the display list and translates these instructions into a real-time stream of simple instructions to GTIA.

GTIA is a television interface chip. ANTIC directly controls most of GTIA's operations, but the 6502 can be programmed to intercede and control some or all of GTIA's functions. GTIA converts the digital commands from ANTIC (or the 6502) into the signal that goes to the television. GTIA also adds some factors of its own, such as color values, player-missle graphics, and collision detection.

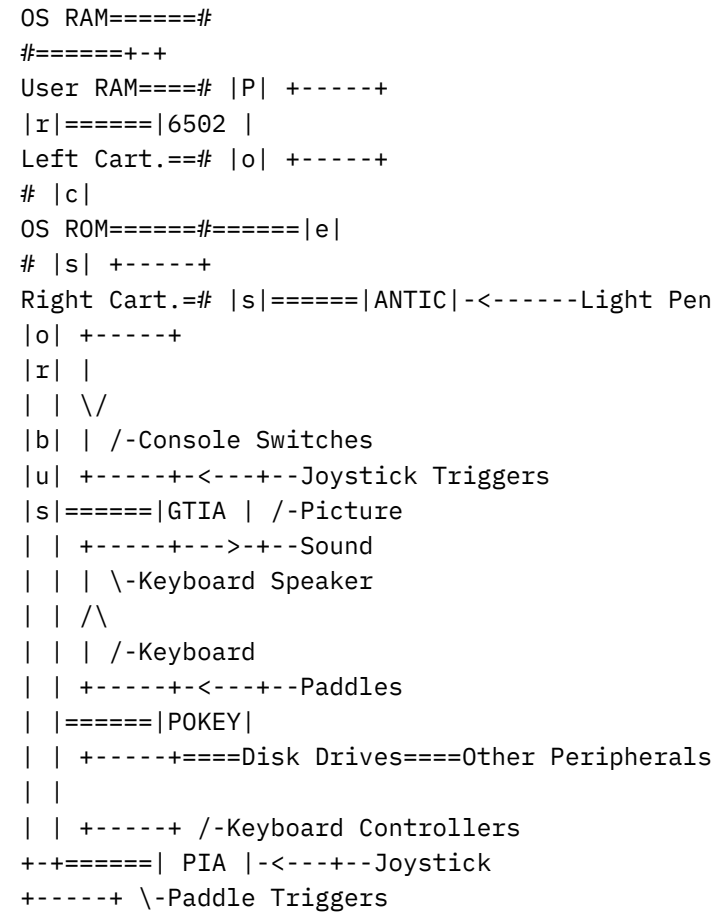
POKEY is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

The 130XE and XEGS contain a small additional LSI called FREDDIE. According to mailto:masstorage@closer.brisnet.org.au (Masstorage), "Freddy is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. Freddy also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a freddy but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from freddy, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to freddy for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say freddy does the bank switching is beyond me. An 800XL can look like a 130XE with that 16-pin chip installed (That's right NO freddy) and an extra 8 RAM

chips."

Hardware Arrangement



Beginners at using the 8-bit Atari platform may wish to contact Bill
Kendrick, mailto:kendrick@sonoma.edu, for his Newbie/Emulator FAQ.

The following is taken from Bill's Newbie/Emulator FAQ.
Graphics:
The Atari has maximum resolution of 320 x 192 (standard, non-overscanned
screen) x 2 colors. 160 x 192 x 4, 160 x 192 x 2, 160 x 96 x 4,
160 x 96 x 2, 80 x 48 x 4, 80 x 48 x 2, 40 x 48 x 4 graphics are also
supported. 40 x 24 x 256-character (128 normal, 128 inverse, character
set indirection available) text mode is standard (2 colors).
40 x 24 x 128-multi-colored-character (4 colors per character allowed,
the other 128 characters have 4th changed into a color 5) and
40 x 12 x 128-multi-colored-character screen modes are available.
GTIA graphics support 80 x 192 x 16 shade-only, 80 x 192 x 16 hue-only,
and 80 x 192 x 9 color screen modes.
Graphics Modes Summarized:
Mode Horiz.xVert.xColors text/graphics
0 40 x 24 x 2 text
1 20 x 24 x 5 text
2 20 x 12 x 5 text

3 40 x 24 x 4 graphics
4 80 x 48 x 2 graphics
5 80 x 48 x 4 graphics
6 160 x 96 x 2 graphics
7 160 x 96 x 4 graphics
8 320 x 192 x 4 graphics
9 80 x 192 x 16 luminence-only graphics
10 80 x 192 x 9 graphics
11 80 x 192 x 16 hue-only graphics
12 40 x 24 x 4-colored text
13 40 x 12 x 4-colored text
14 160 x 192 x 2 graphics
15 160 x 192 x 4 graphics
Normal (bordered), narrow (underscanned), and wide (overscanned) screen modes are available.
Screen modes can be mixed (by lines) down the screen using the Display List (a program which is executed by the ANTIC graphics chip every screen refresh (60 times per second on real NTSC Ataris).
Fine scrolling (both vertical and horizontal) can be enabled on any line on the screen.
All other screen attributes (color, player/missile horizontal position, screen width, player/missile/playfield priority, etc.) can be ajusted at any point down the screen via a "Display List Interrupt."
Four 8-bit wide, 128 or 256 byte high single color players, and four 2-bit wide, 128 or 256 byte high single color missiles are available.
A mode to combine the 4 missiles into a 5th 8-bit wide player is also available, as is a mode to XOR colors or blacken out colors when players overlap (good for making three colors out of two players!) Players and missiles have adjustable priority and collision detection.

Sound:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution, 8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4) can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only modes can be enabled for digitally sampled sound replay.
A fifth "voice" is produced by the internal speaker on Atari 400/800's (for keyclick and buzzer) and in the XL's and XE's this was (fortunately!) rerouted through the normal audio output, and the keyclick can be disabled.

[I'd like more system spec's here.]

Subject: 2.1) What is comp.sys.atari.8bit?

If you have Usenet newsgroup access you can access this discussion group through news:comp.sys.atari.8bit. This is an unmoderated newsgroup for discussion about the 8-bit Atari 400/800/XL/XE computing platform. All postings to news:comp.sys.atari.8bit automatically appear in the Info-Atari8 Digest and in INFO-A8.

comp.sys.atari was split into comp.sys.atari.8bit and comp.sys.atari.st in approximately 1986. To the best of my knowledge, there is no charter for comp.sys.atari.8bit, presumably because the custom of drafting charters for new newsgroups did not exist at that time.

news:comp.sys.atari.8bit is archived by the INFO-A8 listserv.

Subject: 2.2) What is comp.sys.atari.announce?

news:comp.sys.atari.announce is the moderated Usenet newsgroup for news items and announcements related to all Atari computing platforms. This is a low-volume, high-signal newsgroup, useful for reaching the widest possible audience when making 8-bit Atari announcements. Moderated by Yat Siu from mailto:lexicor@world.std.com

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Subject: 2.3) What is comp.sys.atari.advocacy?

news:comp.sys.atari.advocacy is the unmoderated Usenet newsgroup for advocating for or against the various Atari computing platforms. If you enjoy making comparisons between Atari 8-bit and other computing platforms, this is the place to do it.

Subject: 2.4) What is comp.sys.atari.programmer?

news:comp.sys.atari.programmer is the unmoderated Usenet newsgroup for topics in programming on the various Atari computing platforms, including the Atari 8-bit.

Subject: 2.5) What is comp.emulators.misc?

news:comp.emulators.misc is the unmoderated Usenet newsgroup for the discussion of emulating computing platforms on other computing platforms. All emulator discussion that does not involve the Apple][, the Commodore 64, or the WINE MS-Windows emulator (which each have their own emulator groups) may be found on news:comp.emulators.misc.

Subject: 2.6) What is comp.emulators.announce?

news:comp.emulators.announce is the moderated Usenet newsgroup for news items about emulating one computing platform on another. This is a low-volume, high-signal newsgroup, useful for reaching the widest possible audience when making 8-bit Atari emulator announcements. The moderator may be contacted at mailto:emulators-request@qualcomm.com

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Subject: 3.1) What is the Info-Atari8 Digest?

If you have Internet e-mail access you can access this discussion group through the Info-Atari8 Digest.

The Info-Atari8 Digest originates from

mailto:atari8@netcom.com

Subscription requests should be sent to the above address with the subject:

SUBSCRIBE | UNSUBSCRIBE (that is, one or the other)

The first line of the body of the letter should be the person's full name followed by his/her mailing address. For example:

Mike Todd snyder10@convex1.tcs.tulane.edu

To contribute to discussion threads in the Info-Atari8 Digest, send your posting to mailto:comp-sys-atari-8bit@cs.utexas.edu. Postings sent here automatically appear on news:comp.sys.atari.8bit and in INFO-A8.

Note that any posting sent to mailto:atari8@netcom.com will NOT be cross-posted to news:comp.sys.atari.8bit. The Moderator is presently working to correct this.

The Info-Atari8 Digest is archived by the INFO-A8 listserv.

Recent copies are also kept at ftp://ftp.kendall.mdcc.edu/pub/atari/info-a8/ (147.70.146.36) by Jason Duerstock.

The Info-Atari8 Digest Moderator is Mike Todd, mailto:snyder10@convex1.TCS.Tulane.EDU

Subject: 3.2) What is INFO-A8?

If you have BITNET or Internet e-mail access you can access this discussion group through INFO-A8.

The BITNET subscription commands are:
tell listserv at marist register <your real full name>
tell listserv at marist subscribe info-a8

The Internet subscription command is:
mailto:listerv@vm.marist.edu, message says
subscribe info-a8 <your real full name>

To contribute to discussion threads in INFO-A8, send your posting to mailto:comp-sys-atari-8bit@cs.utexas.edu. Postings sent here automatically appear on news:comp.sys.atari.8bit and in the Info-Atari8 Digest.

Any postings sent to mailto:info-a8@vm.marist.edu or to INFO-A8@MARIST will not reach news:comp.sys.atari.8bit, so don't send your postings there.

You may leave the list at any time by sending a "SIGNOFF INFO-A8" command to LISTSERV@MARIST, or by sending a message to mailto:listserv@vm.marist.edu that says "unsubscribe info-a8". Please note that this command must NOT be sent to INFO-A8@MARIST nor to mailto:info-a8@vm.marist.edu.

The archive of comp.sys.atari.8bit, the Info-Atari8 Digest, and INFO-A8:

You can obtain a list of the available archive files by sending an "INDEX INFO-A8" command to LISTSERV@MARIST or by sending a message to mailto:listserv@vm.marist.edu that says "index info-a8". These files can then be retrieved by means of a "GET INFO-A8 filetype" command, or by using the database search facilities of LISTSERV. Send an "INFO DATABASE" command for more information on the latter.

Recent copies are also kept at ftp://ftp.kendall.mdcc.edu/pub/atari/info-a8/ (147.70.146.36) by Jason Duerstock.

The INFO-A8 Moderators are:
HARRY@MARIST (A Harry Williams)
mailto:ravi@mcnc.org (Ravi Subrahmanyan)
mailto:billw@score.stanford.edu (Bill Westfield)

INFO-A8 was created on December 9, 1986.

Subject: 3.3) How can I access the Merit/UMich Archive by e-mail?

For more information on the Merit/UMich archive, see the section of this FAQ list on accessing this archive by FTP.

Downloading - BART

Brode's Archive Retrieval Thang - the Merit/UMich Archive e-mail file server

To learn about using BART to access the Merit/UMich Archive, send e-mail to: mailto:atari@atari.archive.umich.edu. The subject of the message doesn't matter, but let the body of your message be:

help
send 8bit/0index

If you receive nothing within a day (it should take just a few minutes), try including a line of this form:

path [your e-mail address]

BART automatically uuencodes binary files (so they may be mailed over the Internet) and splits up large files into parts of about 30K or less.

Uploading

Simply uuencode the file, (please split it into parts of 60 K or less) and mail the result to mailto:lenn@atari.archive.umich.edu. Please name

the parts in the subject line. This is really helpful as the parts
usually don't arrive in the proper sequence. Also, please include a
message labeled "file transmission," containing a short description of
the file, etc. Shar files are also acceptable, but uuencoded is preferred.

Subject: 3.4) How can I retrieve files from FTP sites by e-mail?

There are several general-purpose FTP mail-servers. These may be used to
retrieve any files available from anonymous FTP sites on the Internet.

1) mailto:ftpmail@decwrl.dec.com with no subject line, and two-line
body with line 1 help and line 2 quit

2) mailto:ftpmail@grasp.insa-lyon.fr (body: help) Please, European
users only.

3) mailto:bitftp@pucc.princeton.edu (body: help or ftplist for a
list of anonymous ftp sites)

4) mail BITFTP@DEARN or to mailto:BITFTP@vm.gmd.de (body: help or
ftplist for a list of anonymous ftp sites) (Europe only)

Subject: 3.5) How can I post to Usenet newsgroups by e-mail?

There are a several 'public' mail/News gateways. Each one has their own
ways for addressing syntax. The three most common ones are:

Site: cs.utexas.edu
Syntax: newsgroup-name@cs.utexas.edu
Example: To send to the newsgroup 'comp.sys.atari.8bit',
address the message to
comp-sys-atari-8bit@cs.utexas.edu

Site: newbase.cs.yale.edu
Syntax: newsgroup.name-news@newsbase.cs.yale.edu
Example: To send to the newsgroup 'comp.sys.atari.8bit',
address the message to
comp.sys.atari.8bit-news@newsbase.cs.yale.edu

Site: decwrl.dec.com
Syntax: newsgroup.name@decwrl.dec.com
Example: To send to the newsgroup 'comp.sys.atari.8bit',
address the message to
comp.sys.atari.8bit@decwrl.dec.com

Mail-to-news gateways of this sort tend to be overloaded.
Therefore, please do not use these gateways or any other similar
gateways if you can post to Usenet directly.

Subject: 3.6) How can I access the World Wide Web by e-mail?

Swiped from the WWW FAQ, which is maintained by mailto:boutell@netcom.com
(Thomas Boutell), here is how to access a web page by email:

mailto:server@mail.w3.org (preferred) or to
mailto:listserv@info.cern.ch (older address) containing
the following single line. (What you put on the subject line doesn't
matter; blank is OK. This line should go in the text of the message.)
You will receive as a reply a simple page intended to help you learn
more about the Web.

send http://www.earn.net/gnrt/www.html

Subject: 4.1) How can I access the Merit/UMich Archive by FTP?

The Merit/University of Michigan Software Archives hold a huge number
of files for many computing platforms, including the Atari 8-bit
computers. Our 8-bit Atari Archivist is Jody Lenn,
mailto:lenn@atari.archive.umich.edu; the Atari Archive as a whole is
maintained by Mickey Boyd, mailto:boydm@atari.archive.umich.edu.

The convention for Anonymous FTP sites is to accept "anonymous" as your
username, and your e-mail address as your password. All of the
FTP sites mentioned in the FAQ list follow this convention.

Downloading (Try the site nearest you first)
---
a) ftp://atari.archive.umich.edu/atari/8bit (141.211.120.11, United States)

b) ftp://wuarchive.wustl.edu/systems/atari/umich.edu/8bit
(128.252.135.4, United States)

c) ftp://src.doc.ic.ac.uk/computing/systems/atari/umich/8bit
(146.169.2.10, United Kingdom)
d)
ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit
(129.69.8.13, Germany)

e) ftp://ftp.orst.edu/pub/mirrors/archive.umich.edu/atari/8bit
(128.193.4.2, United States)

f) ftp://barnone.citi.umich.edu/afs/umich.edu/group/itd/archive/atari/8bit
(141.211.128.22, United States)

g) ftp://phlem.ph.kcl.ac.uk/pub/Atari8bit (137.73.4.24, United Kingdom)

h) ftp://ftp.kendall.mdcc.edu/pub/atari/umich.edu/8bit/
(147.70.146.36, United States)

Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

Uploading

Place uploads in ftp://atari.archive.umich.edu/atari/8bit/New

No uploads may be made to the Archive's mirror sites.

Remember to set file type to BINARY when uploading non-text files
(.arc, .com, .dcm, etc.) by FTP. Also, please upload a short .text file
describing what your upload is, so our 8-Bit Archivist will be sure to place
it in an appropriate permanent directory.

Note that the 8bit/New directory is "write-only."

Newly uploaded items may be found in the 8bit/Newitems subdirectory.

Subject: 4.2) What is the Boston Archive?

Here's an 8-bit Atari FTP site located at Boston University. It is
maintained by Adam Bryant, mailto:adb@albert.bu.edu. This site seems to
have seen no uploads for years, but there are some files here that aren't
on any of the other sites.

ftp://cs-ftp.bu.edu/PC/ATARI (128.197.13.20)

Subject: 4.3) What is the PVV Archive?

This is a mid-sized Atari FTP site maintained by Eyvind Bernhardsen,
mailto:eyvind@lise.unit.no. PVV stands for ProgramVareVerstedet, or The
Software Workshop, a student society at the University of Trondheim, Norway.

ftp://nova.pvv.unit.no/pub/Atari/8bit (129.241.36.207)

Uploads go to ftp://nova.pvv.unit.no/incoming/atari/8bit; Eyvind moves
them to the appropriate directory. Please include a .readme file with
each upload, so people know what they're downloading.

Subject: 4.4) What is the ClarkNet Archive?

This smallish 8-bit Atari FTP site is maintained by Kevin Atkinson,
mailto:kevina@clark.net.

ftp://ftp.clark.net/pub/atari (168.143.0.2)

Write to Kevin for uploading instructions.

A mirror of the ClarkNet Archive, kept by Jason Duerstock:
ftp://ftp.kendall.mdcc.edu/pub/atari/clark.net/ (147.70.146.36)

Subject: 4.5) What is the Gatekeeper's Archive?

This small FTP site offers most of the resources provided on the Atari 8-Bit Home Page. Kept by mailto:ipoorten@cs.vu.nl (Ivo van Poorten, The Gatekeeper).

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit (192.31.231.43)

Subject: 4.6) What is the Closer To Home Archive?

Here is a fairly large FTP site in Australia kept by mailto:Dave.Blears@closer.brisnet.org.au (Dave Blears).

ftp://closer.brisnet.org.au/pub/archive1/8_bit (203.4.149.97)

Support site for James Bradford's Super 8-bit Products including SuperDos, SuperRam, Super800<->XL and much more.

Uploads go in ftp://closer.brisnet.org.au/pub/incoming

Subject: 5.1) What is the Cleveland Free-Net Atari SIG?

The Cleveland Free-Net is the hub system of the NPTN, the National Public Telecomputing Network. It can be accessed by any of the following: telnet://freenet-in-a.cwru.edu, telnet://freenet-in-b.cwru.edu, or telnet://freenet-in-c.cwru.edu (129.22.8.32 or 129.22.8.51).
Type "go atari" to reach the Atari SIG.

Those who add their names to the Atari SIG user directories are automatically members of the official Atari user group C.A.I.N. - Central Atari Information Network.

The Cleveland Free-Net Atari SIG publishes the CAIN Newsletter, maintains the CAIN Home Page on the WWW, and keeps the "Who's Who in the Atari Community E-Mail Directory" listing. Send correspondence and press releases to mailto:xx004@cleveland.freenet.edu.

Subject: 5.2) What is the Youngstown Free-Net Atari SIG?

Youngstown Free-Net (Youngstown, Ohio USA)
telnet://visitor@yfn.ysu.edu (192.55.234.27)

Type "go atari" to reach the Atari SIG. Write to mailto:xx140@yfn.ysu.edu for more information.

Subject: 5.3) What is the National Capital Free-Net Atari SIG?

National Capital Free-Net (Ottawa, Canada)
telnet://guest@freenet.carleton.ca (134.117.1.25)

Type "go atari" to reach the Atari SIG. Write to Christopher Browne at mailto:aa454@Freenet.carleton.ca for more info.

Subject: 5.4) What is the Closer To Home BBS?

Kept by mailto:Dave.Blears@closer.brisnet.org.au (Dave Blears), this is a BBS in Australia which supports the 8-bit Atari.

telnet://guest@closer.brisnet.org.au (203.4.149.97)

Subject: 5.5) How can I access the World Wide Web by Telnet?

This section swiped from the WWW FAQ, which is kept by mailto:boutell@netcom.com (Thomas Boutell).

An up-to-date list of these is available on the Web as http://info.cern.ch/hypertext/WWW/FAQ/Bootstrap.html and should be regarded as an authoritative list.

telnet://telnet.w3.org
A telnettable browser provided by the W3 coalition.

telnet://www@www.cc.ukans.edu
Offers Lynx, a full screen browser which requires a vt100 terminal. Log in as www. Does not allow users to "go" to arbitrary URLs, so GET YOUR OWN COPY of Lynx and install it on your system if your administrator has not done so already. The best plain-text browser, so move mountains if necessary to get your own copy of Lynx!

telnet://www@www.njit.edu
(or telnet 128.235.163.2) Log in as www. A full-screen browser in New Jersey Institute of Technology. USA.

telnet://www@www.huji.ac.il
A dual-language Hebrew/English database, with links to the rest of the world. The line mode browser, plus extra features. Log in as www. Hebrew University of Jerusalem, Israel.

telnet://sun.uakom.cs
Slovakia. Has a slow link, only use from nearby.

telnet://www@info.funet.fi
(or telnet 128.214.6.102). Log in as www. Offers several browsers, including Lynx (goto option is disabled there also).

telnet://www@fserv.kfki.hu
Hungary. Has slow link, use from nearby. Login is as www.

Subject: 6.1) How can I retrieve files from the Merit/UMich Archive through Gopher?

The Merit/UMich Archive has a native Gopher server. Try

gopher://gopher.archive.merit.edu:7055/11/atari/8bit

to connect directly to the Merit/UMich Archive's 8-bit Atari directory. I personally recommend this method for downloading from the Merit/UMich Archive.

There are also several mirror archive sites with Gopher servers:

gopher://wuarchive.wustl.edu:70/11/systems/atari/umich.edu/8bit

gopher://sunsite.doc.ic.ac.uk:70/1/0-Most-Packages/atari/umich/8bit

gopher://gaia.ucs.orst.edu:70/11/g-i-s/computer/zftparea/mirrors/archive.umich.edu/atari/8bit

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Subject: 7.1) What WWW pages support the 8-bit Atari?

8-bit Atari FAQ and Vendor/Developer Lists, Michael Current
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq.html

Atari Classic Homepage, Eyvind Bernhardsen, mailto:eyvind@pvv.unit.no
http://www.pvv.unit.no/~eyvind/atari/

Atari 8-Bit Home Page
mailto:ipoorten@cs.vu.nl (Ivo van Poorten, The Gatekeeper)
http://www.cs.vu.nl/~ipoorten/Atari.8bit.Homepage/index.html

Atari 8-Bit Resort
mailto:un55@rz.uni-karlsruhe.de, Marek Tomczyk
http://rzstud1.rz.uni-karlsruhe.de/~un55/8bit.html

Big Atari 8bit Home Page
Tomasz Tatar, mailto:tatar@student.uci.agh.edu.pl
http://www.uci.agh.edu.pl/student/airgrp/tatar/public_html/Atari/hp.html

Central Atari Information Network
Cleveland Free-Net Atari SIG, mailto:xx004@cleveland.freenet.edu
http://ace.cs.ohiou.edu/personal/mleair/cain.html

Rob Funk's pages
http://www.cis.ohio-state.edu/~funk/
mailto:

CompuCat BBS
mailto:nkinney@netcom.com, Neal Kinney
ftp://ftp.netcom.com/pub/nk/nkinney/html/compucat.html

Graeme Fenwick's pages
http://www.mcs.dundee.ac.uk:8080/~gfenwick/index.html
mailto:gfenwick@mcs.dundee.ac.uk

Classic Computer and Video Game Systems
http://www.gate.net/~cmwagner/atari8.html

Subject: 7.8) How can I access the Merit/UMich Archive by AFS?

Downloading

Just cd /afs/umich.edu/group/itd/archive/atari/8bit
[What is the propsero:// URL for this?]

Uploading

Just cp the file into /afs/umich.edu/group/itd/archive/atari/8bit/New
[What is the propsero:// URL for this?]

Subject: 7.9) What is #Atari8?

There is a channel on Internet Relay Chat for 8-bit Atari users. Its
name is #Atari8. Join #Atari8 on port 6667 (EFNet) and enjoy (if you
meet somebody there).

There should be a small bot called XE_BOT on this channel. While on
channel #Atari8 use the command
/msg XE_BOT help
for more information.

The latest information on #Atari8 and the XE_BOT may be found here:
http://www.uci.agh.edu.pl/student/robo1grp/tatar/public_html/Atari/irc.html

Channel #Atari8 and the XE_BOT are the work of Tomasz Tatar,
mailto:tatar@student.uci.agh.edu.pl.

Subject: 8.1) What is the CAIN Newsletter?

The Central Atari Information Network Newsletter is the monthly online
magazine of the Cleveland Free-Net Atari SIG. The editor is Mark
Leair of the Atari SIG. 8-bit computers support is provided by Michael
Current and Craig Lisowski. For information, write to the Atari SIG at
mailto:xx004@cleveland.freenet.edu.

Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into
100% printable ASCII characters, so that the file may be posted or e-mailed
anywhere a text message can go. The 8-bit Atari is perfectly capable of
UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
Merit/UMich: Archivers/uudecode.bas, Archivers/uudecode.doc
Boston: comm/uudecode.lst, comm/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
Merit/UMich: Archivers/yau.arc
Boston: comm/yau.uue, comm/yaue.uue, comm/yau.doc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
Merit/UMich: Utilities/uue.arc

Dumas UU-coder by John Dunning - should work w/BART-style split files.
Merit/UMich: Cc65/dumasuu.arc

Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that is common in the MS-DOS world. This is done to make the file shorter, so it takes up less space on your disk and it takes less time to transfer between computers. The archives contains several 8-bit Atari archivers fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
Merit/UMich: Archivers/superarc.arc - both Super Un-Arc & Super Arc
Archivers/suprarc2.arc - Super Arc
Archivers/supunarc.com - Super Un-Arc
Archivers/supunarc.uue - Super Un-Arc
Boston: {comm,util}/superarc.uue, {comm,util}/superarc.doc

Subject: 9.3) Okay, how about a .dcm file?

A .dcm file is a format unique to the 8-bit Atari which is used to convert entire disk images into files. To work with .dcm files you'll need:

Disk Communicator 3.2 by Bob Puff.
Merit/UMich: Archivers/dskcom32.arc or Archivers/diskcomm.arc (same thing!)
Boston: {util,comm}/diskcomm.uue

Subject: 9.4) What is an .xmo file?

.xmo stands for XMODEM. The idea was that the file was not plain text, but was a binary file. As a binary file, it had to be downloaded using a file transfer protocol such as XMODEM. The use of ".xmo" as a filename extender was popular once, but has been discouraged for years.

Subject: 10.1) What 8-bit Atari emulators exist for other computing platforms?

These are the emulators that are usable.

1) ST Xformer 2.55, from Branch Always (see companion Vendor/Developer List for complete contact info). A freeware 8-bit Atari emulator for the Atari ST.

Merit/UMich: /atari/Emulators/stxf255.lzh

2) PC Xformer, from Branch Always (see companion Vendor/Developer
List for complete contact info). The 8-bit Atari emulator for
DOS/Windows/OS/2. Versions 2.0 and 2.5 are freeware; 3.0 is the commercial
version.

The following further info on PC Xformer provided by Bill Kendrick,
mailto:kendrick@sonoma.edu. Contact him for his Newbie/Emulator FAQ.

2.0 emulates an Atari 800. It requires about 300K of
free memory, 320x200x256 (MCGA/VGA/SVGA) graphics, and a 286 CPU.
It does not support ROM files, disk image swapping within the
program, player/missile graphics collision detection, sound,
PC joystick support, modem/printer support, but is free.

2.5 is the replacement for 2.0. It emulates either an Atari 800
or an Atari 800XL. It requires about the same as 2.0. It does
support ROM files and the PC speaker is used to emulate the old
Atari 400/800 internal speaker clicks. It is also free.

3.0 is the first commercial release. It emulates an Atari 800,
800XL, or 130XE (128K RAM; I heard it was to do 320K but I think
that was reduced). It requires a 386 and 512K of memory. It
supports Sound Blaster, player/missile graphics collision detection,
modem/printer and PC joystick support. It
comes with a disk with the software, an ammendum to the printed
documents, and a bunch of Atari 8-bit software (example programs:
demos/games, and a few useful utilities). It supports disk swapping
through a (currently) simple menu.

All versions support .XFD (Xformer disk) format disk images, and
all versions of PC Xformer support SIO2PC disk images (.ATR's).

PC Xformer 3.0 comes with a 36-page printed manual and reference.
It includes appendicies explaining graphics, sounds, colors, BASIC,
subdirectory paths (for MSDOS which in turn explains SpartaDOS/MyDOS),
a quick keyboard reference, ATASCII characters (all 128 drawn out),
the Atari editor, error codes, file IO (commands, devices, XIO calls)
as well as giving breif information on how to contact other Atari
users, common file extenders, and it includes a LARGE glossary
explaining Atari BASIC / TurboBASIC XL commands, Atari computer
terms, and general computer terms.

Merit/UMich: Xf2/xf2.zip, Xf2/xf25.zip

Of importance to PC Xformer users is:
DcmToDsk, freeware by Jason Duerstock. It converts most .DCM files into
SIO2PC .ATR's for use with SIO2PC and PC Xformer.
Merit/UMich: Sio2pc/dcm2dsk2.zip

Subject: 11.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal
programs available.

BobTerm 1.22, shareware by Bob Puff
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; excellent for BBSing
Merit/UMich: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
Merit/UMich: Telecomm/k65v37.arc - latest version
Telecomm/k65doc.arc - documentation
Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Combination VT100, XMODEM, Kermit; buggy at file Xfers
Merit/UMich: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Excellent at VT100 on the XEP80; 1200bps top speed
Merit/UMich: Telecomm/vt850b1.arc

FlickerTerm 80 0.37, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus

Merit/UMich: Telecomm/ft80v037.arc

Ice-T 1.0 by IceSoft (Itay Chamiel)
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: XMODEM download
Autodial: No
Backscroll buffer: yes (One screen)
Capture-to-disk: No
Summary: Excellent for high-speed VT100 emulation
Merit/UMich: Telecomm/icet.arc

Subject: 11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with an
Atari-format diskette. The following require a DOS and disk drive on the
Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
Merit/UMich: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
Merit/UMich: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
Merit/UMich: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett and Mark Vallevand - The latest version!
Merit/UMich: Diskutils/myutil.zip
PVV: utilities/disk/myutil.zip

While the above work with SS/DD 180K Atari-format disks, the following
combination of utilities can be used to work with SS/SD 90K Atari-format
disks, and is currently the best bet for reading SS/ED 128K Atari-format
disks.

AnaDisk 2.07, shareware by Sydex - Reads/Writes "any" 5.25" diskette
Merit/UMich: Xf2/anad207.zip, Xf2/anadisk.txt
Deana by Nate Monson - converts AnaDisk dump files from Atari format
Merit/UMich: Xf2/deana.com, Xf2/deana.txt

Explanation --> According to mailto:preston.f.crow@dartmouth.edu,
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.
For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

Subject: 11.3) Can I read/write MS-DOS disks on an 8-bit Atari?

a) Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050 drive or equivalent. Very limited.
Merit/UMich: Diskutils/mule.arc, Diskutils/mule.exe, Diskutils/mule.txt

b) SIO2PC, described elsewhere in this FAQ List (section 12.4), can be used to read/write to a hard drive connected to an MS-DOS system. This can also be a very effective file-transfer solution.

c) The XF551 3.5" Upgrades from Computer Software Services (see the companion vendor/developer list) allow the Atari XF551 disk drive to read 720K 3.5" MS-DOS disks.

d) The Floppy Board, the add-on to the Black-Box from Computer Software Services (see the companion vendor/developer list), allows both low density (360K 5.25", 720K 3.5"), and, in the case of the Deluxe Version, high density (1.2M 5.25", 1.44M 3.5") external MS-DOS-standard floppy drives to be used on the Atari. A utility is included to read/write MS-DOS formatted floppies in all supported densities.

Subject: 11.4) How do I transfer files using a null modem cable?

This section by mailto:cb541@cleveland.Freenet.Edu (James R. Gilbert)

A: Simply put, you need a terminal program and an RS 232 port on each computer. The RS 232 ports need to be connected together using a 'null modem cable'.

For up to 4800 bps, no flow control lines need be connected. Just cross the transmit and receive lines and join the grounds together. (Transmit is pin #2, receive is pin #3 and ground is pin #7 on the 25-pin port.)

The right hand pin on the 'long' side of a female 'D' connector is #1. There are 13 holes on this 'long' side, 12 holes on the 'short' side. The numbers go from #1 on the right to #13 on the left on the 'long' side and from #14 to #25 from right to left on the 'short' side. #25 is closest to being under #13. A male connector is the mirror image of this.

Most terminal programs allow a null connection, without a carrier detect. Notably, '850 Express!' does not.

A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors and some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modem and plugging in the null modem cable. This also avoids the

confusion of the wide variety of serial port jacks on
different computers. Almost all computers connect into
the modem via a DB25 connection.

The SIO port on the Atari cannot be used directly. An
850 Interface Module, P:R:Connection, Multi I/O, Black
Box (by Computer Software Services) or similar device
that provides an RS232 port must be used.

On the Atari, the port is a female DB9. So you need a
male DB9 to male DB25 modem cable to connect to your
modem. So why not use this cable as your null modem
cable as well?

For higher speed connections, above about 9600 bps on the
8-bit, you need the flow control lines. You also need
a Multi I/O or Black Box, which use the PBI (parallel bus),
then you can go higher than 9600 bps.

Following are pin assignments for a DB25 pin RS 232 C
port.
13 1
o o o o o o o o o o o o o
o o o o o o o o o o o o
25 14

(Above is female, male is mirror image.)

1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

A high speed cable would need not only pins 2 and 3 crossed
but also pins 4 and 5 as well as 6 and 8. Or better
yet, make a true 25 wire, straight through cable and use
a commercial null modem. A commercial null modem is
just a small device with the correct lines already
crossed.

(DTE = Data Terminal Equipment, i.e., your computer.
DCE = Data Communications Equipment, i.e., your modem.)

Subject: 12.1) What 5.25" floppy disk drives are available?

Major contributors to this section:
mailto:Krishna@max.tiac.net (Glenn M. Saunders)
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==> Atari 810
SS SD 19.2Kbps standard

==> Happy 810
SS SD Warp speed

==> Atari 1050
SS SD/ED 19.2Kbps standard

==> Happy 1050
SS SD/ED/DD Warp speed US Doubler/19.2 and 52k. track
buffering

==> Super Archiver 1050
SS SD/ED/DD Ultra Speed 50+K

==> Speedy 1050
SS SD/ED/DD 78K mode (European) unknown DOS restrictions

==> Supermax 1050
SS SD/ED/DD 19.2k and 52k (ultra speed)
by Super products. Compatiable with superdos and US Doubler

==> Lazer 1050
SS SD/ED/DD Another Happy clone; Compatible w/ US Doubler

==> Atari XF551
SS/DS SD/ED/DD 38K burst mode usable only with SpartaDOS X,
SuperDOS 5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2. XF DS system now
considered "standard".

==> CSS XF551
SS/DS SD/ED/DD US Doubler compatible. Updates drive to work
better and faster. Also 3.5" upgrade available

==> Percom Various/RFD
Various. Any IBM mech from SS/SD 5.25 to 720K 3.5" NOTE: no ED
19.2K standard only. Unique DS system

==> Percom AT-88
SS SD

==> Percom AT88-S1PD
printer port

==> Trak ATD1
SS SD

==> Trak ATD2
SS SD/DD
Built in Diagnostics. Track indicator. Write protect switch. Built in
parallel printer interface. 2k printer buffer (expandable). Optional

Turbo software on Eprom.

==> Trak AT-1
SS SD/DD Slave

==> Indus GT
SS SD/ED/DD Synchromesh mode usable with SpartaDOS X and
DOSXL only.

==> Astra Double-D?
SS/DS SD/DD? standard /LEDs and such

==> Rana 1000
SS SD/ED/DD standard /LEDs and such can format disks on a
stand alone basis

==> TOMS 720
double head disk drive, 5.25", with mounted interface Centronics,
chips: CPU 8085, WD2797, PIA 8255 (for handle Centronics), 32 KB ROM, 8 KB RAM
ROM contains: OS of drive, MYDOS 4.50 and some utilities (copy, format, etc.)
ROM is seen by computer as drive D1: (if drive is open), and D3: (when drive
has number D1:) or D4: (when drive has number D2:). It makes possible load DOS
from ROMdisk during booting system.
Formats of disks:
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
Transmition modes:
- normal - 19200 bps
- Turbo - 70000 bps
- Ultra Speed - 70000 bps
Also tracks buffering.

==> AS SN-360
double head disk drive, 5.25", CPU 8051, controler WD2797
19200 bps
Available formats:
- SS/SD - (FM) single sided, single density - 90 KB
- SS/ED - (MFM) single sided, enhanced density - 130 KB
- SS/DD - (MFM) single sided, double density - 180 KB
- DS/DD - (MFM) double sided, double density - 360 KB

==> TOMS 710
(The newest polish disk drive and probably the best one)
Similar to TOMS 720, one more format:
- double sided, 80 tracks, IBM (720 KB)
Transmition modes:
- standard 19200 bps

- TOMS Turbo (loaded from ROMdisk if drive is open) - 67000 bps
- Ultra Speed (QMEG-OS, SpartaDOS) - 67000 bps
Also tracks buffering.
ROMdisk contain:
- MYDOS 4.50
- COPY
- INIT
- TURBO - turn on/off TOMS Turbo mode
- BASIC - turn on/off Atari Basic
- AUTORUN.SYS - ramdisk
- README
Also TOMS Navigator instead of DUP.SYS. It is program similar to Norton
Commander on PCs.
IBM-ST copier on additional disk.

==> LDW Super 2000
SS SD/ED/DD 19200 bps or 38000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA-2001
SS SD/ED/DD 19200 bps or 38000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA-2002
SS/DS SD/ED/DD 19200 bps, 70000 with SpartaDOS
CPU 8040, ROM 4 KB, RAM 256 B

==> Floppy board various
Any standard very fast parallel
DOS-transparent. Requires Black Box. DS system configurable for
XF Percom or ATR style

==> HDI various
Any standard very fast SIO? European

==> SWP ATR-8000
Any standard standard except 1.2 meg and unique DS system
(HD) nice Z80 CP/M system in which CP/M drive acccess is parallel only
thus faster.

==> Atari 1450XLD drives
DS SD/ED DD? standard, requires DOS4. unusual DS system
Only prototypes exist.

==> KARIN MAXI
Double head disk drive 360 KB/5,25" or 720 KB/3,5", controller WD 1772.
Available formats:
= standard SS/SD 90 KB
= standard SS/ED 130 KB
= standard SS/DD 180 KB
= 'cylindric' DS/DD 360 KB (XF-551 uncompatible)
= 'cylindric' DS/QD 720 KB (TOMS-compatible; 720 KB drives only)
Any other capabilities depend on a special software.

Transmission mode:
- parallel: real speed 11.25 kilobytes per second with DOS or 22.5 kilo-
bytes per second with special track-copier.
Notes:
Because of the 1772-registers available in 6502 i/o pages ($D100),
the KARIN MAXI drives look full-programmable.
Preferred systems: My-DOS, SDX.

==> XFD-601B
Double head 360 KB/5,25" disk drive. Controller WD 1772, CPU 8051.
Available formats:
- standard SS/SD 90 KB
- standard SS/ED 130 KB
- standard SS/DD 180 KB
- standard DS/DD 360 KB (XF-551 compatible)
Transmission modes:
- normal 19200 bps
- Top Drive 1050 70000 bps
- Indus GT (synchromesh) 70000 bps (GTSYNC.COM and INDUS.SYS are not necessary;
full-compatibel with the SDX)
- Ultra Speed 70000 bps (full-compatible with the older SpartaDOS)
Notes:
Customized sector skew. In fact, the XFD-601B is a original clone of the
XF-551.

==> XFD-602B
The two XFD-601B drives in the one unit.

Subject: 12.2) How can I use 3.5" floppy disks with my 8-bit Atari?

to be written. volunteers?

- Amdek
- XF551 upgrades
- Floppy Board

==> Atari XF521
3.5" system Unreleased

Subject: 12.3) What do I need to connect a hard drive to my 8-bit Atari?

original by mailto:Krishna@max.tiac.net (Glenn M. Saunders)

Corvus ? 10 megabytes Fast but still relatively
slow I/O, kludge through
joystick ports for 800.
Rare
Supra/K-P N/A various Some limitations on drive
type and size and total
number of drives in sys.

FTe Multi I/O various 256 byter per sector
restriction. 256K and
1 meg ramdisk models.
Printer and modem, modem
will handle 19.2K bps
CSS Black Box various Will handle all SCSI drives.
Allows 9 drive access for
MYDOS. Currently the only
modem interface with CTS/RTS
hardware flow control. 19.2K
ready.
SWP ATR-8000 unknown limits Rare daughterboard for hard
drives. I/O is probably
fairly slow on this baby and
there may be DOS restrictions.

==> IDE/AT-BUS hard disk (still under construction)

Subject: 12.4) How can I use an IBM-PC as a storage device for my Atari?

Original by Dave Paterson, mailto:d.paterson2@genie.geis.com

SIO2PC is a cable and software combination that lets you use your PC as up to 4 drives for your 8-bit. Drives can be SD, ED, DD or custom sizes up to 16 megs. SIO2PC also lets you redirect the printer output to your PC printer or to a file on the PC. High speed drives are emulated (a la US Doubler).

All these functions are transparent at the Atari end; you never notice the difference between SIO2PC and regular drives, except that the SIO2PC drives are faster than any others (except Ramdisks and PBI interface drives).

SIO2PC 3.19i is shareware by Nick Kennedy.
Merit/UMich: Sio2pc/sio319i.exe

Of importance to SIO2PC users is:
DcmToDsk, freeware by Jason Duerstock. It converts most .DCM files into SIO2PC .ATR's for use with SIO2PC and PC Xformer.
Merit/UMich: Sio2pc/dcm2dsk2.zip

Subject: 13.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g is disk-based; SpartaDOS X 4.21 is cartridge-based and includes many additional features. SpartaDOS is available from Fine Tooned Engineering (see companion vendor/

developer list); MYDOS 4.53/4 is freeware from Wordmark Systems (Charles Marslett and Bob Puff).
It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the archives.
Merit/UMich: Os/dos25.arc (DOS 2.5)
Merit/UMich: Fte/fte32g.arc (SpartaDOS 3.2)
Merit/UMich: Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Subject: 13.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 Personal Computer (1979) 8-16K, membrane keyboard, 400/800 OS
800 Personal Computer (1979) 8-48K, two cartridge slots, 400/800 OS
1200XL Home Computer (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL Home Computer (1983) 16-64K, BASIC, PBI, XL OS
800XL Home Computer (1983) 64K, BASIC, PBI, XL OS
800XE Home Computer (1987?)same as 130XE but 64K. Mostly eastern Europe.
65XE Personal Computer (1985) same as 800XL minus PBI
130XE Personal Computer(1985) same as 65XE with 128K plus ECI
XE Game System (1987) same as 65XE plus Missle Command, detach keybd

Peripherals:
410 Program Recorder -Japan and Hong Kong versions
810 Disk Drive -SS/SD 90K with DOS 1 or DOS 2.0S,MPI&Tandon vers.
820 Printer -40 col.
822 Thermal Printer -40 col.
825 80-Column Printer -req. 850
830 Acoustic Modem -300 baud req. 850, with Telelink I
835 Direct Connect Modem -300 baud, with Telelink II
850 Interface Module -4 9-pin serial, 1 15-pin parallel ports, beige & black metal versions
1010 Program Recorder -Sanyo and Chelco versions
1020 Color Printer -40 col., print/plot in 4 colors
1025 80-Column Printer -7-pin dot matrix
1027 Letter-Quality Printer-80 col., letter quality
1029 Printer -7-pin dot matrix, same as Commodore MPS-801
1030 Direct Connect Modem -300 baud, with ModemLink
1050 Disk Drive -SS/ED 128K with DOS 3 or DOS 2.5
1064 -64K RAM module for 600XL
XC11 Program Recorder
XC12 Program Recorder
XM301 Modem -300 baud, with XE Term
XMM801 Printer -80 col. Ribbon: Mannesman/Tally MS80
XDM121 Printer -80 col.letter quality. Ribbon: Silver Reed CF130
XF551 Disk Drive -DS/DD 360K with DOS XE
XEP80 Interface Module -80 col. video display and DB25 parallel port

SX212 Modem -1200 baud, rarely with SX-Express! package

Atari 8-bit vaporware computers: (note some are more vaporous than others)
1200 1200XL internally, many slight cosmetic differences
800XLF 800XL incorporating a FREDDY chip (as in the XE's)
1250XLD Earlier concept of the 1450XLD
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL Earlier concept of the 1450XLD
1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D
1090 XL Expansion System-for PBI, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XTM201 -non-impact printer
XTC201 -non-impact color printer

Subject: 13.3) What are the power-supply requirements for my Atari components?

As with the rest of this FAQ list, please let me know if any of this information conflicts with the units you have. I'm also not sure how much of this section is valid outside North America. If it's not valid where you are, I need to hear from you!

The most important information is the voltage (in volts) required, and whether you need a transformer (AC output) or an adapter (DC output). The power (in watts) and current (in amperes) specifications of the original equipment as presented here should be regarded as minimum values. Higher-than-specified power and current capacities are entirely usable, and often preferable because such supplies run cooler and last longer.

Power (in watts) = current (in amps) * voltage (in volts)

9 V AC 5.4 VA (600 mA) Atari#CO62195 transformer:
1030

9 V AC ???? VA (??? A) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL,256K FTe MIO
9 V AC 18 VA (2.0 A) Atari#CA014748 transformer:
400,800,810,822,850,1010,1200XL,256K FTe MIO
9 V AC 18 VA (2.0 A) Atari#CA016804 transformer:
400,800,810,822,850,1010,1200XL,256K FTe MIO
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551,256K FTe MIO

9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551,256K FTe MIO

9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027

24 V AC 3.6 VA (150 mA) Atari#CA016751 transformer:
830

5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982 adapter:
600XL,800XL,65XE,130XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CA024814 adapter:
600XL,800XL,65XE,130XE,XE Games System
5 V DC ??? A (??? W) Atari#CO81982 adapter:
XL/XE

6 V DC 300 mA (1.8 W) Atari#??????? adapter:
"410P"

9 V DC 500 mA (4.5 W) Atari#CO16353 adapter:
XEP80,SX212,2600
9 V DC 500 mA (4.5 W) Atari#CA014034 adapter:
XEP80,SX212,2600

9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,1 Meg FTe MIO,5200
11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter:
Indus GT

5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297 adapter:
1400XL,1450XLD

These draw their power from the SIO +5 V:
XM301 (60 mA),XC12;FTe P:R: Connection

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

The power supply requirements for the following are still needed:
??? V DC ???? A (???? W) Atari#CA060535 adapter:
835

XC11 program recorder (no brick needed -> internal or SIO source?)

Subject: 13.4) What are the pinouts for the...?

Serial I/O (SIO) Port (all machines):
2 4 6 8 10 12

1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400, North American 600XL, XE Game System):
3 1
5 4
2
1. Composite Luminance (not on 600XL)
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL,1200XL; grounded on 600XL)

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6

3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
1. (Joystick) Forward Input
2. (Joystick) Back Input
3. (Joystick) Left Input
4. (Joystick) Right Input
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)

49. Audio input 50. GND

--850 R1-4 pinouts from: mailto:generic@rahul.net (Chris Rosenthal)
R1: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Data Terminal Ready (DTR, Ready Out)
2. Carrier Detect (CRX, In)
3. Send Data (out)
4. Receive Data (In)
5. Signal Ground
6. Data Set Ready (DSR, Ready In)
7. Request to Send (RTS, Out)
8. Clear to Send (CTS, In)

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

--850 P: pinout from: Jim Evans, mailto:donor@max.u.washington.edu
P: Parallel port (850 Interface Module):
8 7 6 5 4 3 2 1
15 14 13 12 11 10 9
1. Data Strob
2. D0
3. D1
4. D2
5. D3
6. D4

7. D5
8. D6
9.
10. Data pins pull up +5V
11. Ground
12. Fault
13. Busy
14. -
15. D7

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

Subject: 13.5) What BBS software can be used on the Atari?

This section by mailto:winston@merk.com (Winston Smith)

Here is the run down of ATARI 6502 8-BIT BBSes that I am aware of:

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
This BBS was written in BASIC by the Atari Computer
Enthusiasts computer club (was it the Michigan chapter?). It included
designs for a ring-detector. You needed a sector editor and had to
allocate message space by hand, hex byte by hex byte.

o FoReM BBS -- Friends of Rickey Moose BBS.
At the time, there were a lot of BBSes around
called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS
was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed
in BASIC and was somewhat crashy. I think that this is the
great-grandparent of the FOREM-XE BBSes that survive today.

Matt Singer, mailto:msinger@oe.fau.edu writes:
FoReM BBS derived from an early AMIS. When multiple message areas were
added the name was extended to FoReM 26M. Then, When OSS released BASIC
XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most
of the Assembler routines (where is he now?).

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported
features such as intra-line editors. Unfortunately, the coding of the
ABBCS was really poor. You could practically blow on your keyboard and
crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston,
Massachusetts, USA, area. I'm not sure whether his BBS for the
Atari 8-bit has been placed into the public domain or not. This BBS was
the first to support a RAMdisk, which Paul Swanson called a "V:" device
for "virtual disk". This BBS was written in Atari BASIC and required a
joystick hardware "dongle" device. This was notable as being one of the
first Atari 8-BIT BBSes that could actually go for a week without having
to be rebooted. Pointers to the message base were kept in an Atari "very
long string" (for which Atari BASIC is famous). The BBS would only have
problems (for the most part) if this string became corrupted.

o ATKEEP -- An Atari 8-bit version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of
the commercial BASIC XE cartridge to run. This BBS program was very
popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It
expects to be running under a SpartaDOS environment. This was a problem
until very recently, when the disk-based version of SpartaDOS was
re-released as shareware. This BBS program uses a "modem clock string"
rather than an R-Time 8 cartridge in order to retrieve the current time.
It also comes with an Atari BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC XE.
This version of FOREM BBS requires the commercial BASIC XE
cartridge in order to run. It is in the public domain and can import and
export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only,
control ATASCII graphics are reserved for message data-structure bytes).
FOREM-XE BBS is still currently in use as we speak, and may be reached via
the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in
effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS,
which is the Keith Ledbetter companion project of the EXPRESS!-TERM
terminal program of days gone by. I am not familiar with this program. I
think that it is written in Action! and only supports XMODEM Checksum
transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE--
demo version of the OASIS BBS program. OASIS is very crash-resistant and
comes with a "dial out" screen so that the Sysop can use the BBS as a
terminal program to call and fetch files without having to bring the BBS
down and reload a terminal program. OASIS supports "Door programs" which
it refers to as "OASIS PAL modules". This OASIS demo module comes with an
excellent message system. The OASIS file system is one of the most
complicated that I have ever seen. It consists of "file libraries" with
suites of "file types". There is quite a bit of overhead involved in
performing a download (which may be a good thing, as it discourages file
hogs). There is a commercial version of OASIS called "OASIS IV" that

performs networking. There was an OASIS network between Boston, Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word of the OASIS IV developers reaches the network from New Zealand or Canada.

o Frank Walters BBS -- I know nothing about this BBS except that Frank Walters wrote it.

OASIS IV, CARINA, and BBS-EXPRESS-PROFESSIONAL! are all commercial programs. I haven't heard anything about OASIS IV and CARINA for a while, but PRO!-BBS is still a viable commercial enterprise last that I had heard.

Subject: 14.1) What vendors, developers, or publishers support the 8-bit Atari?

1) See the "Atari 8-Bit Computers Vendors and Developers List." The latest version may be obtained in the following locations:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html
news:comp.sys.atari.8bit news:comp.answers news:news.answers
mailto:mail-server@rtfm.mit.edu, message says:
send usenet/news.answers/atari-8-bit/vendev
quit

You can also ask me for a copy at mailto:mcurrent@carleton.edu

2) "The Official **AC** Vendor List" is maintained by Atari Classics magazine's Advertising Editor, Bob Scholar, mailto:r.scholar@genie.geis.com. This list focuses on North America, but all sources listed have been personally confirmed by the AC staff.

Subject: 14.2) Where is my nearest 8-bit Atari BBS?

The "ATARI CLASSICS Atari Bulletin Board System listing" is maintained by Lawrence Estep, AC's Telecommunications Editor, mailto:71450.1050@compuserve.com.

Subject: 14.3) Where is my nearest 8-bit Atari user group?

An 8-bit Atari user group listing is maintained by Atari Classics magazine's Exchange Editor, James King, mailto:jeking7@delphi.com.

Subject: 14.4) How do I use my new or emulated Atari?

"The Unofficial Atari 8bit Newbie / Stupid Question / Emulator Help FAQ" is maintained by Bill Kendrick, mailto:kendrick@sonoma.edu. You can write to Bill at New Breed Software, 59 Palm Lane, Novato, CA 94945.

Subject: 14.5) What prominent Atarians are reachable by e-mail?

The "Who's Who in the Atari Community E-Mail Directory" listing covers people involved in all of the Atari computing and gaming platforms. This file is maintained by Len Stys, SIG Manager of the Cleveland Free-Net Atari SIG. Write to the Atari SIG at mailto:xx004@cleveland.freenet.edu.

End of atari-8-bit/faq

2768. Re: My ftp directory (stats)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-31 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9503310141591.DLITE.bjcorr@delphi.com>
Source record: 93009

```
>Just a quick stat check. How many of you have accessed my FTP dir
>recently to download atari 8bit or Infocom files?
>
>ftp.xmission.com /pub/users/j/jeking/8bit (or infocom)
>
>
>
>--
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - jeking@xmission.com @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit hobbyist by choice, MIS Professional by accident!
>
>
Been there. Done that.
bjcorr@delphi.com
```

2769. Re: MAPPING THE XL!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-31 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9503310141592.DLITE.bjcorr@delphi.com>
Source record: 93010

>Ben Corr (bjcorr@delphi.com) wrote:
>: >
>: I want my 1200 F keys back, it seems a shame to just have them sitting
>: there doing nothing (I have an 800XL os installed to run a PBI.)
>: There must be a way, Hmmm....
>: bjcorr@delphi.com
>
> Um.. are you saying you installed an 800XL os inside a 1200XL
>and now the F keys dont work? Mine do..
>
>
>--
>Andrew K. Heller - Making the world safe once again.
heller@akh104.rh.psu.edu

WHAT!? Wait a minute, the 800XL doesn't have F keys (does it? I don't have one!) How could an 800XL OS recognize keys not present on an 800XL?

Now,in Mapping I find that $60,$61 point to the definition table for the 1200 F-keys (an 8 byte table for F1-F4 and shift F1-F4, control F1-F4 are not redefinable.) intially at $FC11. The keys themselves are $8A-$8D in value and you can't assign a key it's own value. I assume the routines pointed to by this table do not exsist in an 800XL OS, (indeed, the TABLE doesn't exsist!) but are the keys read at all by the 800XL OS? if so then assinging functions to them should be simple, yes? I haven't had the time to pursue this yet, has anyone else?
bjcorr@delphi.com

2770. Re: MAPPING THE XL!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-31 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9503310141593.DLITE.bjcorr@delphi.com>
Source record: 93011

>PATERSON, DAVID ANDREW (da_pate@pavo.concordia.ca) wrote:
>: In article <3l7scd$fv2@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu
(William Kendrick) writes...
>: >
>: >Well, I want F-keys, but I mentioned that because I was drolling over
>: >the stuff I read in Mapping the XL.
>: >
>: >I guess I'd settle for separate F-keys, but I so love the original
1200XL
>: >keyboard! :^]
>: >
>
>: It shouldn't be too hard to graft a 1200xl keyboard on; the OS didn't
>: really change substantially until the xegs came out. Check out the
>: self-test routines: the computer is readey to handle the F-keys. Get a
>: set of 1200xl schematics and compare them with the 800xl.
>
> I don't have the 1200XL keyboard notes with me that some kind
>soul on here sent me about a year ago.. but esentually, (and this
>is what I thought you would do) you just have to wire the 2 keyboard
>decoding chips on the 1200XL to the chips on the 800XL. i.e.
>take that ribbon connector from the 1200XL and wire them into the
>chips sockets of the 800XL's keyboard chips (after removing them
>of course.) Then you can just wire the select/start/reset/option/help
>keys to their respective pins on the original 800XL keyboard connector.

Along these lines, since I have an 800XL OS IN my 1200 I assume I will have
problemns having the OS recognize the F-keys because of the different
keyboard decoder chips in the 1200 as well as the different OS.
Make sense?
bjcorr@delphi.com

2771. SIO2PC running under Windows (in background)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-31 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <3lfk82$j59@news.xmission.com>
Source record: 93012

Has anybody out there successfully gotten SIO2PC to run under Windows 3.1
in the background?

I can partially get it to work in the foreground (full screen), but it
looses contact sporadically.

If I try to run it in the background (even with a PIF file), I get no
connection to it at all.

Any help greatly appreciated. I'd hate to waste the resouces of my 486
DX2/66 w/12meg RAM JUST to run SIO2PC as a stand-alone DOS app, when I
know its possible to get it to run under a multi-tasking environment.

May have to try DesqView next or something - unless somebody can help me
out here.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

2772. Re: Should Atari software be PD? (was Re: Atari8-CD exists ???)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-31 00:00:00 UTC
From: DanaT@ix.netcom.com
Message-ID: <3lg9f7$mu3@ixnews1.ix.netcom.com>
Source record: 93013

In <3lg67h$ajs@hearst.cac.psu.edu> heller@akh104.rh.psu.edu (Andrew K. Heller) writes:

>
>Vladimir Jancarek (vjancare@magi.com) wrote:
>
>: Well, I think Atari owes us all big time. I bought 3 Atari 130 XE computers
>
> Owes us? yeah.. as if there were some moral point to this...
>
>: (2 of those I paid lot of money for), Atari tape deck, XF551 DD, Atari
>: printer, Atari 1040STE with monitor, HD, books and software. And now?
>: Nothing. That's right. Atari line of computers is dead. And please don't
>: try to argue with me on this one. Now I am happy 80X86 user who has some
>
> Right, the Atari line is no longer made. Software is still made for
>it though. You can still buy BRAND SPANKING NEW SHRINKWRAPPED SOFTWARE
>for it.
>
The Atari ST maybe, but the Atari 8 bits? I would have to question how "new" this software really is. Atari surely is not manufacturing copies of old 8-bit software. (it costs too much for something that won't sell)

2773. Re: Atari-CD exist ??? (was Re: Complete & Essential Map!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-31 00:00:00 UTC
From: MBITDC9306@titan.newi.ac.uk
Message-ID: <9503311321.AA13433@dylan.newi.ac.uk>
Source record: 93014

Vladimir Jancarek <vjancare@magi.com> said:
> I strongly agree with Atari software being made freeware. In east Europe
> people have thousands of copies of games and programs. The reason is that
> no one was selling any software for those computers there but they sure
> sold the computer. So what was, for example I, supposed to do? I signed up
> with a government sponsored club and copied software I wanted during the
> meatings. I think similar problem is everywhere now. It is extremely hard
> to get the original software anymore but very easy to get a copy of it.
> Many users will be much happier if Atari declared all the software as
> freeware.

I can't believe I just read this diatribe! First of all, it is very easy to get hold of original software. You simply have to get hold of the vendors/developers FAQ, decide who you want catalogues from, read whichever catalogues you receive, decide what you want to buy (yes. Nasty word, that, isn't it?) and order it. But noooo ... all this seems to be too complicated for some people ...

Okay, enough of the sarcasm. I'll agree that it would be nice if commercial software was available via Umich, for example, but the problem is that unlike on other systems, there are still quite large stocks available of old software, so there would be problems. People like Richard Gore and myself release old software when we can since some people actually prefer to buy originals (strange as it might seem to some ;), but we also write new stuff. Now then, if we supplied a particular program for say, three years, and for some reason we decide to have a break from the Atari and shut up shop for a while, after a few months some people might decide that we were no longer interested in the copyright of our own programs and dump them onto Umich.

So, what happens if we decide to return to the Atari after a few months and find all our software on the net? We'd probably be a little pissed!!

I may be stretching the point a little, but the thing is that if you want something to put onto the net, have some consideration for others. Some companies only sell stocks of old software and they are probably not going to bother if every Atari 8-bit title they sell is available for download.

There could also be a problem for suppliers of new software. With use of the 'net set to increase over the next few years, Atarians might decide to spend maybe 5 pounds downloading a piece of ex-commercial software, rather than order a 5 pound game by snail mail along with the shipping and tax that might be added on top.

If you are seriously interested in setting up a site for
ex-commercial software, bear two things in mind ... the wishes of the
copyright holders and the wishes of the Atari 8-bit suppliers. First,
check with several suppliers as regards to stock levels for a
particular game. If just one supplier has stocks, then you will have
to postpone release of that game onto the 'net for a while.

Secondly, ask the copyright holders for permission. I know that one
of the UK's largest software houses, Ocean software, have said that
they don't mind their Spectrum software being made available over the 'net,
and I've seen one site that contains a couple of Ocean's Spectrum
titles. Also, Vectrex games and information is available over the
'net just so long as you can burn your own EPROMs.

So just have a bit of consideration and don't just think to yourself
'what they don't know won't hurt them', because there's every chance
that they will find out.

David Wyn Davies
The Atari Classic Programmer's Club
mbitdc9306@newi.ac.uk

6502, 68000 and soon to be 8086 assembly language
programmer. OK with graphics. Not so good with music.

Retro-gaming freak. Looking for old Atari 8-bit, 2600
VCS and Vectrex carts and equipment.

I WANNA JOB AS A GAMES PROGRAMMER!!!!

2774. Re: Should Atari software be PD? (was Re: Atari8-CD exists ???)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-31 00:00:00 UTC
From: ziggy29@rhaul.net
Message-ID: <3lh57m$eed@butch.lmsc.lockheed.com>
Source record: 93015

In article <3lg9f7$mu3@ixnews1.ix.netcom.com>, DanaT@ix.netcom.com (Dana Taylor) says:
>
>In <3lg67h$ajs@hearst.cac.psu.edu> heller@akh104.rh.psu.edu (Andrew K.
>Heller) writes:

>> Right, the Atari line is no longer made. Software is still made for
>>it though. You can still buy BRAND SPANKING NEW SHRINKWRAPPED SOFTWARE
>>for it.
>>
>The Atari ST maybe, but the Atari 8 bits? I would have to question how
>"new" this software really is. Atari surely is not manufacturing copies
>of old 8-bit software. (it costs too much for something that won't sell)

New as in unused--not new as in "just produced." There still are some
people, by the way, *developing* for the 8-bit. Sure, the big names in
software publishing abandoned the 8-bit years ago, but other individuals
have taken the torch and are doing it now.

There is plenty of unused, commercially available software for the 8-bit.
Granted, there are probably some titles which are not available, and I
have no moral opposition to copying *these* titles, provided that you've
at least *tried* to find a commercial source (and if you buy it or
discard it if you *do* find a commercial source.

--
Tim Irvin
ziggy29@rahul.net

2775. Re: Silent Buttler?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-31 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <5l8ZvXf.jeking7@delphi.com>
Source record: 93016

Do you know if the check holder for Silent Butler is still available?
Where can I acquire one of those?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

2776. Re: 800 vs 800xl question

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-31 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3lh7ir$quc@nic-nac.CSU.net>
Source record: 93017

I, unaware that Deluxe Invaders won't work on XL's, purchased a copy of it from ATV not long ago and have enjoyed quite a few plays of it. :)

-bill!

2777. Re: MAPPING THE XL!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-31 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3lh7ud$r5p@nic-nac.CSU.net>
Source record: 93018

Ben, when it comes to function keys, the 1200XL and the 800XL OS both handle them fine! You CAN pop F-keys into an 800XL and you CAN use your 1200XL's F-keys even if it has an 800XL OS. Just try a Control+F2 and see what happens! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, Cooltris 2.

2778. Re: Should Atari software be PD? (was Re: Atari8-CD exists ???)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-31 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3lg4go$sb0@news.primenet.com>
Source record: 93019

The mortal Vladimir Jancarek wrote:
: So I don't find it rude to ask Atari to make it PD at all. Who is with me?

It's not rude, you just won't succeed. That's all.

Only perhaps on a case by case basis for special projects at best.

Certain properties Atari is going to hold fast on for obvious reasons.
Star Raiders and Adventure for instance. Atari has plans for those
titles in the future.

Down the road a year or so when Atari finally slips into bankruptcy it
will probably be possible.

2779. Re: NEW graphic adventure game

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-31 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3lh83c$r9s@nic-nac.CSU.net>
Source record: 93020

YES YES AND YES! :)

I'd be willing to pay $20 for what you described.. if I like it. That's why
I say YES to seeing a small demo version.

I've never gotten into adventure games, esp. text-based where I have to
remember or find out the vocabulary (which is usually too small anyways,
esp. if the program is in BASIC), so a more GUI-based one would kick butt! :)

I wanna see it!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, Cooltris 2.

2780. Re: Atari8-CD exists ??? (was Re: Complete & Essential Map!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-31 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3lg534$sb0@news.primenet.com>
Source record: 93021

The mortal Vladimir Jancarek wrote:

: I think most of us, reffering to the software, mean games. So there is no point
: of comparing Win3.0 to it. I wouldn't want to use any 8bit word processor even
: if it was for free. The same applies to OS. But nobody is making new versions
: of the same games every year or so.
: And about the MANY stores? Last time I checked arround in computer stores
: in Ottawa & Toronto, not a single dealer was selling the 8bit software for
: Atari. And don't tell me to order it from somewhere. I like to go to the local
: store and get the software not waiting for it in the mail.
: Also, I can bet that every single one of you guys, who are against making
: 8 bit software PD, have at least one version of pirated software in your
: collection. And don't start flaming with sentences like :
: "No, not me, never, ... "

Now you've gone over the line. Piracy can't be validated by laziness.

Even when Antic and Analog was still being sold on the stands (thus providing national mainstream coverage for the platform) the distribution network had eroded to the point where you really couldn't buy anything besides games in the stores, so you HAD to buy mailorder.

The last time I saw application software for the Atari8 in a mainstream place must have been early 1984!

Things haven't been easy for a long time all the way back when the Atari was still an item.

I never would have supported piracy for that reason back then, and I think it's a lousy reason today.

I think that publishing source code about the OS and citing Mapping the XL/XE stuff is perfectly okay because it has noble goals in mind.

But I think if you want something that the remaining suppliers have, you should buy it from them. Pirates suck anyway for anything but no-brainer shootemups because you don't get any dox.

Plus, used software is so dirt cheap, you could probably post a WANTED on the newsgroup and people would practically GIVE away their muliples of stuff they've collected.

2781. NEW graphic adventure game

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-31 00:00:00 UTC
From: bleroy@ccr.jussieu.fr
Message-ID: <1995Mar31.105709@ccr.jussieu.fr>
Source record: 93022

A few years ago, with three friends, we released a graphic adventure game in
french. Its name is F.R.E.E., which doesn't mean I'm ready to give it for free.
Since then, this game has been entirely reprogrammed (from scratch) redrawn and
translated in english (by people who speak better english than I do ;))
So what we have here is an adventure game with:
- 100 full screen graphics 15 pictures
- 1000 words of vocabulary
- a good syntax analysis
- a graphic user interface with windows ans menus: 95% of the game can be
solved without touching the keyboard
- automatic mapping (you can even go from one place to another on the map
itself)
- fast RAM game saving
- complex but not insoluble problems
- help where necessary
- 5 disk sides filled with images and programs
- a sense of humour

So let me ask a few questions:

Is anybody interested by such a game for the atari 8 bit?
Would you be ready to pay $20 for it or do you think that all atari 8 bit
programs should be free ;) ?
Would you be interested in other NEW games for the atari?

What I have in mind is this:
I will release a demo version of F.R.E.E. on the net. People who like the game
can then buy it from me.
If I get what I would call a reasonably good feedback (understand enough money) I
will continue my current project on the Atari 8 bit. On the other hand, if I
think that there is too much work in comparison with what I can expect from you,
I'll simply stop the project.
This seems reasonable to me. Don't hesitate to tell me what you think.

bye.

2782. My Indus 'bout to bite the big one

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-31 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950331150126.18564B-100000@PEAK.ORG>
Source record: 93023

My Indus GT is sick. It had been sitting unused since around 1988 (so the previous user told me). Seemed to work alright a year ago when I tried it last (briefly...apparently too briefly), so I brought it down to school to do its duty. Sadly, it's *barely* cutting the mustard.

It groans SO loudly. I'm going to pull it apart and drop some oil off the dipstick of my Chevy on the rails and see if that will quiet it.

The biggest problem is it's so damn unreliable!!! I just tried to duplicate my ANSIterm disk and it took about 5 tries to get it to work. It went through that little routine that Atari drives do while formatting and having to re-try and start over. I don't know much about drives, but I conjecture that when it makes it many tracks and grunts and starts over, it's trying again. Eventually, it got it.

However, when actually writing the files (using option "J" from MYDOS, it *always* gets to track 29 and NAK's out! I've tried several times.

Could this be a slipping belt? Is there an Indus repair shop still around? Will a new 1050 mechanism fit in there? (of course I'd have to hacksaw the door lever shorter to fit) Perhaps this sort of drive is best to be parted out....or chucked entirely.

<sniffle> And to think I left a couple good drives at my folks house thousands of miles away because I thought it would be cool to stare at the digital LED track readout! Does anybody have any suggestions? Anybody have a dead Indus to marry with this one?

Thanks for any suggestions you may have <heavy sobbing>

James

2783. Wait! Maybe Bob Klass!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-31 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950331151318.18564C-100000@PEAK.ORG>
Source record: 93024

Maybe Bob Klass can fix my Indus!! I forgot about him.

He's a nice guy, and does 8-bit work reasonably. Sadly, I remember a thread saying that he "Went to PC." I believe he's had PCs all the while, but does that mean he has ceased to support the 8-bit entirely? This all may have been discussed in the aforementioned thread, but alas somehow I missed the gist of that thread. :(

Seems like he told me that Indus itself was still doing repairs, but I may have misunderstood him. Sadly, it seems that after 2-way shipping plus shop fees+parts (Bob Klass excluded), perhaps it is not economical to repair.

I can't actually remember when actually was the last time I put a piece of Atari equipment in the metal container at the curbside, but it was with watery eyes, hat in hand, and flag at half mast. I hope I don't have to do it again.....:(

Can someone tell me the number for the Repair Shop BBS? That's the only way I know how to get ahold of Mr. Klass. If the board is down (since he allegedly 'went PC'), anyone know if he is still in the Atari business (before I pester him).

Thanks again.

James Wood
(3000 miles from home, stranded with shoddy hardware!)

2784. Cartridge slot cut off!

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-31 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950331152408.18564D-100000@PEAK.ORG>
Source record: 93025

Guess what else I brought down from Alaska for my use? A 130XE.

I brought down a mess of my favorite ROMs, and to my surprise, what do I get when I put in Donkey Kong? A blue screen and a READY prompt.

Figuring it must be dirty or something, I took 'er apart for inspection and a good cleaning. (I always disassemble every 8-bit I have to wash the case and keyboard (once apart) in hot water and cleaner so it's like new again)

The cartridge slot wasn't dirty....the prongs that stick into the motherboard (technical minds: please forgive my crude terminology) had been actually cut!!! I noticed on the bottom label (of the computer), someone had written "320K upgrade!!" - however, SpartaDos RD.COM identified this machine as a stock 130XE. If it was upgraded to 320K, the RD.COM would have called it a 256K 800XL, right?

Anyway, the RAM appeared to be stock in visual appearance - no piggybacking. That is, unless the 320K puts "bigger" (again..that terminology) chips in the same positions as stock and is therefore undetectable to my layman's eye.

WHY?? WHY??? What would possess someone to do this? I still remember the guy I got it from. When I go back to Alaska, someone remind me to punch him in the nose....for doublecrossing me, and equally for defacing an Atari!!! Maybe the guy got tired of the kids taking his BBS down to play PAC-MAN on ROM....heh heh heh.

Methinks its time to experiment (kludge) with a soldering iron, since my equipment is so decrepit. I don't suppose a cart. slot could be as difficult as a RAM upgrade. Must be time to get one of those vacuum desolderers and a soldering iron. Techies: What kind to get for an operation of this type? PLEASE!!!

Cartridgeless salutations!

James

2785. Re: 400/800 cart list

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-31 00:00:00 UTC
From: MBITDC9306@titan.newi.ac.uk
Message-ID: <9503311220.AA12789@dylan.newi.ac.uk>
Source record: 93026

> The Godlike, Edward A. Brunner, said:

> I've just pulled out my old atari 400 (and 810 disk drive - still works!
> :) And now I was wondering if anyone has ever put together a complete
> cart list for the 400/800?

Oooh! Almost. I was a bit bored last summer and started compiling a
list of known commercial Atari 8-bit software. I'd listed 150 ROMs
and a total of 2900 items of other commercial software ... mostly by
leafing through mags. Unfortunately, I've lost the file so I'll have
to do another one this summer ;)

Hmm ... This brings me a little question. I know that NTSC 2600VCS
carts won't run on PAL systems. Is the same true of Atari 8-bit
carts?

Actually, I guess not since people do import carts from the States.
Anyone know for certain?

David Wyn Davies
The Atari Classic Programmer's Club
mbitdc9306@newi.ac.uk

6502, 68000 and soon to be 8086 assembly language
programmer. OK with graphics. Not so good with music.

Retro-gaming freak. Looking for old Atari 8-bit, 2600
VCS and Vectrex carts and equipment.

I WANNA JOB AS A GAMES PROGRAMMER!!!!

2786. Re: Atari8-CD exists ??? (was Re: Complete & Essential Map!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-31 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <3lhdun$fsb@butch.lmsc.lockheed.com>
Source record: 93027

In article <3lg534$sb0@news.primenet.com>, krishna@primenet.com (Glenn Saunders) says:
>
>The mortal Vladimir Jancarek wrote:
>
>: [...]
>
>Now you've gone over the line. Piracy can't be validated by laziness.

It can only be justified, in my opinion, when there are truly and honestly
no commercial channels available to purchase the software.

>Even when Antic and Analog was still being sold on the stands (thus
>providing national mainstream coverage for the platform) the distribution
>network had eroded to the point where you really couldn't buy anything
>besides games in the stores, so you HAD to buy mailorder.

I saw some Atari8 stuff as late as about '86 or '87, but your point remains
valid. Of course, I live in an area where there are Atari8 retailers
practically in my back yard. But that doesn't change the general case.

>The last time I saw application software for the Atari8 in a mainstream
>place must have been early 1984!
>
>Things haven't been easy for a long time all the way back when the Atari
>was still an item.

I know...when I had my first Atari8, I watched around '83-'85 as everything
became Apple...so I bought an Apple and then everything became IBM...
forget it. I'm sticking with my Atari8 now. I'm tired of keeping up with
the Joneses...er, the Gateses.

>I never would have supported piracy for that reason back then, and I
>think it's a lousy reason today.
>
>I think that publishing source code about the OS and citing Mapping the
>XL/XE stuff is perfectly okay because it has noble goals in mind.

I'd also add that morally, I don't think copying commercial software is
wrong *if* the developers have no future plans to release it again on
that platform and if no vendors have any legitimate copies in stock.
But if the software is to be released again, or if vendors still have
copies available for sale, there is no justification for piracy.

>But I think if you want something that the remaining suppliers have, you
>should buy it from them. Pirates suck anyway for anything but no-brainer
>shootemups because you don't get any dox.

Bingo. Here is the key. Even if I *could* get commercial software for free, I'd much rather pay $5 to $10 and get the original box and dox. If I can't even pay $5, I don't really want the game, do I?

>Plus, used software is so dirt cheap, you could probably post a WANTED on
>the newsgroup and people would practically GIVE away their muliples of
>stuff they've collected.

True. People selling systems often have many software titles which are basically "throw-ins" to the deal. If you buy the entire system--usually rather cheap--you can then sell off the hardware you don't need and still essentially get the software virtually for free. Legitimately.

In fact, someone recently *did* give me a perfectly good 850 with an SIO cable and power supply...for only the $6 shipping charge. There are a lot of good folks here who want to keep the Atari8 alive, and encouraging new entrants (or re-entrants as many of us, myself included, are) to become Atari8 enthusiasts will help do just that. In a sense, I suppose we're trying to create an environment where 8-bit software and support are still available, and expanding the user base by practically giving away surplus stuff (or selling it for peanuts) does that. Our love of the 8-bit and our desire to see it thrive fuels the generosity.

--
Tim Irvin
ziggy29@rahul.net

2787. Re: 800 vs 800xl question

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-31 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <3lh8f4$f5l@butch.lmsc.lockheed.com>
Source record: 93028

In article <3lh7ir$quc@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu (William Kendrick) says:
>
>I, unaware that Deluxe Invaders won't work on XL's, purchased a copy of it
>from ATV not long ago and have enjoyed quite a few plays of it. :)

Same here. I figured that just about anything is worth a try at $2.50,
so I bought it and ATV sent it to me last week. Seems to do just fine
on my 800XL...

--
Tim Irvin
ziggy29@rahul.net

2788. old Atari software (was Re: Atari8-CD exists ???...)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-31 00:00:00 UTC
From: junkster@chinook.halcyon.com
Message-ID: <3lhddq$5h9@news1.halcyon.com>
Source record: 93029

Somehow I doubt that making all old Atari software freeware would attract new 8-bit users. It might increase the "ooh, ooh, free games" sort of fellow who would overdose for a week or two and then go off in search of free games for other systems, but that's all. For the most part, that's what emulator users are doing.

James Hague
junkster@halcyon.com

2789. GAMES FOR SALE - NEW

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-31 00:00:00 UTC
From: aturco@netcom.com
Message-ID: <aturcoD6As9L.GyC@netcom.com>
Source record: 93030

Although I have never posted here before, I have been an Atari dealer since
the early 8-bit days. We have a selection of 8 bit titles that we have
not offered here. If anyone is interested I can put a list together.
There are still some really nice titles left, and they are all NEW.

So if you want to see a list please send me e-mail, and be sure to
menione Atari 8-bit.

Art
Computer Games Plus

aturco@netcom.com
(714) 639-8189

--

2790. The Gore Demo.

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-31 00:00:00 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <5140C71A42@east-01.novell.leeds.ac.uk>
Source record: 93031

The Gore Demo, indeed! I am Richard Gore and I believe there has been
a bit of confusion, yes I uploaded a demo to the archives at Umich
but it is called The GTRACKER DEMO DISK, certainly NOT the Gore Demo.
For one thing I didn't write the demo, and for another thing I have
never even hinted that it should be called the Gore Demo.

I hope that sets the record straight.

Has anybody actually downloaded the GTRACKER DEMO DISK yet?
Do you like it?
I will shortly be uploading a demo version of a commercial game that
i sell, its called Arena, and the disk will be the Arena Demo. I
hope that stops any confusion before it starts.

Richard Gore
chmrig@leeds.ac.uk

2791. Tube Baddies and Black Lamp.

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-31 00:00:00 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <5193BF5724@east-01.novell.leeds.ac.uk>
Source record: 93032

I'm glad that Mr S.Lai (I hope its Mr, if not I'm sorry!) is happy to see Tube Baddies and Black Lamp. I hope most people will be!

With regards to reviews of the software, James Hague (I hope thats correct - my memory is failing me these days!) has been in touch with me and has offered to do a review for AC and a small publication called Video Magic, so keep your eyes out for those mags and read just how good the software is.

The author of Tube Baddies is also working on trying to get a screenshot using PCXformer, although without much success. Is there a way to do this? Neither of us have access too a video digitiser so video digitising is out of the question!

Richard Gore
chmrig@leeds.ac.uk

2792. Re: Bringing old drives up to spec

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-31 00:00:00 UTC
From: tlivings@freeside.fc.net
Message-ID: <3lhc99$cis@villa.fc.net>
Source record: 93033

You can lubricate the rails just fine with 3n1 Oil or something of that
nature. I use to just clean the rails, put oil on a cloth and wipe then
down. Makes the drive run really quiet and will help with the life of
the unit as well...

--Todd--

James Wood (jamesw@PEAK.ORG) wrote:

: I just brought down my Indus GT to serve me away from home, and I am
: distressed at how noisy it is. It works great, but I guess it needs
: lubrication. I've never had an Indus GT apart; I've looked inside 1050
: drives on many occasions.

: Seems like one time (about 10 years ago) I started to take apart an Indus
: GT for curiosity, and then decided that it looked cluttered and that
: stuff would fall out if I pulled the cover off, so I didn't. I must have
: been wrong, eh? It's easy, right?

: What about oilng the slide rails? Will any oil work, as long as you're
: careful not to get it on any other parts? (Can I pull the dipstick out
: of my car and drop a couple drops of motor oil on there, should I buy a
: small tin of sewing machine oil?)

: How about the drive belt? I remember one BBS sysop (back in the days of
: running a BBS on floppies) who had one of the belts in his drive start
: slipping, and this destroyed the files on his disk. Is there any
: preventative maintenance that can be done to eliminate this problem?
: Perhaps removing the belt and wiping the pulleys clean with lacquer
: thinner might remove any dust and junk that would allow the belt to slip.

: WHAT I'D REALLY LIKE TO KNOW IS WHERE I CAN BUY NEW BELTS FOR MY INDUS
: AND 1050 DRIVES. Are the mechanisms in the Indus and the 1050 the same,
: or do they use the same belts?

: Thanks in advance for any tips you can throw my way!!!

: James

2793. Re: Atari8-CD exists ??? (was Re: Complete & Essential Map!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-31 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3lhk9l$pm@crchh327.bnr.ca>
Source record: 93034

> Fine--but that's not the whole point. Many of us are collectors as well as
> enthusiasts. Collectors want boxes and documentation, even if they *don't*
> need them. I hardly needed dox for my Pac-Man cart, but I paid an extra $2 so
> I could have them. I bought a Star Raiders cart from American TechnaVision
> last week for $2.50 when I already had *two* of them--because I wanted the
> documentation. And I certainly didn't *need* the dox to play Star Raiders,
> either. (So now I have three Star Raiders carts.)
>
> Tim Irvin
> ziggy29@rahul.net

Tim is indirectly supporting my plea. If Atari soft was made freeware, many
users (as Tim said) will buy software anyway because they are collectors.
I am not a collector, I am user/player. I want to try them all (games).

Vladimir
vjancare@magi.com

"A great Zen master once said: "To study the self is to forget the self.
To forget the self is to understand all things."

2794. Re: Should Atari software be PD? (was Re: Atari8-CD exists ???)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-31 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3lhkd0$pm@crchh327.bnr.ca>
Source record: 93035

ziggy29@rahul.net (Tim Irvin) wrote:
>
> In article <3lhh3c$15aq@hearst.cac.psu.edu>, heller@akh104.rh.psu.edu (Andrew K. Heller)
says:
> >
> >Vladimir Jancarek (vjancare@magi.com) wrote:
>
> >
> >: Ok, here is something for example: Draconus, Frogger 2, Karateka & International
> >: Karate <--- only in TURBO 2000 or diskette.
> >
> >
> > Fellow 8bitters...where can one purchase these wonderful titles?
>
> Well, according to the latest B&C catalog I have, Draconus and
> Karateka are listed--though Karateka is on cartridge, and since they
> are more than $1.29 each, he probably wouldn't be interested anyway.
>
> He'd probably refuse to write the money order. =)
>
> But the point is that these titles *are* available commercially.
>
>
> --
> Tim Irvin
> ziggy29@rahul.net

Just tell me the price and don't put words in my mouth, fruitcake!

Vladimir
vjancare@magi.com

"A great Zen master once said: "To study the self is to forget the self.
To forget the self is to understand all things."

2795. Re: Should Atari software be PD? (was Re: Atari8-CD exists ???)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-31 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3lhh3c$15aq@hearst.cac.psu.edu>
Source record: 93036

Vladimir Jancarek (vjancare@magi.com) wrote:

: > Right, the Atari line is no longer made. Software is still made for
: > it though. You can still buy BRAND SPANKING NEW SHRINKWRAPPED SOFTWARE
: > for it.
: >

: Nobody said anything about new software being made PD, rubberneck.

You must have misunderstood the use of "NEW" here.
"New" as in the sense of NEVER OPENED. Not "New" as in just
manufactured yesterday.

: >
: > I swear, there is something really WRONG with your thinking
: > .... "Um..I can't get product x at Joe's sega emporium, hmmm..
: > I can buy it from this other place, Mail Order for $15. Hmm..
: > nah... I think Atari should just release it all as FREE!!!
: > Yeah.. put those nice folks out of business.. they have been
: > screwed by atari....so lets screw em some more... who is with me?!?
: > "

: I think those nice folks can just as easily change over to MSDOS and
: other platforms.

I think you don't think very well. =)

: > Personally, I think most of you 80x86 software is pirated.

: Well, maybe it would if I actually used MSDOS often enough. I'm running
: Linux but you probably won't know what that is anyway (and it's PD!!!!)

Yes, I do know what Linus (hehe) is. I am running a BSDI unix system
(that ISN'T PD) it costs a few major appendages. But, its through
the University and I have a usage license. And when I leave here
in May, I'll be loading up NetBSD or FreeBSD. (NOT LINUX).

:
: > : So I don't find it rude to ask Atari to make it PD at all. Who is with me?
: >
: > If I sold atari stuff, and you went around trying to get Atari
: > to release everything into the PD I would be very very upset with you
: > trying to screw me over as such.
: >
: > Tell you what. Give me a list of the stuff you want... and I'll track
: > down where you can purchase it.
: >

: Ok, here is something for example: Draconus, Frogger 2, Karateka & International
: Karate <--- only in TURBO 2000 or diskette.

Fellow 8bitters...where can one purchase these wonderful titles?

: > I think your just upset because there isn't an Atari pirate board
: > as close as your MSDOS one.
: >

: How wrong you are, again. If you read my other posting, I can get 2000 titles
: anytime but I choose not to. If you want proof, I will get it for you.

Wait, if you can get 2000+ titles of software anytime you choose
then what is your problem?

And if you can get 2000 some titles any time..how about sending me some
Mr. Pirate.

: Vladimir - Making the one, who makes the world safe once again, very misserable.

Frustrated at beating my head against a brick wall perhaps...

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---

2796. Re: Atari8-CD exists ??? (was Re: Complete & Essential Map!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-31 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <3lhh5v$fsb@butch.lmsc.lockheed.com>
Source record: 93037

In article <3lh9d2$rdm@crchh327.bnr.ca>, Vladimir Jancarek <vjancare@magi.com> says:
>
>krishna@primenet.com (Glenn Saunders) wrote:

>> Now you've gone over the line. Piracy can't be validated by laziness.
>
>Laziness is the last word for describing my unwillingness to mail order.
>Let me give you some reasons for not wanting to mail order:
>
>-Last time I ordered software from Toad Computers, my money order got stolen
> when the store was broken into.

So send the order via certified mail. If they signed for the order, the
chances are better that you can recover or still receive your merchandise.

>-Other time I didn't get exactly what I asked for.

Then return it. Or pay by credit card when you can so you can contest
the charges if this gives you no satisfaction.

>-People on this news group complain about getting software without manuals
> through mail order.

Again--call them and ask if manuals are included. Get their names and if it
doesn't have the manuals, tell 'em you want the manuals. Again, if you can
pay by credit card, you can return the items and contest the charges.

>-It takes a long time and you waste time getting money order ...

It takes me about ten minutes. If you can't invest ten minutes, then again
I ask: how badly do you really want this stuff?

And none of the things you mentioned would be a major problem if you
pay by credit card. No stolen money orders, no time out to obtain one,
and you can contest charges if you didn't get what you were promised. And
don't *assume* you'll get docs with everything. Most mail-order vendors
do have all packaging, and those that don't are usually clearly labelled as
"no box" and/or "no docs."

>> But I think if you want something that the remaining suppliers have, you
>> should buy it from them. Pirates suck anyway for anything but no-brainer
>> shootemups because you don't get any dox.
>>
>
>He, He. I have to laugh at this one. You will be surprised how many complicated
>games I've finished without manual. Actualy, I haven't found a games which
>couldn't be played without a manual (except copy protection). I find it more

>fun playing without a manual and lots of them are badly written anyway.

Fine--but that's not the whole point. Many of us are collectors as well as enthusiasts. Collectors want boxes and documentation, even if they *don't* need them. I hardly needed dox for my Pac-Man cart, but I paid an extra $2 so I could have them. I bought a Star Raiders cart from American TechnaVision last week for $2.50 when I already had *two* of them--because I wanted the documentation. And I certainly didn't *need* the dox to play Star Raiders, either. (So now I have three Star Raiders carts.)

And if you find it more fun than playing with a manual--more power to you. But it still is a minority position, I imagine, and that isn't a justification for piracy. Anyone who doesn't have the documentation for Ultima III or the Infocom classics, for example, is being cheated. These docs are a joy to read in and of themselves whether you ever get around to playing the games or not. (And ATV also has many Infocom games new and complete for only $3!)

>> Plus, used software is so dirt cheap, you could probably post a WANTED on
>> the newsgroup and people would practically GIVE away their muliples of
>> stuff they've collected.
>>
>Dirt cheap? From the prices I see here, I wouldn't call it dirt cheap.
>$5 is OK but some charge over $10 up to $20.

Yep. I'll confess that I paid $29.95 for one 8-bit game a couple of months ago.

And if enough people didn't think it was *worth* $29.95, the price would be much lower. I get more play value out of most $10 Atari8 games than I do with DOOMDOOMDOOM^H^H^H the current $50 DOS/Windoze games. Just because software doesn't have state-of-the-art graphics and require 8 MB of RAM doesn't mean that the games are less playable or that the effort required in producing them is tremendously less deserving of support. In fact, I find the converse to be true--quite frequently, the huge megagames of today are often too complex and large to really be enjoyed by an enthusiast who wants to devote time to many different software titles.

--
Tim Irvin
ziggy29@rahul.net

2797. Atari Soft NOT free but C64's YES? (Was: Re: Atari8-CD exist ??? ...)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-31 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3lhhbs$pm@crchh327.bnr.ca>
Source record: 93038

David Wyn Davies <mbitdc9306@newi.ac.uk> wrote:

> So, what happens if we decide to return to the Atari after a few
> months and find all our software on the net? We'd probably be a
> little pissed!!
>

Tell me the reason why would you return? Only because you like producing
software for 8 bit, not because you're making your living doing it.
Otherwise you will be programming for 80X86, Mac or UNIX platforms, am
I right? Of course I am. I wouldn't mind making soft for Atari for
FREE if I had necessary HD & SW.

Why is it that soft for C64 is freeware? That is probably the most important
reason for me to see all 8bit soft freeware. I can get games like
Boulderdash, Montezuma's Revenge and practically all games for 8bit (except
perhaps the ones made by Atari) for free from many sites on the internet.
So why would I pay for a game which the other guy gets for free for his/her
Commodore legally?

Vladimir
vjancare@magi.com

"A great Zen master once said: "To study the self is to forget the self.
To forget the self is to understand all things."

2798. Re: Should Atari software be PD? (was Re: Atari8-CD exists ???)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-31 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <3lhi95$fsb@butch.lmsc.lockheed.com>
Source record: 93039

In article <3lhh3c$15aq@hearst.cac.psu.edu>, heller@akh104.rh.psu.edu (Andrew K. Heller) says:
>
>Vladimir Jancarek (vjancare@magi.com) wrote:

>
>: Ok, here is something for example: Draconus, Frogger 2, Karateka & International
>: Karate <--- only in TURBO 2000 or diskette.
>
>
> Fellow 8bitters...where can one purchase these wonderful titles?

Well, according to the latest B&C catalog I have, Draconus and
Karateka are listed--though Karateka is on cartridge, and since they
are more than $1.29 each, he probably wouldn't be interested anyway.

He'd probably refuse to write the money order. =)

But the point is that these titles *are* available commercially.

--
Tim Irvin
ziggy29@rahul.net

2799. Re: Atari8-CD exists ??? (was Re: Complete & Essential Map!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-31 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <3lhigm$i25@crl4.crl.com>
Source record: 93040

Tim Irvin (ziggy29@rahul.net) wrote:

: I saw some Atari8 stuff as late as about '86 or '87, but your point remains
: valid. Of course, I live in an area where there are Atari8 retailers
: practically in my back yard. But that doesn't change the general case.

That brings up a good point. How many of you here speaking against
piracy have an Atari8 retailer, source, or whatever in your area?

John
|jvogel@crl.com|

2800. Re: SIO2PS WANTED

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-31 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3lg567$8nt@nic-nac.CSU.net>
Source record: 93041

UMich UMich UMich! There's an "Sio2pc" DIRECTORY there! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, Cooltris 2.

2801. Re: Should Atari software be PD? (was Re: Atari8-CD exists ???)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-31 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <3lhj0d$i63@crl4.crl.com>
Source record: 93042

Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:

: Tell you what. Give me a list of the stuff you want... and I'll track
: down where you can purchase it.

All right, I'll bite. I'm looking for "Jupiter Mission" from Avalon Hill.
I'm serious about this.

TIA,
John
jvogel@crl.com

2802. Re: old Atari software (was Re: Atari8-CD exists ???...)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-31 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <3lhqfs$i6l@butch.lmsc.lockheed.com>
Source record: 93043

In article <3lhddq$5h9@news1.halcyon.com>, junkster@chinook.halcyon.com (James Hague) says:
>
>Somehow I doubt that making all old Atari software freeware would attract
>new 8-bit users...

But it could stop some defections. I could easily see someone leaving
the Atari8 fold because of frustration with having very little support
and few sources for software.

--
Tim Irvin
ziggy29@rahul.net

2803. Re: SIO2PC running under Windows (in background)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-31 00:00:00 UTC
From: koutchin@mail1.sas.upenn.edu
Message-ID: <3lfn2q$rqi@netnews.upenn.edu>
Source record: 93044

WIN SUX !

Try Win95 or even better DV. DV will work deffenetely

2804. SIO2PS WANTED

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-31 00:00:00 UTC
From: koutchin@mail1.sas.upenn.edu
Message-ID: <3lfn9a$sv8@netnews.upenn.edu>
Source record: 93045

HI !

I've read everything that was written her about sio2pc, but i still have
no idea how to get one.
First of, i am gonna buy a drive with just SIO cable, so the
question is should i buy SIO2PC or should i make it myself ?
If i should buy it then where ?
If i should make it then:
1) Wher do i get the scheme ?
2) WHat part do i need ?
3) where do i get software for PC and ATARI ?

I have 800 and 130xe

Help will be appriciated

2805. Re: Should Atari software be PD? (was Re: Atari8-CD exists ???)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-31 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3lgv2l$qoo@crchh327.bnr.ca>
Source record: 93046

> Right, the Atari line is no longer made. Software is still made for
> it though. You can still buy BRAND SPANKING NEW SHRINKWRAPPED SOFTWARE
> for it.
>

Nobody said anything about new software being made PD, rubberneck.

>
> I swear, there is something really WRONG with your thinking
> .... "Um..I can't get product x at Joe's sega emporium, hmmm..
> I can buy it from this other place, Mail Order for $15. Hmm..
> nah... I think Atari should just release it all as FREE!!!
> Yeah.. put those nice folks out of business.. they have been
> screwed by atari....so lets screw em some more... who is with me?!?
> "
>

I think those nice folks can just as easily change over to MSDOS and
other platforms.

> Personally, I think most of you 80x86 software is pirated.
>

Well, maybe it would if I actually used MSDOS often enough. I'm running
Linux but you probably won't know what that is anyway (and it's PD!!!!)

> : So I don't find it rude to ask Atari to make it PD at all. Who is with me?
>
> If I sold atari stuff, and you went around trying to get Atari
> to release everything into the PD I would be very very upset with you
> trying to screw me over as such.
>
> Tell you what. Give me a list of the stuff you want... and I'll track
> down where you can purchase it.
>

Ok, here is something for example: Draconus, Frogger 2, Karateka & International
Karate <--- only in TURBO 2000 or diskette.

> I think your just upset because there isn't an Atari pirate board
> as close as your MSDOS one.
>

How wrong you are, again. If you read my other posting, I can get 2000 titles
anytime but I choose not to. If you want proof, I will get it for you.

>
> Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
> ---

Vladimir - Making the one, who makes the world safe once again, very misserable.
----
vjancare@magi.com

2806. Re: Atari8-CD exists ??? (was Re: Complete & Essential Map!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-31 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3lh9d2$rdm@crchh327.bnr.ca>
Source record: 93047

krishna@primenet.com (Glenn Saunders) wrote:
>
> The mortal Vladimir Jancarek wrote:
>
> : I think most of us, reffering to the software, mean games. So there is no point
> : of comparing Win3.0 to it. I wouldn't want to use any 8bit word processor even
> : if it was for free. The same applies to OS. But nobody is making new versions
> : of the same games every year or so.
> : And about the MANY stores? Last time I checked arround in computer stores
> : in Ottawa & Toronto, not a single dealer was selling the 8bit software for
> : Atari. And don't tell me to order it from somewhere. I like to go to the local
> : store and get the software not waiting for it in the mail.
> : Also, I can bet that every single one of you guys, who are against making
> : 8 bit software PD, have at least one version of pirated software in your
> : collection. And don't start flaming with sentences like :
> : "No, not me, never, ... "
>
> Now you've gone over the line. Piracy can't be validated by laziness.

Laziness is the last word for describing my unwillingness to mail order.
Let me give you some reasons for not wanting to mail order:

-Last time I ordered software from Toad Computers, my money order got stolen
when the store was broken into.
-Other time I didn't get exactly what I asked for.
-People on this news group complain about getting software without manuals
through mail order.
-It takes a long time and you waste time getting money order ...

> But I think if you want something that the remaining suppliers have, you
> should buy it from them. Pirates suck anyway for anything but no-brainer
> shootemups because you don't get any dox.
>

He, He. I have to laugh at this one. You will be surprised how many complicated
games I've finished without manual. Actualy, I haven't found a games which
couldn't be played without a manual (except copy protection). I find it more
fun playing without a manual and lots of them are badly written anyway.

> Plus, used software is so dirt cheap, you could probably post a WANTED on
> the newsgroup and people would practically GIVE away their muliples of
> stuff they've collected.
>
Dirt cheap? From the prices I see here, I wouldn't call it dirt cheap.
$5 is OK but some charge over $10 up to $20.

Vladimir
vjancare@magi.com

A great Zen master once said:

"To study the self is to forget the self. To forget the self is to
understand all things."

2807. Re: River Raid for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-31 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950331092632.16920D-100000@PEAK.ORG>
Source record: 93048

On 30 Mar 1995, Tim Irvin wrote:

[snip]

> Only Windows could make a high-end 386 or low-end 486 slower than a 2600.

<grin> This line is destined to be a classic. <more grins>

James

2808. Re: SIO2PC running under Windows (in background)

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-31 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <dx1VlGxOQ-ZE075yn@ibm.net>
Source record: 93049

In article <3lfk82$j59@news.xmission.com>,
jeking@xmission.xmission.com (James King) wrote:
>Has anybody out there successfully gotten SIO2PC to run under Windows 3.1
>in the background?
>
>Any help greatly appreciated. I'd hate to waste the resouces of my 486
>DX2/66 w/12meg RAM JUST to run SIO2PC as a stand-alone DOS app, when I
>know its possible to get it to run under a multi-tasking environment.

I don't want to start an OS war right here in our cosy Atari world, but
have you thought of switching to OS/2? I haven't tried it yet, but as
soon as I get my SIO2PC built, it will be the first thing I try. I know
it runs Xformer 2.5, even in a window, without any problems, so I think
it should be able to do SIO2PC.

Let me know how it turns out!!!

==
R y a n 'G o z a r' C o l l i n s

"If you don't try to live in the future, then you're stuck | rlcolli@ibm.net
living in the present" -----------------

"What if you're an Athiest who hates sex?" - Question asked in an Education
class on teaching Abstinence in the schools.
//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\
==

2809. Re: TCP/IP for XL?

Newsgroup: comp.sys.atari.8bit
Date: 1995-03-31 00:00:00 UTC
From: bernard@beco.link.xs4all.nl
Message-ID: <bernard.04cd@beco.link.xs4all.nl>
Source record: 93050

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
> I forget who it was that was working on TCP/IP for the 8 bit, but I'm
> curious about how it's going, and our user group president wants to
> get in touch with you about it (he's fascinated by the idea too).

I think it was Charles.....
You can write him a message at : root@link.xs4all.nl

Greetinx from Bernard Kok (Sysop of BECO TEL)

--
Bernard Kok BECO TEL (XL/XE support)
bernard@link.xs4all.nl Online : every day from 18-07 CET
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859

2810. Re: 400/800 cart list and other ???s

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-01 00:00:00 UTC
From: sippelng@miavx1.acs.muohio.edu
Message-ID: <1995Apr1.130818.42762@miavx1>
Source record: 93051
Cross-posted to: rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit

In article <3lf0rv$dqq@news1.halcyon.com>, junkster@chinook.halcyon.com (James Hague) writes:
> Norman G. Sippel <sippelng@miavx1.acs.muohio.edu> wrote:
>>
>>The serial numbers: (from memory)
>>
>>Dance Fantasy DFA-ATR
>>Linking Logic LLL-ATR
>>Memory Manor MMA-ATR
>>Logic Levels LLV-ATR
>
> Agh. And I thought *I* was the king of useless 8-bit trivia...

James, I only know this because I own three of the games. :) Fisher Price games are some of the best games out there (suprisingly).

BTW, the serial numbering schemes are the same for each except for the last three letters. Those are the letters for the system they belong to (i.e., Linking Logic for Atari 8-bit is LLL-ATR and for Colecovision is LLL-CV).

--
<><><>

2811. 8-Bit Corrections (was Re: 400/800 cart list and other ???s)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-01 00:00:00 UTC
From: sippelng@miavx1.acs.muohio.edu
Message-ID: <1995Apr1.172037.42781@miavx1>
Source record: 93052
Cross-posted to: rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit

In article <1995Mar30.120315.42617@miavx1>, sippelng@miavx1.acs.muohio.edu (Norman G. Sippel) writes:
> In article <3l9cgt$cru@uwm.edu>, krieg@allmalt.cs.uwm.edu (Andrew Krieg: Man or Android?) writes:
>> Company Catalog # Yr Title
>> ------------ --------- -- --
>> FisherPrice Dance Fantasy
>> FisherPrice Linking Logic
>> FisherPrice Memory Manor
>> FisherPrice Logic Levels
>
> Each of these were released in 1984. I own the "Dance" and "Levels" for 8-bit
> (but alas no system yet) and "Linking" for Colecovision.
>
> The serial numbers: (from memory)
>
> Dance Fantasy DFA-ATR
DAF-AT

> Linking Logic LLL-ATR
LNL-AT

> Memory Manor MMA-ATR
(Needs double checking)

> Logic Levels LLV-ATR
LLV-AT

Sorry for the errors. I looked over my carts this afternoonn and caught my mistakes.

Well, there does my 2 cents...
--
<><><>

2812. Re: Ben Smith at teleport

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-01 00:00:00 UTC
From: kspear@ss0.eng.wayne.edu
Message-ID: <3lj49t$o88@oak.oakland.edu>
Source record: 93053

Oh well, you know what they say about a sucker and his money..

Actually, I was able to get an 800XL, 1050 (stock), touch tablet, avatex 1200 modem, and some misc. software at a garage sale for $5. Which is a good deal (don't try to tell me I got ripped off THAT time! :) but none of that is stuff I WANT, like a bit-3 card, or a happy 810. Actually, I think back to the days when I could barely afford a 410 cassette recorder (I think it was about $120 in 1982) and the STOCK 810s were like, $600+, and $60 doesn't seem that bad!

2813. Re: 41256 DRAMS

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-01 00:00:00 UTC
From: Masstorage@closer.brisnet.org.au
Message-ID: <989_9504011330@softtech.brisnet.org.au>
Source record: 93054

blMe too! I just got a lot of mods I want to try (one to bump my 600XL to
bl256K with very complete XE compatability!). One thing I noticed in this
blupgrade, even for the 64K upgrade of the 600XL it is reccomended to cut a
blreconnect several of the address lines to the multiplexer chips (U5 & U6
bl),
blit is claimed that the 800XL address the memory slightly differently than
blthe 600XL, this fixes that. Anyone heard of this?

I know that for a fact. A14 and A15 are not connected to the multiplexer
chips. One must restore them to get 64k going internally. the order in
which the address lines are connected to the multiplexer chips is a
little different as well however this doesn't effect anything. Also the
74x32 chip must be removed and a jumper inserted in to 2 pins in the now
vacant socket.

* Wave Rider 1.0 [NR] *
... UNREGISTERED EVALUATION COPY
--- Blue Wave/Maximus

2814. Re: 41256 DRAMS

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-01 00:00:00 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <136169@cup.portal.com>
Source record: 93055

Having never gotten around to creating my monster 4meg upgrade, I have a ton of 256k chips hanging around. Make me an offer worth getting off my butt and sending them to you. :)
Ord

2815. Re: Atari Soft NOT free but C64's YES? (Was: Re: Atari8-CD exis

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-01 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <136175@cup.portal.com>
Source record: 93056

Mostly to Vlad, a little to Artem. If you become a regular reader of this group, you will notice that there is a collective personality that seems to come out. We have are own hierarchy of life forms where the king of the jungle is the software writer/producer of classic games. This is followed by people known for their hardware expertise such as Bob Puff & Bob Wooley. Next in line would be people who are known for producing games/articles for Atari magazines such as James Hague or Norman Lin. Because of my personal interest, people like Dave Paterson or Richard Dell make the group a joy to read because of there knowledge experience. Probably a tie for them would be the people that maintain the FAQ list & the digest as well as the archive at Umich. I drop into B&C Computer visions on a semi regular basis & frequently BS with the owner(s). I also appreciate the efforts people like Richard Gore trying to continue bringing software titles to the market.
Now assuming my list is more or less valid, some people may switch relative positions depending on their personal interest, what is there about advocating piracy in this group that you can see is inconsistant with it's values? We really like having an environment where these people can come in and feel comfortable and maybe tell a few stories about the way things used to be. Since everyone has a vested interest in Copyrights, <Glen S. You're even into video arts right?> what would make you think we'd be interested in changing the status quo? I've been in the .CBM sig where everything is free/stolen & I find there is probably less support then the Atari sig. The concept of doing things the C64 way is just not appealing to me. You're entitled to your opinions, I just want to make sure you know they are falling on deaf ears. They're also a little inappropriate in this group, it's equivalent to showing up to a temperance meeting with a 6 pack of beer.
Specific to Artem; I seem to be the only guy with enough free time & soldering iron to make SIO2PC cables. I have given them away free on a number of occasions & next week I well be going to a local hospital where somebody needs one for a project to hook severly handicapped individuals to Atari computers. Now after several months of you paddling your boat against the stream I am now able to point out in a very real sense a consequence of your actions. You are going to have to waste a day figuring out how to make the cable or pay someone ~$50 for it. I won't offer to make one for my usual free or parts+shipping. I hope you've gotten your monies worth of pirated software, but isn't it funny how life seems to even out in the end?
Rick

2816. Re: SIO2PC running under Windows (in background)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-01 00:00:00 UTC
From: reed@pa.itc.hp.com
Message-ID: <3lke7u$qra@hpscit.sc.hp.com>
Source record: 93057

In article <3lfk82$j59@news.xmission.com>, jeking@xmission.xmission.com (James King) writes:
> Has anybody out there successfully gotten SIO2PC to run under Windows 3.1
> in the background?
>
> I can partially get it to work in the foreground (full screen), but it
> looses contact sporadically.
>
> If I try to run it in the background (even with a PIF file), I get no
> connection to it at all.

You should adjust the Background Priority parm in the PIF file. Increasing it will give the program more CPU cycles when it is in the background.

If that doesn't work, you might consider switching to OS/2, which has much better DOS compatibility than Windows.

>
> Any help greatly appreciated. I'd hate to waste the resouces of my 486
> DX2/66 w/12meg RAM JUST to run SIO2PC as a stand-alone DOS app, when I
> know its possible to get it to run under a multi-tasking environment.
>
> May have to try DesqView next or something - unless somebody can help me
> out here.
>
>
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - jeking@xmission.com @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit hobbyist by choice, MIS Professional by accident!
>

--

```
___ ___ _
| _ \___ _ _ _ _ _ _ | _ \___ ___ __| | Perry Reed
| _/ -_) '_| '_| || | | / -_) -_) _` | reed@corp.hp.com
|_| \___|_| |_| \_, | |_|_\___\___\__,_| Hewlett Packard Co. - PGIS
|__/
```

2817. Re: 800 vs 800xl question

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-01 00:00:00 UTC
From: oncue@ix.netcom.com
Message-ID: <3lkk5l$rfh@ixnews3.ix.netcom.com>
Source record: 93058

In <3kqiqh$qak@newsbf02.news.aol.com> jchao@aol.com (Jchao) writes:

>
>I have a simple question. Does anyone know if cartridges that work in
an
>800 will also work in an 800xl?
>

Yes, heres how: you get a cartridge copy program(copies cartridge data
onto a disk file) then get "The Translater" program(most long time Atari
users have a copy). Load Translater then load the disk file and you're
ready. Its not 100% but most of the time it works. There is also Atari
5200 cartridge copier interfaces that are used to copy Atari 5200 carts
to disk files, I have some files but still looking for the schematics
for the interface. good luck

2818. Re: Should Atari software be PD? (was Re: Atari8-CD exists ???

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-01 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <5g+7vbr.ransom22@delphi.com>
Source record: 93059

Vladimir Jancarek <vjancare@magi.com> writes:

>Well, I think Atari owes us all big time. I bought 3 Atari 130 XE computers
>(2 of those I paid lot of money for), Atari tape deck, XF551 DD, Atari
>printer, Atari 1040STE with monitor, HD, books and software. And now?
>Nothing. That's right. Atari line of computers is dead. And please don't
>try to argue with me on this one. Now I am happy 80X86 user who has some
>good memories from using his 8 bit.

Sorry, I am going to argue with you on this one.

So, you purchased several Atari computers and perhipherals, and
now you think your computer should be supported in perpetuity? Give me
a break!
My company pays hundreds of thousands of dollars for machinery,
yet they know that parts for it will be virtually nonexistant within
10 to 20 years (depending on the machine). At that point, if something
breaks, the machinery is just so much junk.
But in that time, they will have gotten value out of it, by
using it to make items that they will in turn sell. The machine will
have paid for itself.
You purchased a thousand dollars of computer equipment, got some
value (usage) out of it, and now it's over. you can still use it,
doing all the things you used to do with it (whatever that was, be it
gaming or programming, or using applications). You just can't have the
remaining software you don't own for free (not without breaking laws,
anyway).

It's nothing to complain about. If you didn't know this was the
case when you purchased the equipment, then I feel sorry for you.

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

2819. Re: Atari8-CD exists ??? (was Re: Complete & Essential Map!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-01 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <xi-6n1o.ransom22@delphi.com>
Source record: 93060

Vladimir Jancarek <vjancare@magi.com> writes:

>And about the MANY stores? Last time I checked arround in computer stores
>in Ottawa & Toronto, not a single dealer was selling the 8bit software for
>Atari. And don't tell me to order it from somewhere. I like to go to the local
>store and get the software not waiting for it in the mail.

So, what you are saying is that it is inconvenient for you to
purchase these games. Therefore, the games should be released into the
public domain.
That makes no sense at all. There are still people earning their
livelihoods from the sale of these games. If you can't get up the
energy to order games through the mail, that's your problem. The rest of
us seem to manage just fine.

-Joe
--

_____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

2820. Re: Atari8-CD exists ??? (was Re: Complete & Essential Map!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-01 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3lj8g1$n68@news.primenet.com>
Source record: 93061

The mortal Vladimir Jancarek wrote:

: He, He. I have to laugh at this one. You will be surprised how many complicated
: games I've finished without manual. Actualy, I haven't found a games which
: couldn't be played without a manual (except copy protection). I find it more
: fun playing without a manual and lots of them are badly written anyway.

I have to be blunt here. You are really turning me off with an attitude
like this. I think even those on this list (you know who you are) who
were flamboyantly proud way back when at their cracking and hacking on
protected software would not stand up publically and brag about it today,
in light of what became of the platform partly due to their piracy. Yet
you laugh as if it's a badge of honor.

: Dirt cheap? From the prices I see here, I wouldn't call it dirt cheap.
: $5 is OK but some charge over $10 up to $20.

You haven't been looking hard enough. Those who price their software too
high will HAVE to yield to the market forces.

It's a buyers market.

It's hard enough selling software for $0 to people who already have
everything they want, let alone charge $20 a piece for it.

2821. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-01 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3lin59$kur@lastactionhero.rs.itd.umich.edu>
Source record: 93062
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 9863 Mar 28 19:56 ./8bit/Games/mrfish.arc
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

2822. Hardware for sale - maybe

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-01 00:00:00 UTC
From: jgils@ix.netcom.com
Message-ID: <3liaou$g0g@ixnews1.ix.netcom.com>
Source record: 93063

I have some Atari 8-bit items that I may offer for sale if the market price and demand warrants. While I cannot put together a complete list right away (I will do so in the next couple of weeks), I can specify the following from memory (I just discovered this newsgroup so I thought I'd inquire right away about the potential to sell). I'm interested in what you think an equitable price range for everything below might be: Thanks.

1 Atari 800 (48K)
1 Atari 1200XL (64K?)
1 Atari 810 Disk Drive - Does not work but I have spare boards from a Happy Drive conversion. This MAY make it a working drive again, but assume it's for parts only.
1 Atari 1050 Disk Drive (works fine)
1 Atari printer (I'll have to check the model number. I recall it's a noisy little devil that uses an ink roller).
1 Star NX1000 Printer
1 Printer interface (I'll have to check the manufacturer/model)
1 Atari tape drive (I think the model no. is 410)

Every item above has its own power supply and all cables would, of course, be included. There is a "bunch" of software and manuals, but I'll have to open up the boxes to put together a proper inventory. At this point I'm trying to determine if its worth the effort. I do recall the following:

Basic (cartridge - in fact I recall there was two of them), Star Raiders (cartridge), Atariwriter, Necromancer, Space Eggs, Adventure, Zork I, Zork II (all disks - and I'm sure there are others), DOS and hardware manuals, and who knows what else.

At this point I'm interested in what the market value of the above might be. Assume everything is in very good condition with the exception of the 810 drive as covered above. Thanks for the effort.

Jerry
jgils@ix.netcom.com

2823. Re: MAPPING THE XL!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-01 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3liak8$knn@news.primenet.com>
Source record: 93064

The mortal Ben Corr wrote:

: Along these lines, since I have an 800XL OS IN my 1200 I assume I will have
: problemns having the OS recognize the F-keys because of the different
: keyboard decoder chips in the 1200 as well as the different OS.
: Make sense?
: bjcorr@delphi.com

All XL/XEs from the 1200XL on up have hooks for the F1-4 keys. It's just that the newer machines don't have F1-4 on them. There are hardware hacks explaining how to add physical F1-4 keys for the non-1200XL machines.

The exception here is the MUX OS. 1200XL (or 1400XL) users who install a MUX OS will lose most of the functionality of the F1-4 keys because the MUX OS remaps things like Antic DMA disable to hotkeys.

Which reminds me, I'd love to ask Bob to kill the hotkeys on a custom MUX OS so I could use the F keys again... I wonder if he could do that fairly easily, or maybe someone else who knows OS programming could do it.

2824. Re: Atari Soft NOT free but C64's YES? (Was: Re: Atari8-CD exis

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-02 00:00:00 UTC
From: koutchin@mail1.sas.upenn.edu
Message-ID: <3lktq7$2q5@netnews.upenn.edu>
Source record: 93065

Rick_Michael_Cortese@cup.portal.com wrote:
: Specific to Artem; I seem to be the only guy with enough free time
: & soldering iron to make SIO2PC cables. I have given them away free
: on a number of occasions & next week I well be going to a local
: hospital where somebody needs one for a project to hook severly
: handicapped individuals to Atari computers. Now after several months
: of you paddling your boat against the stream I am now able to point
: out in a very real sense a consequence of your actions. You are going
: to have to waste a day figuring out how to make the cable or pay
: someone ~$50 for it. I won't offer to make one for my usual free or
: parts+shipping. I hope you've gotten your monies worth of pirated
: software, but isn't it funny how life seems to even out in the end?
: Rick

Hey d00de , r u trying to offend me ? I you do then kiss my ass, my 50 bucks and go fuck your dog. If yo don't then think about getting 50 bucks from me and making a SIO2PC cable for me ? But don't think too long, i can make one myself (though, i am pretty lazy). BTW: about money in general, on sat i bought PC XT 80186 (1985) for 5$!!! WOW !

I am Artem, the WAREZ MAN !

2825. Re: Atari Soft NOT free but C64's YES? (Was: Re: Atari8-CD exis

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-02 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3ll0m9$2l1@news.primenet.com>
Source record: 93066

The mortal Artem Aleksandrovich Koutchine wrote:

: Hey d00de , r u trying to offend me ? I you do then kiss my ass, my 50 bucks
: and go fuck your dog. If yo don't then think about getting 50 bucks from me
: and making a SIO2PC cable for me ? But don't think too long, i can make one
: myself (though, i am pretty lazy). BTW: about money in general, on sat i
: bought PC XT 80186 (1985) for 5$!!! WOW !

: I am Artem, the WAREZ MAN !

If you aren't joking here, you are burning bridges fast.

2826. 1050 Problems

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-02 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.796791492@gmi.edu>
Source record: 93067

I recently unpacked my old 130XE system, and everything seems to be in working order, except for the 1050. From what I can determine, I think the drive motor has gone in it, as it does not operate reliably anymore and has actually screwed up a few disks.

If anyone can tell me how or where I can contact someone for necessary replacement parts, that would be appreciated.

In any case, I am looking to purchase another 1050 drive and possibly 800XL or similar system. Please email me for offers if you are selling any of these items.

Also, I would like to know if any of you have Hover Bovver, Jeff Minter's classic lawnmower game. I believe my 1050 has fried my copy, and am looking to see if someone would be able to mail me a copy. I will pay shipping if necessary.

Thanks in advance.

/Kevin

2827. Re: Ben Smith at teleport

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-02 00:00:00 UTC
From: cmwagner@gate.net
Message-ID: <3ll4jd$28eh@tequesta.gate.net>
Source record: 93068

Kevin Spears <kspear@ss0.eng.wayne.edu> wrote:
: Oh well, you know what they say about a sucker and his money..

I believe it was Barnum (sp?)? "A sucker is born every minute."

: Actually, I was able to get an 800XL, 1050 (stock), touch tablet, avatex
: 1200 modem, and some misc. software at a garage sale for $5. Which is a
: good deal (don't try to tell me I got ripped off THAT time! :) but none of

Uhh, I think.. heheheh... nah, that is a excellent deal.

: that is stuff I WANT, like a bit-3 card, or a happy 810. Actually, I think
: back to the days when I could barely afford a 410 cassette recorder (I think
: it was about $120 in 1982) and the STOCK 810s were like, $600+, and $60 doesn't
: seem that bad!

Someone posted 1981 prices for corporate users, I almost fell out of my
chair. $699.95 for an 810, yikes!

--
cmwagner@gate.net http://www.gate.net/~cmwagner

2828. Dropzone

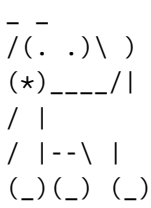
Newsgroup: comp.sys.atari.8bit
Date: 1995-04-02 00:00:00 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FDCOBHUUUp@stingray.manawatu.gen.nz>
Source record: 93069

Well I was just playing dropzone, which I didn't realise at first I had,
and I have to admit that I didn't like it. I think the defender cart from
Atari is _much_ better, although I hate the way the game slows with lots of
things on the screen about to kill me.

One little game I quite like is crossfire - I can't get more than about 6000
on this. Those little monster/alien things always get me around then.

Richard.

--



Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

2829. Re: Atari8-CD exists ??? (was Re: Complete & Essential Map!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-02 00:00:00 UTC
From: cmwagner@gate.net
Message-ID: <3ll4t3$28eh@tequesta.gate.net>
Source record: 93070

Glenn Saunders <krishna@primenet.com> wrote:
: in light of what became of the platform partly due to their piracy. Yet

I personally agree that piracy did affect the platform, but it wasn't the absolute downfall. What did cause the downfall was a better, faster, and more widely supported platform, the x86-platform. But one day it will too meet it's doom. And the x86-platform probably has more piracy than the Atari platform ever did, but it is still profitable for businesses, where if a company supported Atari today and their software was pirated to death then they would go out of business.

--
cmwagner@gate.net http://www.gate.net/~cmwagner

2830. Re: Atari Soft NOT free but C64's YES? (Was: Re: Atari8-CD exis

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-02 00:00:00 UTC
From: koutchin@mail2.sas.upenn.edu
Message-ID: <3ll8vn$4pa@netnews.upenn.edu>
Source record: 93071

Glenn Saunders (krishna@primenet.com) wrote:
: The mortal Artem Aleksandrovich Koutchine wrote:

: : Hey d00de , r u trying to offend me ? I you do then kiss my ass, my 50 bucks
: : and go fuck your dog. If yo don't then think about getting 50 bucks from me
: : and making a SIO2PC cable for me ? But don't think too long, i can make one
: : myself (though, i am pretty lazy). BTW: about money in general, on sat i
: : bought PC XT 80186 (1985) for 5$!!! WOW !

: : I am Artem, the WAREZ MAN !

: If you aren't joking here, you are burning bridges fast.

Joking about what part ? I really did buy PC XT 80186 (1986) for FIVE
BUCKS
(made by WANG labs)
And what on the earth "BURNING BRIDGES FAST" mean ?

Artem: think, think,think, try, think, think, think, do

2831. ST<->8bit file transfers...

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-02 00:00:00 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FDCQDGVDUp@stingray.manawatu.gen.nz>
Source record: 93072

In case anyone is interested, I have a cable which hooks up to the 8bit's joystick ports (ports 1 & 2), and connects with the ST's parallel port.

With the corresponding transfer program on each computer, I can send files quite happily between the two.

It's not fast, but it has a checksum, and files don't appear to be coming out corrupted, so if anyone's interested in it, please let me know.

I will be modifying the programs at some stage (when time permits), but at the moment they all work, they're just not as friendly as I'd like - and hopefully I can get a bit more speed out of them.

The cable is easy to make - you just need one switch (on/off type - I pulled one of an old "rapid-fire" joystick), 2 female DB9 connectors (for the joystick ports), a male DB25 connector (for the ST's parallel port), and some wire (something like 10 strand or so - I use 2 6-strand cables).

It only transfers files, any size - it transfers in 16K blocks, so you need to have at least 20K free when running the program (in basic).

Umm, any questions please feel free to ask. I've only tested this on my computers, but Richard Gore is (hopefully) going to test it for me.

The docs aren't the best at the moment - enough, but not exactly the world's greatest manuals. I just wrote them quickly - I know how the program works, so I didn't need them in the first place. I just did them in case anyone else would benefit from this program. For people who have an SIO2PC cable and DJ800XL for the ST (like SIO2PC for the IBM, but I think it looks like it's a better program), you probably won't need this, but - if you don't need all the features of SIO2PC, then you might like this, as I think it should be cheaper to make.

I could post the stuff here in c.s.a.8, but not everyone will want it, and I don't have ftp access (yet), so umich is out of the question at the moment, but if anyone would like it, please let me know.

Just wanted to return the help that people have given me here in this group.

Richard =8-]

PS. If I had access to a PC, I could probably write this thing for a PC, or any computer with a parallel port (i.e. most). If you have an Amiga or PC, etc. and would like this on your computer, I can send the source so that you can convert it to your machine. It's in GFA basic, and a small 68000 assembler routine, but I can give help and explanations if needed...

--

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

2832. Re: Atari Soft NOT free but C64's YES? (Was: Re: Atari8-CD exis

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-02 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Apr02.001909.17742@wariat.UUCP>
Source record: 93073

```
(Artem uses foul language on the internet.)
Artem. For a while I thought you were a novelty. A foreigner with
a slightly different perspective. You want to talk nasty to people?
You are already 'persona non grata' to most of the people here.
(I said that in Latin because it is the universal language.)
Now, I know most people in mother Russia are not rude like you.
So, why don't you learn some manners?
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
**********************************************************************
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
**********************************************************************
```

2833. Quick Fixes for disk drives...

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-02 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.796855259@gmi.edu>
Source record: 93074

I've noticed quite a few posts regarding disk drive problems, so I thought I'd share some insights while trying to get my 1050 to work. This will probably work on other similar drives as well.

As reported in a previous post, my 1050 had become unreliable. It was very noisy, and most of the time it had difficulty booting up. Slow "boot error" messages were a common symptom upon booting up.

Well, I opened up the 1050, and did a little looking around. A few quick fixes made the drive operate almost like new. If you have experienced similar problems with your disk drive, you might want to try some of the following:

1. Clean the read/write sensor.

2. Lubricate the bars that support the read/write mechanism. I found that using a q-tip was best. Apply some oil on the q-tip and rub it along the bars. This alone made my 1050 whisper quiet.

3. Check the drive belt underneath. It may be half-way or all the way off. Work the drive belt back onto the motor. This may be a cause of unreliable disk reads/writes.

4. The flywheel may not be putting enough pressure on this disk to turn it sufficiently. I found this to be the case with mine. The small bar connected to the disk handle has a plastic flap which pushes down the flywheel when turning down the handle. It may be worn down. To fix this, take a small label (copy-protect labels work best) and affix a label onto the metal flywheel base underneath the plastic flap. Now, when you turn the drive handle, the flap will move down onto the flywheel base where the label is located, providing extra "thickness", thus giving the motor a better grip on the disk.

Due to these small fixes, my 11-year old 1050 works quietly and reliably again, almost like new. I hope a few of these suggestions are helpful to those of you who are experiencing similar noise/reliability problems with your drives.

/Kevin

2834. Re: Atari Soft NOT free but C64's YES? (Was: Re: Atari8-CD exist ??? ...)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-02 00:00:00 UTC
From: eyvind@pvv.unit.no
Message-ID: <EYVIND.95Apr2125940@bigblue.pvv.unit.no>
Source record: 93075

In article <3lhhbs$pm@crchh327.bnr.ca> Vladimir Jancarek <vjancare@magi.com> writes:

[...]

> Why is it that soft for C64 is freeware? That is probably the most important
> reason for me to see all 8bit soft freeware. I can get games like
> Boulderdash, Montezuma's Revenge and practically all games for 8bit (except
> perhaps the ones made by Atari) for free from many sites on the internet.
> So why would I pay for a game which the other guy gets for free for his/her
> Commodore legally?

Chances are, somewhere on the Internet there's a pirate site for Atari
software too, but just because it's on the net, doesn't mean it's
freeware. To my knowledge, no software publishers have released their
software into the public domain (or declared it freeware), so
downloading the C64 version of Montezuma is just as illegal as
downloading the Atari version (assuming you can find either). If
nobody will give you pointers to any ftp sites you can download pirate
software from, well, I guess you're just another lamer. Do0d.
--
Eyvind Bernhardsen

2835. Ice-T 2.0

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-02 00:00:00 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <9504021607.AA04201@brachot.jct.ac.il>
Source record: 93076

Thanks for all your responses and requests - I will upload my newest version
(which is NOW being worked on!) later on - IF I manage to get connected,
that is (I couldn't for half a week - sorry). I will reply individually
to all the messages as soon as I can call at cheaptime!

(stay tuned for version 1.1 - fixes bugs of 1.0, has the speed of 2.0,
but still doesn't need expanded RAM!)

Thanks for the interest, everybody!

-itay

--- Itay Chamiel, Jerusalem, Israel / | \ bruck@brachot.jct.ac.il ---
Atari 8-bit geek since I was 6 \/|\/ (using someone else's account)

2836. Not So Current Notes?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-02 00:00:00 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9504031012.AA06152@emh.kunsan.af.mil>
Source record: 93077

```
Forwarded message:
) From joe.waters@genie.geis.com Sun Apr 2 11:56 KST 1995
) From: joe.waters@genie.geis.com
) Message-Id: <199504020302.AA222801732@relay1.geis.com>
) Date: Sun, 2 Apr 95 02:35:00 UTC
) To: ehalliwe@emh.kunsan.af.mil
) Subject: Current Notes
) X-Genie-Id: 2093467
) X-Genie-From: JOE.WATERS
)
) Reply: Item #2221163 from EHALLIWE@EMH.KUNSAN.AF.MIL@INTERNET#
) What you need is to be able to roll back the clock 12 months and ask
) that question then. The next issue, the May/June issue, will be our
) last. You could subscribe, but you would only get one issue for your
) efforts although you could get back issues to fill out the
) subscription if you were interested in catching up on the 8-bit news.
) Sorry for the sad news, but after 11 years, it is finally time to
) retire.

One word: AAAAARRRRRRGGGGGGHHHHHH!!!!!!

--
Clay Halliwell | ATARI XL/XE DO + THE
ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
Lonersoft ... Solutions you don't want, for problems you don't have!
```

2837. Does anyone know anything about the SuperBrain computer?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-02 00:00:00 UTC
From: rogtha@delphi.com
Message-ID: <Zm7Z-58.rogtha@delphi.com>
Source record: 93078

Does anyone have any information regarding the SuperBrain computer?

2838. Re: Atari Soft NOT free but C64's YES? (Was: Re: Atari8-CD exis

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-02 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Apr02.124448.23270@wariat.UUCP>
Source record: 93079

(More about Artem.)
I got a copy of Artem's messesge I'd like to send to his sys admin at upenn. If Mr. King could tell us how to contact sysadmin at upenn, that would be a great help. Maybe about 15 people could send copies of Mr. Koutchin's message.
I figure Artem now has the sources to pirated software he was looking for so he doesn't care about this group any more. Maybe if he gets a little message from his sysadmin, he'll go over to C= and see what he can get there, they seem to pass all commercial software around.
I once said 'everyone' was welcome here. I guess in Artem's case, I'd make the exception that makes it a rule.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

2839. AtariLab Kits

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-02 00:00:00 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2F7C135A@POST0.LAAFB.AF.MIL>
Source record: 93080

The Light and Temperature Module AtariLab Kits are available from B&C ComputerVisions real cheap as I recall. I got both about a year ago and have been doing them with my kids--lots of material and very interesting. I might have gotten them on sale.

Rick Reaser

2840. Is there any EASY way to read single-density 8bit disks on a PC?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-02 00:00:00 UTC
From: toby@cyberspace.com
Message-ID: <3lmuho$l9h@case.cyberspace.com>
Source record: 93081

So, is there? I tried anadisk with deana, but it would not read it. I have lots of commercial software on my 8bit, so I can't U/L it to a BBs, and I only have a 300 baud modem on the 8bit and no 1050 drive, just 810's (2) and a PC, they're too far away to do a null modem with, but I suppose that'd be easier to do than MULE or SIO2PC. Drop me a line, I welcome all E-MAIL.

-Thanx. ;-)
<toby@cyberspace.com>

2841. Atari Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-02 00:00:00 UTC
From: chuck@utdallas.edu
Message-ID: <3lmv71$lg@utdallas.edu>
Source record: 93082
Cross-posted to: comp.sys.handhelds,comp.sys.palmtops,comp.sys.atari.8bit

I'm trying to find some technical information concerning the Atari Portfolio (Folio) computer. Specifically, what I'm looking for are the specifications for the card interface and the expansion bus ports. Any help would be greatly appreciated. Thanks in advance.
-- Chuck Knight

2842. Help with Adaptec cont. & ST 225

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-02 00:00:00 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3ln0a9$8vl@news2.delphi.com>
Source record: 93083

I have an adaptec controller and a Seagate ST 225 and I cannot get the HD formatted. Each time I try to format it I get wierd block errors on verify. I need to verify that my jumper settings are correct.

On the controller:

P,N,L,J,H,F,D,B are open

and on the PU R S
T block, the jumper is from R to S

On the drive:

The 1st jumper on the left is closed and the rest are open in the jumper block between the 2 connectors.

Oh yes, I am using a 256K MIO.

-Bry

2843. Re: Atari Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-02 00:00:00 UTC
From: misc1150@cantua.canterbury.ac.nz
Message-ID: <3ln449$1br@cantua.canterbury.ac.nz>
Source record: 93084
Cross-posted to: comp.sys.handhelds,comp.sys.palmtops,comp.sys.atari.8bit

chuck@utdallas.edu wrote:
: I'm trying to find some technical information concerning the Atari
: Portfolio (Folio) computer. Specifically, what I'm looking for are the
: specifications for the card interface and the expansion bus ports. Any
: help would be greatly appreciated. Thanks in advance.

Buy the Atari Portfolio Reference from Atari. (the only portfolio thing
they still sell :-)

--
--
Criggie the Wierd! "Gee I hate being retarded"
`!`!`!`!`!`!`!`!`!`!`! - Tom, "The Stand" part 3

2844. Re: Help with Adaptec cont. & ST 225

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-02 00:00:00 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3lnf3d$i6r@news2.delphi.com>
Source record: 93085

Never mind... I tried a different mech and it works fine. I guess I've got a dead 225 on my hands.

-Bry

2845. Re: Should Atari software be PD? (was Re: Atari8-CD exists ???

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-02 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <hk7ZnB9.ransom22@delphi.com>
Source record: 93086

Andrew K. Heller <heller@akh104.rh.psu.edu> writes:

>: Well, I think Atari owes us all big time. I bought 3 Atari 130 XE computers
>
> Owes us? yeah.. as if there were some moral point to this...

Heh. Good one. :)

There's one more thing I wanted to add to this discussion. Your
mention of "moral" reminded me of it. No, I'm not going to type a
lecture on morals! Never fear. :)

Instead, it reminded me that this isn't a question of morals,
ethics, or right and wrong. I forget who said it, but someone said
"if we scream loud enough, Atari will release the software to PD!" or
something very similar. Sorry I don't have the exact quote or the
name of the person who said it -- you can go back in the messages and
find out if you are curious. :)

Anyway, the person who said that must live a very protected
life. Businesses don't do things just because people scream. They
do things because they see them to be in their own selfish self-interest.
So, if customers scream, that's one thing. But if a bunch of non-
customers (ie, people using 80x86's and/or Atari 8-bits, in the case
of Atari, Inc.) scream, they couldn't care less.

Instead of acting (which invariably costs money), the business
will chose not to act. Who knows, those programs could be worth
something some day. And if not, retaining the rights to them costs
nothing.

If you really want Atari to release this stuff to the public
domain, you have to get their attention by waving money in front of
its coroporate face. Either buy the stuff then release it (Yeah, I'm
sure you will), or threaten a boycott of CURRENT product, and show tht
you have the power to make it stick and HURT them financially.

Other than that, all the screaming in the world won't solve
this "problem".

-Joe

Ps: Gad, problem...as if this really matters. It amazes me how much
people seem to love inventing "problems", when real problems threaten
at every turn. Ugh.

--

---

ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

2846. Re: MAPPING THE XL!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-02 00:00:00 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D6FG2B.sz@itex.jct.ac.il>
Source record: 93087

PATERSON, DAVID ANDREW (da_pate@pavo.concordia.ca) wrote:

: >Well, I want F-keys, but I mentioned that because I was drolling over
: >the stuff I read in Mapping the XL.
: >
: >I guess I'd settle for separate F-keys, but I so love the original 1200XL
: >keyboard! :��
: >

Two options: If you have func keys, but your OS doesn't support them,
remap the keycode-->ATASCII table into RAM (either by copying the OS into
the 16K ram under it, or by remapping the table by changing the address
in $79-$7A to point to your own table in RAM. This will NOT work on a 800
(but 800s don't have fkeys!). Then you modify this table, offset by the
value you get in 764 when you press a fkey, to the ATASCII value of the
relevant arrow key.

Another option is to drill four holes in your keyboard, install buttons and
connect them. Jeff McWilliams posted the specifics about a year ago, it may
be at the archives.. Maybe not.

Just my 2 shekels,

-itay

--- Itay Chamiel, Jerusalem, Israel / | \ bruck@brachot.jct.ac.il ---
Atari 8-bit geek since I was 6 \/|\/ (using someone else's account)

2847. Atari Joystick for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-02 00:00:00 UTC
From: pfirla@feldspar.com
Message-ID: <3ln9mv$4nt@snoopy.feldspar.com>
Source record: 93088

I have an Atari joystick for sale, for $3. Price doesn't include Shipping and Handling.

-Pete

2848. Re: Atari Soft NOT free but C64's YES? (Was: Re: Atari8-CD exis

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3lpe31$cu4@crchh327.bnr.ca>
Source record: 92855

koutchin@mail1.sas.upenn.edu (Artem Aleksandrovich Koutchine) wrote:
>
> Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
> : Vladimir Jancarek (vjancare@magi.com) wrote:
> : : Russ.Gilbert@apk.wariat.org (Russ Gilbert) wrote:
> : : > [WASTE BULLSHIT DELETED]
>
> : : I realy pitty this guy (Russ Rubberass Gilbert). Sending a message to
> : : a sys. admin? Please, wake up you naive creature. I myself have 3 internet
> : : accounts, so what would you achive? Nothing. Perhaps one thing. One day
> : : you will be punched in the mounth by someone you have never seen before.
>
> heh, that a good one. I did not even thing about this possibility.
> Vlad, YOU GAVE ME A REASON TO LIVE !!!! I'll find that guy and PUNCH
> HIM IN THE MOUTH and maybe i'll drive over him.

> ARtem [the friend of my friends, the enemy of my enemies]

I hope it will never happen (the punch). I don't wish anyone to be hurt
because of the dead line of computers. But it is always good to be ready
for such situation. That is why I'm taking karate and working out.

Vladimir
vjancare@magi.com

2849. FS: NEW Atari 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: marquez@linguisa.engr.ucdavis.edu
Message-ID: <3lpdlm$7ab@mark.ucdavis.edu>
Source record: 92856

Hello there:

Brand new never used Atari 1200XL with AC adapter for sale
asking a firm $70. I Prefer to sell locally to avoid adding
shipping charges.

If interested email me at: marquez@linguisa.engr.ucdavis.edu

2850. Re: Atari Soft NOT free but C64's YES? (Was: Re: Atari8-CD exis

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <136332@cup.portal.com>
Source record: 92857

Russ: The standard way of getting in touch with a system admin at any site is to just address the message to postmaster.umich.edu for example or upenn.edu in Artem's case. It has been my experience that every site has standard rules for particpation. Paraphrasing; no obscene language, no illegal activity, & no posting to inappropriate groups. Under the last heading I believe advocating piracy in a group that is mainly made up of authors, shareware authors, software authors, employed by the film industry, or otherwise employed in a technical field where intellectual property is important would probably qualify. One of my friends who runs a Waffle BBS's puts it this way. People that can't follow those rules are usually to stupid to set up there own site & even if they did, nobody would use it. "The system works."
BTW: My former boss, God rest his soul, was a UPENN grad. It's probably one of the finest schools we have in the US. Seems like they have their work cut out for them.
Rick

2851. Re: Atari Soft NOT free but C64's YES? (Was: Re: Atari8-CD exist ??? ...)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3lplhe$13di@hearst.cac.psu.edu>
Source record: 92858

Artem Aleksandrovich Koutchine (koutchin@mail1.sas.upenn.edu) wrote:
: Vladimir Jancarek (vjancare@magi.com) wrote:
: : I have already 15 people who agree with me on soft for 8 bit being
: : FREE. So, you wanna join too. Give your vote here.

: #include <me.h> four times 'cuz i agree on it, my two brothers agree on
: it , my friend agrres on it, and my gf too but she is not into 8bit (she is
: nuts about pentium100)

Ask your girlfriend if all software that doesn't require a pentium to
run should be made free. (cause the 486 line is just about to die...)

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---

2852. Re: Should Atari software be PD? (was Re: Atari8-CD exists ???)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3lplji$13di@hearst.cac.psu.edu>
Source record: 92859

Vladimir Jancarek (vjancare@magi.com) wrote:

: I don't belive it. what is so confusing? I want to have that software
: legally, get it? That's why I'm not getting it right now.

: Vladimir

The only game software I know of available "legally" is Vectrex stuff.

As for most other systems... you'll be waiting till you die.

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---

2853. Re: Atari Soft NOT free but C64's YES? (Was: Re: Atari8-CD exist ??? ...)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3lplo5$13di@hearst.cac.psu.edu>
Source record: 92860

Vladimir Jancarek (vjancare@magi.com) wrote:
: koutchin@mail1.sas.upenn.edu (Artem Aleksandrovich Koutchine) wrote:
: >
: > Vladimir Jancarek (vjancare@magi.com) wrote:
: > : I have already 15 people who agree with me on soft for 8 bit being
: > : FREE. So, you wanna join too. Give your vote here.
: >
: > #include <me.h> four times 'cuz i agree on it, my two brothers agree on
: > it , my friend agrres on it, and my gf too but she is not into 8bit (she is
: > nuts about pentium100)
: >
: > Artem (DA FRIEND)

: Well, that's 19 in just few days. Come who else, chickens, come out!

It took over 300 people to get a magazine printed....
19 people? To Atari? Heheh..they have fired more people than most companies
have employed.
--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---

2854. Re: Atari Soft NOT free but C64's YES? (Was: Re: Atari8-CD exis

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3lplqc$13di@hearst.cac.psu.edu>
Source record: 92861

Vladimir Jancarek (vjancare@magi.com) wrote:
: >
: > Since I love to rock the boat. Just send mail to root@ or netcop@
: > his email site. Thats it.
: >

: Remember, be always ready. One day it will happen to you (read my reply
: above "Since I love ..."

I doubt it. Then again..so what. =)

And this thread should die.

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---

2855. Re: Atari Software as PD. Bloody long thread this :]

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3lpm3i$13di@hearst.cac.psu.edu>
Source record: 92862

```
Vladimir Jancarek (vjancare@magi.com) wrote:
: heller@akh104.rh.psu.edu (Andrew K. Heller) wrote:
: >
: > Vladimir Jancarek (vjancare@magi.com) wrote:
: >
: > : And about commercial software being worth the price, you 're wrong again.
: > : I've read this article in which one retail salesman admitted that somethimes
: > : the producer of the software charges $20 for the package and retailer
: > : sells it for $80.
: >
: > This is plain DUMB. Do you know HOW SUPID this sounds?
: > Man, I think we should all start calling up record companies and
: > ask them to charge us the correct price for CD's. (Which by the
: > way only cost about $3 to make).
: >
: > The $80 and above crap is WINTEL talking . . .
: >
: > --
: > Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
: > ------------------------------------------------------------------------------
: I really pitty you if you stay this naive and think that retailers are
: not ripping you off. And I wasn't talking about 8 bit soft.

I KNOW they are ripping me off. But define RIPPING off...

(this is my last post...this thread should never have started)
--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
------------------------------------------------------------------------------
```

2856. Re: Atari Soft NOT free but C64's YES? (Was: Re: Atari8-CD exis

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <3lpndh$1m8@news.xmission.com>
Source record: 92863

Russ Gilbert (Russ.Gilbert@apk.wariat.org) wrote:
: (More about Artem.)
: I got a copy of Artem's messesge I'd like to send to his sys admin at
: upenn. If Mr. King could tell us how to contact sysadmin at upenn, that
: would be a great help. Maybe about 15 people could send copies of Mr.
: Koutchin's message.

Mail your message to postmaster@upenn.edu, and they'll handle your
complaint. I got very good results when mailing to those folks. They
were quite interested in hearing about Artem pirating via their system.

If Artem has 3 Internet account, CC: to the other two. If he wont stop
his crap, we can just get him off the net altogether.

Just be sure to include the COMPLETE message, with header, return
address, etc. when contacting the postmaster. These folks are extremely
busy and need all the available information.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

2857. Re: Atari Soft NOT free but C64's YES? (Was: Re: Atari8-CD exist ??? ...)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: eyvind@pvv.unit.no
Message-ID: <EYVIND.95Apr3214620@bigblue.pvv.unit.no>
Source record: 92864

In article <3lp955$bps@crchh327.bnr.ca> Vladimir Jancarek <vjancare@magi.com> writes:

> As all of you see, Eyvind just proved my point about being brain dead.
> What else is there to add to his psychotic comments.

Thanks, cutie pie. Just the excuse I needed to relearn how to make
kill files in Gnus. Ah, haven't had any use for a kill file since the
good ol' days in comp.sys.amiga.advocacy. Brings back the memories.
--
Eyvind Bernhardsen

2858. Re: Atari Soft NOT free but C64's YES? (Was: Re: Atari8-CD exist ??? ...)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: eyvind@pvv.unit.no
Message-ID: <EYVIND.95Apr3215223@bigblue.pvv.unit.no>
Source record: 92865

In article <3lpb6a$t48@netnews.upenn.edu> koutchin@mail1.sas.upenn.edu (Artem Aleksandrovich Koutchine) writes:

> Yeah, sure, great minds find each other. listen, matchmaker, can you
> be a bit more constructive and tell wether you got some info on
> warez sitez for atari 8bit ?

Gee, I'm sorry, I'd be glad to lead you to a "warez" site, but I'm not going to.
--
Eyvind Bernhardsen

2859. Re: NEW graphic adventure game

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <BU0doKH.ransom22@delphi.com>
Source record: 92866

Bertrand LE ROY <bleroy@ccr.jussieu.fr> writes:

>Is anybody interested by such a game for the atari 8 bit?
>Would you be ready to pay $20 for it or do you think that all atari 8 bit
>programs should be free ;) ?
>Would you be interested in other NEW games for the atari?

Yes, yes, and yes.

Simple enough? :) One question, tho: what form of payment will you
accept? :) (ie, money order, cash, check, etc.)

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

2860. Re: Atari8-CD exists ??? (was Re: Complete & Essential Map!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3lod6i$gts@news.primenet.com>
Source record: 92867

The mortal Chad Wagner wrote:
: Glenn Saunders <krishna@primenet.com> wrote:
: : in light of what became of the platform partly due to their piracy. Yet

: I personally agree that piracy did affect the platform, but it wasn't the
: absolute downfall. What did cause the downfall was a better, faster, and
: more widely supported platform, the x86-platform. But one day it will too
: meet it's doom. And the x86-platform probably has more piracy than the
: Atari platform ever did, but it is still profitable for businesses, where
: if a company supported Atari today and their software was pirated to
: death then they would go out of business.

The C=64 killed the Atari before the IBM killed off all the 8-bits.

2861. Re: Atari 130XE Emulator for PC?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3lodbn$gts@news.primenet.com>
Source record: 92868

The mortal Video Toaster Man wrote:
: I found some disks in my closet from my old Atari 130XE, which I sold a
: long, long time ago. Is there a Atari 130XE (or equivalent) emulator that
: would run on a PC and allow me to read the disks and at least to retrieve
: text data?

What kind of PC? With a name like VT man I would assume you've got an Amiga.

2862. Wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <RAw+IaP.jeking7@delphi.com>
Source record: 92869

Still looking to obtain Zork II and Zork III in their original boxes.

B&C nor American Technavision carry those titles and are sold
out forever. Picked up every other Infocom title stil
commercially available, and would like to finish off the
collection.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

2863. Re: Game sought.. Dont re

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: ckormos@delphi.com
Message-ID: <Rg88wQK.ckormos@delphi.com>
Source record: 92870

```
Of course I have Ghost Encounter!
Charley
```

2864. Re: 8bit/26/7800 wishlist & sale/trade list

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: ckormos@delphi.com
Message-ID: <Zg99ouN.ckormos@delphi.com>
Source record: 92871

I have most of the 8-bit stuff you listed.
Plus I do have that Marble Madness game you asked about before, I had it filed under Mad Marble.
E-mail me if you want the goodies.
Charley

2865. Zork!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <RiwcoME.jeking7@delphi.com>
Source record: 92872

What was the original goal in Zork I? Are you to collect all the baubles
and store them in the trophy case?

I've completed this game once, but it was YEARS ago, and today I'm
starting from scratch.

No hints, please - as I'm going to finish this WITHOUT the map or
invisiclues booklet I have.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

2866. Atari 8bit software threads

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <RA4e4OD.jeking7@delphi.com>
Source record: 92873

Is it possible to let these pirating threads die down? It's really
killing the "GOOD" message traffic that used to be so heavy here.

Artem and Vlad - are you two the same person? Sheesh! One track minds!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

2867. Re: Atari8-CD exist ??? (was Re: Complete & Essential Map!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: MBITDC9306@titan.newi.ac.uk
Message-ID: <9504030954.AA26140@dylan.newi.ac.uk>
Source record: 92905

> Date: Sun, 02 Apr 95 22:02:12
> From: <atari8@netcom.com>
> Subject: atari8 Digest V95 #211
> To: mbitdc9306
> Cc:

>
> Atari 8bit Digest Sun Apr 2 13:58:53 PDT 1995 Volume 95 : Issue 211
>
> Today's Topics:
>
> : I saw some Atari8 stuff as late as about '86 or '87, but your point remains
> : valid. Of course, I live in an area where there are Atari8 retailers
> : practically in my back yard. But that doesn't change the general case.
>
> That brings up a good point. How many of you here speaking against
> piracy have an Atari8 retailer, source, or whatever in your area?
>
> John
> |jvogel@crl.com|

I've ALWAYS had to order my 8-bit software by mail almost without
exception. The only guy in my area who ever sold them operated from a
market stall.

David Wyn Davies
The Atari Classic Programmer's Club
mbitdc9306@newi.ac.uk

6502, 68000 and soon to be 8086 assembly language
programmer. OK with graphics. Not so good with music.

Retro-gaming freak. Looking for old Atari 8-bit, 2600
VCS and Vectrex carts and equipment.

Constructive Solid Geometry has changed my life. Try
some today.

2868. Re: 400/800 cart list and other ???s

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: brow0130@gold.tc.umn.edu
Message-ID: <brow0130-0304951745490001@mac86.micro.umn.edu>
Source record: 92906
Cross-posted to: rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit

In article <1995Mar31.133418.14068@wvnvms>, mbruno@olie.wvitcoe.wvnet.edu
(Marco Bruno) wrote:

> : I've just pulled out my old atari 400 (and 810 disk drive - still works!
> : :) And now I was wondering if anyone has ever put together a complete
> : cart list for the 400/800?
[snip]
> ...Fort Apocalypse, Shamus, Slime, Necromancer :D
[snip]
> If you want to get all those excellent Synapse games (you didnt mention
> BLUE MAX!) you should try to get your hands on a C-64.

Ahh. Blue Max. Wonderful 3/4 perspective dogfight biplane game. I loved
that baby. And Shamus. Necromancer. What a kick it would be to have
those sweethearts ported (oops, said the nasty word) over to my Jag. A
fully t-mapped Blue Max, with the Jag's incredible sound chip put to good
use, would be teriffic.

--
Rick Brown <brow0130@gold.tc.umn.edu>
Currently, he most enjoys NBA Live '95 (Genesis), Virtua Racing (32X), and Tempest 2000
(Jaguar).

2869. ***** 520 STFM system For Sale *******

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: gathings@cs.utk.edu
Message-ID: <3lpt76lNNr7e@duncan.cs.utk.edu>
Source record: 92907
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

```
F O R S A L E

Item Desc Asking Price

Atari 520 stfm $120 (shipped )
with user manuals
(this is the model with
the internal floppy )

Will throw in
communication software
and st314 (720k DSDD drive )
for FREE

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando
```

2870. Atari Software as PD. Bloody long thread this :]

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: MBITDC9306@titan.newi.ac.uk
Message-ID: <9504031059.AA26530@dylan.newi.ac.uk>
Source record: 92908

> > So, what happens if we decide to return to the Atari after a few
> > months and find all our software on the net? We'd probably be a
> > little pissed!!
> >
>
> Tell me the reason why would you return? Only because you like producing
> software for 8 bit, not because you're making your living doing it.
> Otherwise you will be programming for 80X86, Mac or UNIX platforms, am
> I right? Of course I am. I wouldn't mind making soft for Atari for
> FREE if I had necessary HD & SW.

Yes, I do write software for the PC. This makes the 8-bit my hobby, right? Where possible, I don't my hobby to cost me a fortune. If I spend 2 years writing a piece of software (my current project is 18 months overdue ;), and it works well, then I am not going to really want to put it into PD circles. I want to get some of my cash back from it. Remember that even today, it still costs people cash to produce 8-bit software despite the fact that it has become a 'home-industry'.

Disks have to be bought, hardware maintained (just had my drive serviced a couple of weeks ago), consumeables replaced, telephone and electricity charges paid for, etc ... it all mounts up. PD software in general don't have the same amount of time spent on them and this is often reflected in the quality. Sure, there is some commercial crap around, but a lot of commercial software is well worth the asking price.

> Why is it that soft for C64 is freeware? That is probably the most important
> reason for me to see all 8bit soft freeware. I can get games like
> Boulderdash, Montezuma's Revenge and practically all games for 8bit (except
> perhaps the ones made by Atari) for free from many sites on the internet.
> So why would I pay for a game which the other guy gets for free for his/her
> Commodore legally?

I doubt this very much. The situation with two sites that I know contain ex-commercial software is that the Vectrex site contains software that the original developers of the system have freely made available to the Internet. The Sinclair Spectrum site that I know of in France is a bit iffy. I immediately recognised two games in there, but Ocean software (the original publishers) had told the guy who apparently programmed them that they didn't really mind. As for the other stuff in the French site, I'm not sure.

BTW: One of the Ocean games on the French site is Head Over Heels, which eventually appeared on the Atari. It finally arrived 2 years after a

finished product was reviewed in a UK Atari 8-bit magazine!!

I've noticed that one of the Atari 8-bit FTP sites contains the Zork trilogy and other Infocom stuff. My question is, was permission granted? I know what you might be thinking - 'Infocom are dead and buried, so it doesn't matter'. This is partly true since they were bought out a few years ago by Activision, but Activision still have plans to increase the number of Zork games in the future on other platforms (and have already done so in the past).

I have to admit to liking the idea in principle, but the time may not be right. If you can find some software that's difficult (or almost impossible) to get hold of legitimately, then I'd advise that you contact the software house first and find out their position on this. If the software house has long gone, then I don't think you'll have anything to worry about.

Come to think of it, why don't you go ahead and do a survey? Ask the US publishers about it and see what their responsed are? If you find some (and you will) that don't mind, then let us know who they are. Again, though, some titles would have to be withheld from the Internet in consideration of Atari suppliers who currently have stocks.

It'll give you something to do since I don't think you're going to let go of the idea very easily ;)
David Wyn Davies
The Atari Classic Programmer's Club
mbitdc9306@newi.ac.uk

6502, 68000 and soon to be 8086 assembly language programmer. OK with graphics. Not so good with music.

Retro-gaming freak. Looking for old Atari 8-bit, 2600 VCS and Vectrex carts and equipment.

Constructive Solid Geometry has changed my life. Try some today.

2871. AR - The Dungeon question

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: smrgoodw@reading.ac.uk
Message-ID: <3lokt5$7qg@susscsc1.rdg.ac.uk>
Source record: 92909

I've played Alternate Reality The Dungeon, got to the "end" of the game with a vile, evil character. I decided to try again, but this time, being good. Several new characters later I have finally manage a level 5 character (Norman) who has made it into the Light Wizards guild.

I have heard about the Chapel Sanctuary. Norman isn't good enough yet to be given access to this place and I refuse to "cheat" - I would like to know if anyone has made it in there without having to mess around with the character via a disk editor. If so what kind of good things should I do? I've given everything to the Chapel including the corpses I leave behind. I pray regularly (hey, that reminds me has anyone ever got a result from praying?), attend a sermon every day, give money to paupers and never fight unless attacked first. It's hard but someone has to do it.

- Joel G.

2872. Commodore 1702

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: pruittj@world.std.com
Message-ID: <D6GI8D.48L@world.std.com>
Source record: 92910

Will the 1200XL work with the commodore 1702?

Thanks

John

2873. Atari software as freeware ... the last word (hopefully)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: MBITDC9306@titan.newi.ac.uk
Message-ID: <9504031142.AA26928@dylan.newi.ac.uk>
Source record: 92911

Okay, here's something I just found in one of the sinclair WWW pages.
It details the pitfalls of trying to put copyrighted software on the
Internet and most of it is applicable to what's been discussed here.

Enjoy ...

Dave.

The bugbear: Spectrum copyrights explained

The bugbear: Spectrum copyrights explained

By Chris Owen (tr95006@sable.ox.ac.uk)

One of the most frequently asked questions on comp.sys.sinclair and
the Fidonet Spectrum echo is: is it legal to distribute Spectrum snapshots?

The answer is: generally, no it's not.

This is why there are no FTP servers in Western countries offering
Spectrum snapshots. The archive at ftp.ijs.si exists because of two
things: patient administrators and a lack of a Slovenian law against
software piracy.

Why is this? As the statistics for ftp.ijs.si and ftp.nvg,unit.no
show, there is still a fair bit of interest in Spectrum stuff. Yet the
software companies aren't making it available either commercially
or as freeware / shareware, as Amstrad have done with the
Spectrum ROMs themselves. What's more, it's not really piracy,
say many; the companies are not making any money out of the games
and so aren't being defrauded the same way that copying (say) Doom
II would be ripping off id Software.

The answer is threefold. Firstly, as mentioned above, it's not
commercially profitable - these are companies after all, out to make
money. If they do not make money from Spectrum games, why
should they distribute them? The problem for the people who want the
games is that the amount of demand for them is in that region between
nil and commercial viability; in short, it's not worth the companies
making them available for the small amount of financial returns they
would get. (This of course is a further illustration of the generosity
Amstrad have shown - without their ROMs there would not be any
Spectrum emulators, or at least no legal ones.) And, of couse, many
of the people downloading ancient games from ftp.ijs.si would almost
certainly not be willing to actually pay for the things; a charge would
drastically drive down the demand.

Secondly, perhaps the thorniest issue of all is the legal one, described to me by US Gold as "an enormous can of worms". You might think that repeating a TV programme is a simple operation, but it's not: there are actors' fees, repeat fees, legal fees and so on to sort out. Similarly with computer games, particularly with the many licensed ones produced over the years (from Ghostbusters to Rainbow Islands). In many cases, the copyrights might be held jointly by the programmers; by the licensee (a film company, coin-op producer or whatever); or, as in many cases, by the receivers for vanished companies. The cost of untangling these legal knots would in many cases seem to be too great to make it worthwhile, quite apart from the difficulties in tracing receivers and programmers from long-extinct companies.

A third reason is that some of the few surviving companies - Rare (Ultimate), US Gold, Ocean, 21st Century Entertainment (Hewson) - are jealously guarding some or all of their copyrights for reasons of protection of intellectual copyright. Rare, for instance, have apparently refused to make their old games legally available in case they want to re-use the characters. Although this may seem unlikely at first, it is quite possible; the current rash of rehashed old games (Rare's own Donkey Kong Country, Graftgold's Uridium 2 and the Atari Jaguar Tempest 2000, amongst others) is a demonstration of this.

However, there is a ray of hope. Some copyright holders have explicitly agreed to let their games be distributed as PD or freeware - notable amongst these are Julian Gollop, author of the superlative Laser Squad and Lords of Chaos, Vortex Software and the legendary Gargoyle Games. Others have adopted a "blind eye" approach along the lines of: we don't want the hassle of untangling the legal knots, but we won't prosecute if you do distribute the games. (It should be said that this is something said more in conversation than in writing, for obvious reasons). This is a slightly riskier situation, but one that at least allows distribution of the games.

Having said that, there is no reason why many Spectrum games should not be re-released by the companies as freeware - that is, freely distributable but still fully copyrighted and banned from commercial resale (rather like the Sinclair ROMs). In many cases, the reason why they are not would seem to be simple inertia. I'm trying to goad a few into action, but so far I haven't had much luck. Any updates will be posted to comp.sys.sinclair and of course added to this page.

So, in the meantime, what should be done? If you really must distribute Spectrum software, it's best to do it on the quiet; as Terry Pratchett told me regarding The Colour Of Magic (the game) , advertising what is effectively pirated software would be like standing on a hilltop whilst wearing wet copper armour during a thunderstorm. The thing most likely to bring a crackdown on Spectrum snapshots is the companies feeling that they are being ripped off. As long as it's a few enthusiasts swapping odd files, they're not likely to worry too much; but if people start advertising

"500 Spectrum games for emulator - only stlg20!!!" (as seen in Micro Computer Mart...), or establishing UK bulletin boards along the lines of ftp.ijs.si, they are not likely to be best pleased.

You Have Been Warned...

There you have it. All written down nice and neat. I hope that this will now be the end of the discussions on the newsgroup. Anyone who wants to go ahead and set up a site dealing in ex-commercial software should now know what to do ... ask permission first!

David Wyn Davies
The Atari Classic Programmer's Club
mbitdc9306@newi.ac.uk

6502, 68000 and soon to be 8086 assembly language programmer. OK with graphics. Not so good with music.

Retro-gaming freak. Looking for old Atari 8-bit, 2600 VCS and Vectrex carts and equipment.

Constructive Solid Geometry has changed my life. Try some today.

2874. Re: Atari Soft NOT free but C64's YES? (Was: Re: Atari8-CD exis

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3lonpm$9n6@crchh327.bnr.ca>
Source record: 92912

Russ.Gilbert@apk.wariat.org (Russ Gilbert) wrote:
>
> (More about Artem.)
> I got a copy of Artem's messesge I'd like to send to his sys admin at
> upenn. If Mr. King could tell us how to contact sysadmin at upenn, that
> would be a great help. Maybe about 15 people could send copies of Mr.
> Koutchin's message.
> I figure Artem now has the sources to pirated software he was looking
> for so he doesn't care about this group any more. Maybe if he gets a
> little message from his sysadmin, he'll go over to C= and see what he
> can get there, they seem to pass all commercial software around.
> I once said 'everyone' was welcome here. I guess in Artem's case, I'd
> make the exception that makes it a rule.
> --
> Russ Gilbert, user of the UniBoard System @ wariat.org
> E-Mail: Russ.Gilbert@apk.wariat.org
> **
> APK Public Access UNI* Cleveland, (216)-241-7541
> Ohio first telnet/FTP/IRC/MUD/Internet access BBS
> E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
> **

I realy pitty this guy (Russ Rubberass Gilbert). Sending a message to
a sys. admin? Please, wake up you naive creature. I myself have 3 internet
accounts, so what would you achive? Nothing. Perhaps one thing. One day
you will be punched in the mounth by someone you have never seen before.

Vladimir
vjancare@magi.com

2875. HERE YOU GO ! (need some phones)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: koutchin@mail1.sas.upenn.edu
Message-ID: <3looge$1vp@netnews.upenn.edu>
Source record: 92913

Okay, maybe i have some spare space to setup an ftp site. But since
i dont want to play withthe law so open i'd like to get some
permissions from creators (and maybe atari corp.too). Anyhow, how
do i do it ? and What are the phone numbers and addresses ?
You'd better help me if you want to get a site ....

Artem (i just was passing by)

2876. Re: Atari8-CD exists ??? (was Re: Complete & Essential Map!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3loomv$9n6@crchh327.bnr.ca>
Source record: 92914

Joe Walsh <ransom22@delphi.com> wrote:
>
> Vladimir Jancarek <vjancare@magi.com> writes:
>
> >And about the MANY stores? Last time I checked arround in computer stores
> >in Ottawa & Toronto, not a single dealer was selling the 8bit software for
> >Atari. And don't tell me to order it from somewhere. I like to go to the local
> >store and get the software not waiting for it in the mail.
>
> So, what you are saying is that it is inconvenient for you to
> purchase these games. Therefore, the games should be released into the
> public domain.
> That makes no sense at all. There are still people earning their
> livelihoods from the sale of these games. If you can't get up the
> energy to order games through the mail, that's your problem. The rest of
> us seem to manage just fine.
>
> -Joe
> --
> ____
> ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

Don't give me this "livelihoods" crap. If they don't do it just because
they like 8 bits they must be nuts, otherwise they will be long ago selling
SW/HW for other platforms.

Vladimir
vjancare@magi.com

" FREE software for discontinued platforms !!!! YEah. "

2877. Re: Atari Soft NOT free but C64's YES? (Was: Re: Atari8-CD exist ??? ...)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3lop0c$9n6@crchh327.bnr.ca>
Source record: 92915

eyvind@pvv.unit.no (Eyvind Bernhardsen) wrote:
>
> In article <3lhhbs$pm@crchh327.bnr.ca> Vladimir Jancarek <vjancare@magi.com> writes:
>
> [...]
>
> > Why is it that soft for C64 is freeware? That is probably the most important
> > reason for me to see all 8bit soft freeware. I can get games like
> > Boulderdash, Montezuma's Revenge and practically all games for 8bit (except
> > perhaps the ones made by Atari) for free from many sites on the internet.
> > So why would I pay for a game which the other guy gets for free for his/her
> > Commodore legally?
>
> Chances are, somewhere on the Internet there's a pirate site for Atari
> software too, but just because it's on the net, doesn't mean it's
> freeware. To my knowledge, no software publishers have released their
> software into the public domain (or declared it freeware), so
> downloading the C64 version of Montezuma is just as illegal as
> downloading the Atari version (assuming you can find either). If
> nobody will give you pointers to any ftp sites you can download pirate
> software from, well, I guess you're just another lamer. Do0d.
> --
> Eyvind Bernhardsen

Maybe you should read some previous messages next time before flapping
your asshole lips in here. I mentioned before that I can get any soft
I want for Atari 8 bit but still would like to see it Freeware.
Next time try not to look like you have a brain power of a bag of hammers.

Vladimir
vjancare@magi.com

2878. Re: Should Atari software be PD? (was Re: Atari8-CD exists ???)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3lopck$9n6@crchh327.bnr.ca>
Source record: 92916

koutchin@mail2.sas.upenn.edu (Artem Aleksandrovich Koutchine) wrote:
>
> it is me, Artem Just wanted to make some general commets about the thread.
>
> SO, firstly:
>
> 1. as you see Vlad, IT IS IMPOSSIBLE TO BE POLITE WHEN YOU POST IN HERE !!!!
> Why is that so ?
>
> going on
>
> 2. Well, may be some people are looking for a couple titles, but i want
> the whole package. I have about 100 titles, and i want all 5000 or more.
> What is it gonna cost me ? 10,000 bucks ? 15,000 bucks. I'd better go
> and buy a VR system and P100.
>
> next ...
>
> 3. ALL REASONS TO LEAVE THE WAREZ FOR ATARI AS *not pd* ARE NONSENSE BUT
> LIGAL
>
> here you go ...
>
> 4. ALL THE REASONS TO MAKE WAREZ PD ARE REASONABLE BUT ILLIGAL

Artem and others

Maybe if there are non-believers here that we (at least I) can get most of the software (games) for the Atari 8 bit, we can prove it. I can put the stuff together and post a list here. They can pick any title from it and I'll send them a copy of it. That would stop that wining about me not having access to the soft.

Vladimir
vjancare@magi.com
>
>
> Artem (just a Warez man)

2879. Re: Atari Software as PD. Bloody long thread this :]

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3loqa7$9n6@crchh327.bnr.ca>
Source record: 92917

MBITDC9306@titan.newi.ac.uk (DAVID DAVIES) wrote:
>
> > > So, what happens if we decide to return to the Atari after a few
> > > months and find all our software on the net? We'd probably be a
> > > little pissed!!
> > >
> >
> > Tell me the reason why would you return? Only because you like producing
> > software for 8 bit, not because you're making your living doing it.
> > Otherwise you will be programming for 80X86, Mac or UNIX platforms, am
> > I right? Of course I am. I wouldn't mind making soft for Atari for
> > FREE if I had necessary HD & SW.
>
> Yes, I do write software for the PC. This makes the 8-bit my hobby,
> right? Where possible, I don't my hobby to cost me a fortune. If I
> spend 2 years writing a piece of software (my current project is 18
> months overdue ;), and it works well, then I am not going to really
> want to put it into PD circles. I want to get some of my cash back
> from it. Remember that even today, it still costs people cash to
David Wyn Davies wrote:

>Yes, I do write software for the PC. This makes the 8-bit my hobby,
>right? Where possible, I don't my hobby to cost me a fortune. If I
>spend 2 years writing a piece of software (my current project is 18
>months overdue ;), and it works well, then I am not going to really
>want to put it into PD circles. I want to get some of my cash back
>from it. Remember that even today, it still costs people cash to
>produce 8-bit software despite the fact that it has become a
>'home-industry'.
> Disks have to be bought, hardware maintained (just had my drive
> serviced a couple of weeks ago), consumeables replaced, telephone and
> electricity charges paid for, etc ... it all mounts up. PD software
> in general don't have the same amount of time spent on them and this
> is often reflected in the quality. Sure, there is some commercial
> crap around, but a lot of commercial software is well worth the asking
> price.

See, you just proved the fact that I am a better person then you. I don't
mind spending some 'cash' to make a software people will enjoy. But it
seems your main concern is money and getting your precious 'cash'.

And about commercial software being worth the price, you 're wrong again.
I've read this article in which one retail salesman admitted that somethimes
the producer of the software charges $20 for the package and retailer
sells it for $80.

Vladimir
vjancare@magi.com

2880. Re: Should Atari software be PD? (was Re: Atari8-CD exists ???)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: koutchin@mail1.sas.upenn.edu
Message-ID: <3lotbe$8pt@netnews.upenn.edu>
Source record: 92918

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: Artem and others

: Maybe if there are non-believers here that we (at least I) can get most of
: the software (games) for the Atari 8 bit, we can prove it. I can put the
: stuff together and post a list here. They can pick any title from it and
: I'll send them a copy of it. That would stop that wining about me not
: having access to the soft.

: Vladimir
: vjancare@magi.com
Hey, Vlad, i did not mean to say anything that offends ya. I just
wanted to tell everyone what i feel about the thread. Btw, Vlad, you
could try to get permission from some companies to distibute the
warez you have thru ftp or email. Well, just a though.

: >
: >
: > Artem (just a Warez man)
```

2881. Re: Atari Soft NOT free but C64's YES? (Was: Re: Atari8-CD exist ??? ...)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: koutchin@mail1.sas.upenn.edu
Message-ID: <3lotgj$8pt@netnews.upenn.edu>
Source record: 92919

Vladimir Jancarek (vjancare@magi.com) wrote:
: >
: > Chances are, somewhere on the Internet there's a pirate site for Atari
: > software too, but just because it's on the net, doesn't mean it's
: > freeware. To my knowledge, no software publishers have released their
: > software into the public domain (or declared it freeware), so
: > downloading the C64 version of Montezuma is just as illegal as
: > downloading the Atari version (assuming you can find either). If
: > nobody will give you pointers to any ftp sites you can download pirate
: > software from, well, I guess you're just another lamer. Do0d.
: > --
: > Eyvind Bernhardsen

: Maybe you should read some previous messages next time before flapping
: your asshole lips in here. I mentioned before that I can get any soft
: I want for Atari 8 bit but still would like to see it Freeware.
: Next time try not to look like you have a brain power of a bag of hammers.

: Vladimir
: vjancare@magi.com

HEY BUDDY !!! NICE TOUCH ! that is exactly what i was tlking about. They
all sound (weel, most of them) sound like AOL and PRODIGY assholes. Btw,
i could not find any signs of sitez with atari 8bit warez. Could you ?

Artem (the buddy of my buddies)

2882. Re: Atari Software as PD. Bloody long thread this :]

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: koutchin@mail1.sas.upenn.edu
Message-ID: <3lotsv$8pt@netnews.upenn.edu>
Source record: 92920

Vladimir Jancarek (vjancare@magi.com) wrote:
: See, you just proved the fact that I am a better person then you. I don't
: mind spending some 'cash' to make a software people will enjoy. But it
: seems your main concern is money and getting your precious 'cash'.

Hey Vlad ! You're right. I have being creating warez since 1987 and did
a lot of them, but i never (i repeat) NEVER charged anything for it, though
i fucked up my school becuz of it and spent AT LEAST 3000$ in order to
get soft and hard warez. and i sware that i will continue doing it (but not
too much cuz i am in a coledge now)

: And about commercial software being worth the price, you 're wrong again.
: I've read this article in which one retail salesman admitted that somethimes
: the producer of the software charges $20 for the package and retailer
: sells it for $80.

Vlad, you don't even know how right you are. I knew a lot of guys who
were selling warez and since i was their friend (to all others: my friends
get proctection and help 24hours a day, so it is pretty c00l to be my friend)
and they sold my warez fro 10 bucks that was on the shelves for 80-100 !!!!

: Vladimir
: vjancare@magi.com

Artem (just a warez man)

2883. How to transfer data from Atari to PC & upld to Internet?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3lov2t$b4v@crchh327.bnr.ca>
Source record: 92921

Hi everyone;

I would like to know how exactly I would upload 8 bit soft (PD, shareware etc) on the Internet. I guess I would have to transfer it to my PC and upload. I don't have a modem for 8 bit and wouldn't use it anyways - too slow. Any help welcome.

Vladimir
vjancare@magi.com

2884. Re: AR - The Dungeon question

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <3louj3$9m@news.xmission.com>
Source record: 92922

```
: leave behind. I pray regularly (hey, that reminds me has anyone ever
: got a result from praying?), attend a sermon every day, give money to

How do you pray in AR:? I just bought from American TechnaVision brand
new (already had the games <originals>, but wanted FRESH copies) boxed
sets of City, Dungeon, but havent had time to play yet..

I've been bad and cheated every once/while and used an editor to help my
characters survive. Kind of defeats the purpose, doesnt it?

I'll try without the editor and my pre-made maps.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!
```

2885. Re: Atari Soft NOT free but C64's YES? (Was: Re: Atari8-CD exist ??? ...)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: eyvind@pvv.unit.no
Message-ID: <EYVIND.95Apr3172438@bigblue.pvv.unit.no>
Source record: 92923

In article <3lnvrh$cls@netnews.upenn.edu> koutchin@mail2.sas.upenn.edu (Artem Aleksandrovich Koutchine) writes:

> Eyvind Bernhardsen (eyvind@pvv.unit.no) wrote:
> : In article <3lhhbs$pm@crchh327.bnr.ca> Vladimir Jancarek <vjancare@magi.com> writes:
>
> : Chances are, somewhere on the Internet there's a pirate site for Atari
> : software too, but just because it's on the net, doesn't mean it's
>
> nope, unfortunately there are no sitez with ATARI 8bit warez.

Pardon me, I'm sure I didn't mean to imply that you hadn't been to every single Internet site on the planet, checking for Atari 8bit 'warez'. I bet you just ran through all 256^4 possible IP addresses, right? Oh, and every possible port too, let's not forget. Using ftp and fsp.
--
Eyvind Bernhardsen

2886. Need Wico Com. Cont. Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: af309@cleveland.Freenet.Edu
Message-ID: <3lp4j1$j6a@usenet.INS.CWRU.Edu>
Source record: 92924

I am looking for 3 or 4 used (or new?!) Wico Command Control joysticks. Those were the ones with the big red stick, and had a switchable trigger from a base button to the button on the stick top. It had metal switches - the base was about 4 1/2 inches square.

Thanks for your help - reply to af309@cleveland.freenet.edu

Bruce Frumker
--

2887. Re: Atari Soft NOT free but C64's YES? (Was: Re: Atari8-CD exist ??? ...)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: eyvind@pvv.unit.no
Message-ID: <EYVIND.95Apr3181708@bigblue.pvv.unit.no>
Source record: 92925

In article <3lop0c$9n6@crchh327.bnr.ca> Vladimir Jancarek <vjancare@magi.com> writes:

[...]

> Maybe you should read some previous messages next time before flapping
> your asshole lips in here. I mentioned before that I can get any soft
> I want for Atari 8 bit but still would like to see it Freeware.
> Next time try not to look like you have a brain power of a bag of hammers.

Aww. Did oo maybe not like what me said? Coochie coochie coo!

They're so cute in that age, aren't they?
--
Eyvind Bernhardsen

2888. Re: Atari Soft NOT free but C64's YES? (Was: Re: Atari8-CD exist ??? ...)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: eyvind@pvv.unit.no
Message-ID: <EYVIND.95Apr3182045@bigblue.pvv.unit.no>
Source record: 92926

In article <3lotgj$8pt@netnews.upenn.edu> koutchin@mail1.sas.upenn.edu (Artem Aleksandrovich Koutchine) writes:

[...]

> : Maybe you should read some previous messages next time before flapping
> : your asshole lips in here. I mentioned before that I can get any soft
> : I want for Atari 8 bit but still would like to see it Freeware.
> : Next time try not to look like you have a brain power of a bag of hammers.
>
> HEY BUDDY !!! NICE TOUCH ! that is exactly what i was tlking about. They
> all sound (weel, most of them) sound like AOL and PRODIGY assholes. Btw,
> i could not find any signs of sitez with atari 8bit warez. Could you ?

Aah. Love at first sight. Spring is in the air, everyone!
--
Eyvind Bernhardsen

2889. Re: Atari Soft NOT free but C64's YES? (Was: Re: Atari8-CD exist ??? ...)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3lp955$bps@crchh327.bnr.ca>
Source record: 92927

eyvind@pvv.unit.no (Eyvind Bernhardsen) wrote:
>
> In article <3lop0c$9n6@crchh327.bnr.ca> Vladimir Jancarek <vjancare@magi.com> writes:
>
> [...]
>
> > Maybe you should read some previous messages next time before flapping
> > your asshole lips in here. I mentioned before that I can get any soft
> > I want for Atari 8 bit but still would like to see it Freeware.
> > Next time try not to look like you have a brain power of a bag of hammers.
>
> Aww. Did oo maybe not like what me said? Coochie coochie coo!
>
> They're so cute in that age, aren't they?
> --
> Eyvind Bernhardsen

As all of you see, Eyvind just proved my point about being brain dead.
What else is there to add to his psychotic comments.

Vladimir
vjancare@magi.com

2890. Re: Atari Soft NOT free but C64's YES? (Was: Re: Atari8-CD exist ??? ...)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3lp9aq$bps@crchh327.bnr.ca>
Source record: 92928

eyvind@pvv.unit.no (Eyvind Bernhardsen) wrote:
>
> In article <3lotgj$8pt@netnews.upenn.edu> koutchin@mail1.sas.upenn.edu (Artem Aleksandrovich Koutchine) writes:
>
> [...]
>
> > : Maybe you should read some previous messages next time before flapping
> > : your asshole lips in here. I mentioned before that I can get any soft
> > : I want for Atari 8 bit but still would like to see it Freeware.
> > : Next time try not to look like you have a brain power of a bag of hammers.
> >
> > HEY BUDDY !!! NICE TOUCH ! that is exactly what i was tlking about. They
> > all sound (weel, most of them) sound like AOL and PRODIGY assholes. Btw,
> > i could not find any signs of sitez with atari 8bit warez. Could you ?
>
> Aah. Love at first sight. Spring is in the air, everyone!
> --
> Eyvind Bernhardsen

How immature can he (Eyvind) be?

Back to the real issue.
I have already 15 people who agree with me on soft for 8 bit being
FREE. So, you wanna join too. Give your vote here.

Vladimir
vjancare@magi.com

2891. Re: Atari8-CD exists ??? (was Re: Complete & Essential Map!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3lpb76$11fv@hearst.cac.psu.edu>
Source record: 92929

Vladimir Jancarek (vjancare@magi.com) wrote:

: Don't give me this "livelihoods" crap. If they don't do it just because
: they like 8 bits they must be nuts, otherwise they will be long ago selling
: SW/HW for other platforms.

Well, I would guess that they do other stuff as well...
ever hear of FTE??! Know what great hardware they are coming out
for the 8bits?

A while ago you said something like "why should I pay for games
on the Atari when I my friends have a C64 and they get all their stuff
for free..."
To answer your question: You didn't buy a C64. You purchased
the Atari.

: " FREE software for discontinued platforms !!!! YEah. "

Does that included the 8086? 8088? 80286? the original MAC?
the Apple II? The Amiga?

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---

2892. Re: FS Huge Atari Collection

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: powalisz@nrlvax.nrl.navy.mil
Message-ID: <powalisz-0304951327570001@zenith.nrl.navy.mil>
Source record: 92930

I may be interestedin the NEC monitor, alone, if you were to price it for
me and if it had all the cables/adapters..... Please e-mail me...

Ron Powalisz
ron@zenith.nrl.navy.mil

In article <3kv59s$277@lucky.innet.com>, miked@lucky.innet.com (Michael
Dodge) wrote:

> Im over at a friends house and hes got an enormous collection of Atari 8
> bit and ST hardware and books to get rid of. Included are:
>
> Atari 800XL
> 2 Atari 1050 Drives (Happy Enhanced)
> NEC Color Monitor
> Joysticks
> 200 or so diskettes (some originals, others ???)
> Approx 15 original boxed games and OS software (SSI, Mac65, etc)
> Atari 1050 Field Service Manual
> MC68000 Users Manual (400 pages)
> 86 Assembler
> 6502 Assembler
> Mapping the Atari
> Atari XL Users Handbook
> COmputes Atari Graphics #1, #2
> Computes 2nd and 3rd book
> Assembly Lang Book
> Software Codebreaking for Atari
>
> Plus about 20 other xeroxed books and publications (thousands of pages)
> on hardware, mag exerps, etc.
>
> Hes looking for $150 plus shipping (this stuff probably weighs 75 pounds or
> more).
>
> Email miked@innet.com with responses.
>
> Thanks!

2893. Re: Should Atari software be PD? (was Re: Atari8-CD exists ???)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3lpbbq$11fv@hearst.cac.psu.edu>
Source record: 92931

Artem Aleksandrovich Koutchine (koutchin@mail2.sas.upenn.edu) wrote:
: it is me, Artem Just wanted to make some general commets about the thread.

: SO, firstly:

: 1. as you see Vlad, IT IS IMPOSSIBLE TO BE POLITE WHEN YOU POST IN HERE !!!!
: Why is that so ?

: going on

: 2. Well, may be some people are looking for a couple titles, but i want
: the whole package. I have about 100 titles, and i want all 5000 or more.
: What is it gonna cost me ? 10,000 bucks ? 15,000 bucks. I'd better go
: and buy a VR system and P100.

Heck... even I as a 2600 collector would want the whole package...
but to be handed it leaves everything to be desired. What fun is that?
If game collecting binary code is all you want there are still
pirate boards out there...

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---

2894. Re: Should Atari software be PD? (was Re: Atari8-CD exists ???)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3lpbdt$11fv@hearst.cac.psu.edu>
Source record: 92932

Vladimir Jancarek (vjancare@magi.com) wrote:

: Artem and others

: Maybe if there are non-believers here that we (at least I) can get most of
: the software (games) for the Atari 8 bit, we can prove it. I can put the
: stuff together and post a list here. They can pick any title from it and
: I'll send them a copy of it. That would stop that wining about me not
: having access to the soft.

I am still confused here. If you can get the software for free
what is the point of all of this?

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---

2895. Re: Atari Soft NOT free but C64's YES? (Was: Re: Atari8-CD exist ??? ...)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3lpbeu$11fv@hearst.cac.psu.edu>
Source record: 92933

Artem Aleksandrovich Koutchine (koutchin@mail2.sas.upenn.edu) wrote:
: Eyvind Bernhardsen (eyvind@pvv.unit.no) wrote:
: : In article <3lhhbs$pm@crchh327.bnr.ca> Vladimir Jancarek <vjancare@magi.com> writes:

: : Chances are, somewhere on the Internet there's a pirate site for Atari
: : software too, but just because it's on the net, doesn't mean it's

: nope, unfortunately there are no sitez with ATARI 8bit warez.

You don't net surf much do you?

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---

2896. WTB: Great American Cross Country Road Race..

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3lpbi7$11fv@hearst.cac.psu.edu>
Source record: 92934

Looking for a complete set...NEW if possible... is a gift
for the woman. Anybody know a place selling it offhand and the price?

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---

2897. Re: Atari Soft NOT free but C64's YES? (Was: Re: Atari8-CD exist ??? ...)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: koutchin@mail1.sas.upenn.edu
Message-ID: <3lpb6a$t48@netnews.upenn.edu>
Source record: 92935

Eyvind Bernhardsen (eyvind@pvv.unit.no) wrote:
: > all sound (weel, most of them) sound like AOL and PRODIGY assholes. Btw,
: > i could not find any signs of sitez with atari 8bit warez. Could you ?

: Aah. Love at first sight. Spring is in the air, everyone!

Yeah, sure, great minds find each other. listen, matchmaker, can you
be a bit more constructive and tell wether you got some info on
warez sitez for atari 8bit ?

Artem (one of the greatest mind of this hour)

2898. Re: Atari Soft NOT free but C64's YES? (Was: Re: Atari8-CD exis

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3lpbnl$11fv@hearst.cac.psu.edu>
Source record: 92936

```
Vladimir Jancarek (vjancare@magi.com) wrote:
: Russ.Gilbert@apk.wariat.org (Russ Gilbert) wrote:
: >
: > (More about Artem.)
: > I got a copy of Artem's messesge I'd like to send to his sys admin at
: > upenn. If Mr. King could tell us how to contact sysadmin at upenn, that
: > would be a great help. Maybe about 15 people could send copies of Mr.
: > Koutchin's message.
: > I figure Artem now has the sources to pirated software he was looking
: > for so he doesn't care about this group any more. Maybe if he gets a
: > little message from his sysadmin, he'll go over to C= and see what he
: > can get there, they seem to pass all commercial software around.
: > I once said 'everyone' was welcome here. I guess in Artem's case, I'd
: > make the exception that makes it a rule.
: > --
: > Russ Gilbert, user of the UniBoard System @ wariat.org
: > E-Mail: Russ.Gilbert@apk.wariat.org
: > ********************************************************************
: > APK Public Access UNI* Cleveland, (216)-241-7541
: > Ohio first telnet/FTP/IRC/MUD/Internet access BBS
: > E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
: > ********************************************************************

: I realy pitty this guy (Russ Rubberass Gilbert). Sending a message to
: a sys. admin? Please, wake up you naive creature. I myself have 3 internet
: accounts, so what would you achive? Nothing. Perhaps one thing. One day
: you will be punched in the mounth by someone you have never seen before.

Since I love to rock the boat. Just send mail to root@ or netcop@
his email site. Thats it.

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
------------------------------------------------------------------------------
```

2899. Re: Should Atari software be PD? (was Re:

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504031632.AA00808@ilmen.lanl.gov>
Source record: 92937

In a previous article, Vladimir Jancarek <vjancare@magi.com> wrote:

> Maybe if there are non-believers here that we (at least I) can get most of
> the software (games) for the Atari 8 bit, we can prove it. I can put the
> stuff together and post a list here. They can pick any title from it and
> I'll send them a copy of it.

I find this entire thread totally amazing and nearly unbelievable.

To publicly offer copyrighted material just for the asking, with no sense whatsoever of right or wrong and certainly no consideration at all for the authors and/or distributors of this software, is quite simply disgusting.

Just because dealers are hard to find is no excuse for theft. Sorry.

How can you have so little self-respect? I really do feel sorry for you. I'm also quite surprised that other 8-bitters tolerate posts such as these that promote criminal behaviour. You don't have to put up with it!

-Hutch- @ Fair Dinkum Tech

2900. Re: Atari Soft NOT free but C64's YES? (Was: Re: Atari8-CD exist ??? ...)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: koutchin@mail1.sas.upenn.edu
Message-ID: <3lpbe7$8i@netnews.upenn.edu>
Source record: 92938

Vladimir Jancarek (vjancare@magi.com) wrote:
: I have already 15 people who agree with me on soft for 8 bit being
: FREE. So, you wanna join too. Give your vote here.

#include <me.h> four times 'cuz i agree on it, my two brothers agree on
it , my friend agrres on it, and my gf too but she is not into 8bit (she is
nuts about pentium100)

Artem (DA FRIEND)

2901. Re: How to transfer data from Atari to PC & upld to Internet?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: koutchin@mail1.sas.upenn.edu
Message-ID: <3lpbos$8i@netnews.upenn.edu>
Source record: 92939

Vladimir Jancarek (vjancare@magi.com) wrote:
: Hi everyone;

: I would like to know how exactly I would upload 8 bit soft (PD, shareware
: etc) on the Internet. I guess I would have to transfer it to my PC and
: upload. I don't have a modem for 8 bit and wouldn't use it anyways - too
: slow. Any help welcome.

: Vladimir
: vjancare@magi.com

Hey VLAD !

Actually i don't believe it ! you did not know how to do that ? YOu
are diminishing in my eyes, (just kidding) SO, here you go:

METHOD #1 (FUCKING SLOW)
Use two modems and two phone line , blah blah blah you know what i mean
METHOD #2 (THAT'S HOW IT MUST BE DONE)

YOu must get the following things:
1) atari drive 20-70 bucks (but you must already have it)
2) SIO2PC cable 50 bucks (but someonesaid that he could give it
out for free)
3) SIO2PC software (it is PD on the UMICH archive)

then just insirt all you dicks one by one and convert then into xfd (or
.atr) format. Then just upload it 1 I would do it if i had a dirve. My drive
fucked up 3 weeks ago and i still looking for a cheap one (shit, as a student
i run outa money every week)

if you have any question just email me.

Artem (i help to those who help me)

2902. Re: Atari Software as PD. Bloody long thread this :]

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3lpcdf$11fv@hearst.cac.psu.edu>
Source record: 92940

Vladimir Jancarek (vjancare@magi.com) wrote:

: And about commercial software being worth the price, you 're wrong again.
: I've read this article in which one retail salesman admitted that somethimes
: the producer of the software charges $20 for the package and retailer
: sells it for $80.

This is plain DUMB. Do you know HOW SUPID this sounds?
Man, I think we should all start calling up record companies and
ask them to charge us the correct price for CD's. (Which by the
way only cost about $3 to make).

The $80 and above crap is WINTEL talking . . .

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---

2903. Re: Atari Software as PD. Bloody long thread this :]

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <3APR199513513536@pavo.concordia.ca>
Source record: 92941

In article <3loqa7$9n6@crchh327.bnr.ca>, Vladimir Jancarek <vjancare@magi.com> writes...
>
>See, you just proved the fact that I am a better person then you. I don't
>mind spending some 'cash' to make a software people will enjoy. But it
>seems your main concern is money and getting your precious 'cash'.
>
>And about commercial software being worth the price, you 're wrong again.
>I've read this article in which one retail salesman admitted that somethimes
>the producer of the software charges $20 for the package and retailer
>sells it for $80.
>
>Vladimir
>vjancare@magi.com

Tim for some basic lessons of economics. Producer selling price: $20.
Sells to : wholesaler. Wholesaler has expenses etc. Sells program to
retailer for $35.
Retailer must pay rent, salaries, cover cost of software that doesn't
sell, advertise, etc. Marks program up to $80.

If you don't like the free market, try living in the alternative.

And re: your pathetic attempt at a put-down: once you've released a piece
of software then we'll talk. Until then you're merely a pompous buffoon,
impressing no one.

I don't use kill files. But the drivel from two sources recently is
sorely tempting me.

||| 6502 > 486
||| Dave Paterson
/ | \ DA_PATE@pavo.concordia.ca

2904. Re: Atari Soft NOT free but C64's YES? (Was: Re: Atari8-CD exist ??? ...)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: koutchin@mail1.sas.upenn.edu
Message-ID: <3lpc06$8i@netnews.upenn.edu>
Source record: 92942

Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
: : nope, unfortunately there are no sitez with ATARI 8bit warez.

: You don't net surf much do you?

nope, not too much , just 6-7 hours a day

Artem (he is not a sergeon, he cannot cure braindead)

2905. Re: Should Atari software be PD? (was Re: Atari8-CD exists ???)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: koutchin@mail1.sas.upenn.edu
Message-ID: <3lpbtj$8i@netnews.upenn.edu>
Source record: 92943

st.cac.psu.edu>
Distribution: world

Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
: Vladimir Jancarek (vjancare@magi.com) wrote:

: : Artem and others

: : Maybe if there are non-believers here that we (at least I) can get most of
: : the software (games) for the Atari 8 bit, we can prove it. I can put the
: : stuff together and post a list here. They can pick any title from it and
: : I'll send them a copy of it. That would stop that wining about me not
: : having access to the soft.

: I am still confused here. If you can get the software for free
: what is the point of all of this?

You still don't understand, do you ?

Artem (he is not a sergeon, he cannot cure braindead)

2906. Re: AR - The Dungeon question

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3lpcql$11fv@hearst.cac.psu.edu>
Source record: 92944

J. F. Goodwin (smrgoodw@reading.ac.uk) wrote:
: I've played Alternate Reality The Dungeon, got to the "end" of the game
: with a vile, evil character. I decided to try again, but this time, being
: good. Several new characters later I have finally manage a level 5 character
: (Norman) who has made it into the Light Wizards guild.

: I have heard about the Chapel Sanctuary. Norman isn't good
: enough yet to be given access to this place and I refuse to "cheat" - I
: would like to know if anyone has made it in there without having to mess
: around with the character via a disk editor. If so what kind of good things
: should I do? I've given everything to the Chapel including the corpses I
: leave behind. I pray regularly (hey, that reminds me has anyone ever
: got a result from praying?), attend a sermon every day, give money to
: paupers and never fight unless attacked first. It's hard but someone
: has to do it.

It takes TIME.... and faith!!!! I have never made it to Sanctuary...
I took a character from the city and took him through EVERYTHING...
after 13+ levels ..he still can't get in..

One of my brothers how ever did get in... took him forever as well...
--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---

2907. Re: Atari Soft NOT free but C64's YES? (Was: Re: Atari8-CD exis

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: koutchin@mail1.sas.upenn.edu
Message-ID: <3lpcm9$1hr@netnews.upenn.edu>
Source record: 92945

Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
: Vladimir Jancarek (vjancare@magi.com) wrote:
: : Russ.Gilbert@apk.wariat.org (Russ Gilbert) wrote:
: : > [WASTE BULLSHIT DELETED]

: : I realy pitty this guy (Russ Rubberass Gilbert). Sending a message to
: : a sys. admin? Please, wake up you naive creature. I myself have 3 internet
: : accounts, so what would you achive? Nothing. Perhaps one thing. One day
: : you will be punched in the mounth by someone you have never seen before.

heh, that a good one. I did not even thing about this possibility.
Vlad, YOU GAVE ME A REASON TO LIVE !!!! I'll find that guy and PUNCH
HIM IN THE MOUTH and maybe i'll drive over him.

: Since I love to rock the boat. Just send mail to root@ or netcop@
: his email site. Thats it.

yeah, that's a cool one. i rememer i met a netcop on #warez on irc and
he said "be careful i am loggin". He wanted to finish the phrase but
was banned forever from all #warez channels :) huh, that was one netcop :(

ARtem [the friend of my friends, the enemy of my enemies]

2908. Re: Atari Software as PD. Bloody long thread this :]

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: koutchin@mail1.sas.upenn.edu
Message-ID: <3lpcrr$1hr@netnews.upenn.edu>
Source record: 92946

THIS IS TO PATERSON TOO

Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
: Vladimir Jancarek (vjancare@magi.com) wrote:

: This is plain DUMB. Do you know HOW SUPID this sounds?
: Man, I think we should all start calling up record companies and
: ask them to charge us the correct price for CD's. (Which by the
: way only cost about $3 to make).

Well, i think it is you're a dumb ass. The talk was not about the stuff
in general. (see. Context)

Artem [i am no sergeon, i am no god, i cannot cure braindead]

2909. Re: Atari8-CD exists ??? (was Re: Complete & Essential Map!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3lpc3t$cu4@crchh327.bnr.ca>
Source record: 92947

heller@akh104.rh.psu.edu (Andrew K. Heller) wrote:
>
> Vladimir Jancarek (vjancare@magi.com) wrote:
>
> : Don't give me this "livelihoods" crap. If they don't do it just because
> : they like 8 bits they must be nuts, otherwise they will be long ago selling
> : SW/HW for other platforms.
>
> Well, I would guess that they do other stuff as well...
> ever hear of FTE??! Know what great hardware they are coming out
> for the 8bits?
>
> A while ago you said something like "why should I pay for games
> on the Atari when I my friends have a C64 and they get all their stuff
> for free..."
> To answer your question: You didn't buy a C64. You purchased
> the Atari.
>
> : " FREE software for discontinued platforms !!!! YEah. "
>
> Does that included the 8086? 8088? 80286? the original MAC?
> the Apple II? The Amiga?
>
> --
> Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
> --

Answer to the question:
Yes, any platform which is no longer supported by software companies.
That's what I ment. So I guess some of the above mentioned will be under
that category.

Vladimir
vjancare@magi.com

2910. Re: Atari Soft NOT free but C64's YES? (Was: Re: Atari8-CD exis

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3lpcek$cu4@crchh327.bnr.ca>
Source record: 92948

heller@akh104.rh.psu.edu (Andrew K. Heller) wrote:
>
> Vladimir Jancarek (vjancare@magi.com) wrote:
> : Russ.Gilbert@apk.wariat.org (Russ Gilbert) wrote:
> : >
> : > (More about Artem.)
> : > I got a copy of Artem's messesge I'd like to send to his sys admin at
> : > upenn. If Mr. King could tell us how to contact sysadmin at upenn, that
> : > would be a great help. Maybe about 15 people could send copies of Mr.
> : > Koutchin's message.
> : > I figure Artem now has the sources to pirated software he was looking
> : > for so he doesn't care about this group any more. Maybe if he gets a
> : > little message from his sysadmin, he'll go over to C= and see what he
> : > can get there, they seem to pass all commercial software around.
> : > I once said 'everyone' was welcome here. I guess in Artem's case, I'd
> : > make the exception that makes it a rule.
> : > --
> : > Russ Gilbert, user of the UniBoard System @ wariat.org
> : > E-Mail: Russ.Gilbert@apk.wariat.org
> : > **
> : > APK Public Access UNI* Cleveland, (216)-241-7541
> : > Ohio first telnet/FTP/IRC/MUD/Internet access BBS
> : > E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
> : > **
>
> : I realy pitty this guy (Russ Rubberass Gilbert). Sending a message to
> : a sys. admin? Please, wake up you naive creature. I myself have 3 internet
> : accounts, so what would you achive? Nothing. Perhaps one thing. One day
> : you will be punched in the mounth by someone you have never seen before.
>
>
> Since I love to rock the boat. Just send mail to root@ or netcop@
> his email site. Thats it.
>
> --
> Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
> --

Remember, be always ready. One day it will happen to you (read my reply
above "Since I love ..."

Vladimir
vjancare@magi.com

2911. Re: Atari Soft NOT free but C64's YES? (Was: Re: Atari8-CD exist ??? ...)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3lpcij$cu4@crchh327.bnr.ca>
Source record: 92949

koutchin@mail1.sas.upenn.edu (Artem Aleksandrovich Koutchine) wrote:
>
> Vladimir Jancarek (vjancare@magi.com) wrote:
> : I have already 15 people who agree with me on soft for 8 bit being
> : FREE. So, you wanna join too. Give your vote here.
>
> #include <me.h> four times 'cuz i agree on it, my two brothers agree on
> it , my friend agrres on it, and my gf too but she is not into 8bit (she is
> nuts about pentium100)
>
> Artem (DA FRIEND)

Well, that's 19 in just few days. Come who else, chickens, come out!

Vladimir
vjancare@magi.com

2912. Re: How to transfer data from Atari to PC & upld to Internet?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3lpd49$cu4@crchh327.bnr.ca>
Source record: 92950

koutchin@mail1.sas.upenn.edu (Artem Aleksandrovich Koutchine) wrote:
>
> Vladimir Jancarek (vjancare@magi.com) wrote:
> : Hi everyone;
>
> : I would like to know how exactly I would upload 8 bit soft (PD, shareware
> : etc) on the Internet. I guess I would have to transfer it to my PC and
> : upload. I don't have a modem for 8 bit and wouldn't use it anyways - too
> : slow. Any help welcome.
>
> : Vladimir
> : vjancare@magi.com
>
> Hey VLAD !
>
> Actually i don't believe it ! you did not know how to do that ? YOu
> are diminishing in my eyes, (just kidding) SO, here you go:
>
> METHOD #1 (FUCKING SLOW)
> Use two modems and two phone line , blah blah blah you know what i mean
> METHOD #2 (THAT'S HOW IT MUST BE DONE)
>
> YOu must get the following things:
> 1) atari drive 20-70 bucks (but you must already have it)
> 2) SIO2PC cable 50 bucks (but someonesaid that he could give it
> out for free)
> 3) SIO2PC software (it is PD on the UMICH archive)
>
> then just insirt all you dicks one by one and convert then into xfd (or
> ..atr) format. Then just upload it 1 I would do it if i had a dirve. My drive
> fucked up 3 weeks ago and i still looking for a cheap one (shit, as a student
> i run outa money every week)
>
> if you have any question just email me.
>
> Artem (i help to those who help me)

Thanks, I just wasn't sure of where to get the software. I might get a hold
of an extra DD so if I do, I let you know.
By the way there is also a third METHOD (a little crazy):

1) Record everything as a sound file from TURBO 2000 to a sound file.

Then the other user simply records it back onto tape. Isn't that wild?
I like this idea. We should try it sometime asuming you have tapedeck

with TURBO.

Vladimir
vjancare@magi.com

2913. Re: Atari Software as PD. Bloody long thread this :]

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3lpd8e$cu4@crchh327.bnr.ca>
Source record: 92951

heller@akh104.rh.psu.edu (Andrew K. Heller) wrote:
>
> Vladimir Jancarek (vjancare@magi.com) wrote:
>
> : And about commercial software being worth the price, you 're wrong again.
> : I've read this article in which one retail salesman admitted that somethimes
> : the producer of the software charges $20 for the package and retailer
> : sells it for $80.
>
> This is plain DUMB. Do you know HOW SUPID this sounds?
> Man, I think we should all start calling up record companies and
> ask them to charge us the correct price for CD's. (Which by the
> way only cost about $3 to make).
>
> The $80 and above crap is WINTEL talking . . .
>
> --
> Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
> --
I really pitty you if you stay this naive and think that retailers are
not ripping you off. And I wasn't talking about 8 bit soft.

Vladimir
vjancare@magi.com

2914. Re: Should Atari software be PD? (was Re:

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3lpdhn$cu4@crchh327.bnr.ca>
Source record: 92952

hutch@ilmen.lanl.gov (Hutch) wrote:
>
> In a previous article, Vladimir Jancarek <vjancare@magi.com> wrote:
>
> > Maybe if there are non-believers here that we (at least I) can get most of
> > the software (games) for the Atari 8 bit, we can prove it. I can put the
> > stuff together and post a list here. They can pick any title from it and
> > I'll send them a copy of it.
>
>
> I find this entire thread totally amazing and nearly unbelievable.
>
> To publicly offer copyrighted material just for the asking, with no sense
> whatsoever of right or wrong and certainly no consideration at all for the
> authors and/or distributors of this software, is quite simply disgusting.
>
> Just because dealers are hard to find is no excuse for theft. Sorry.
>
> How can you have so little self-respect? I really do feel sorry for you.
> I'm also quite surprised that other 8-bitters tolerate posts such as these
> that promote criminal behaviour. You don't have to put up with it!
>
> -Hutch- @ Fair Dinkum Tech
>

Yet another moron? I offered this to guys like you because I know that
you would of course delete the soft after you've seen that it is what
I said it is. I wouldn't do that to distribute software illegally, do you
seriously think I'm stupid? Maybe I would even make it corrupted, so
you will just see the loading screen or something.
Maybe I didn't say it clearly enough, sorry.

Vladimir
vjancare@magi.com

2915. Re: Atari Software as PD. Bloody long thread this :]

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3lpdo2$cu4@crchh327.bnr.ca>
Source record: 92953

da_pate@pavo.concordia.ca (PATERSON, DAVID ANDREW) wrote:
>
> In article <3loqa7$9n6@crchh327.bnr.ca>, Vladimir Jancarek <vjancare@magi.com> writes...
> >
> >See, you just proved the fact that I am a better person then you. I don't
> >mind spending some 'cash' to make a software people will enjoy. But it
> >seems your main concern is money and getting your precious 'cash'.
> >
> >And about commercial software being worth the price, you 're wrong again.
> >I've read this article in which one retail salesman admitted that somethimes
> >the producer of the software charges $20 for the package and retailer
> >sells it for $80.
> >
> >Vladimir
> >vjancare@magi.com
>
> Tim for some basic lessons of economics. Producer selling price: $20.
> Sells to : wholesaler. Wholesaler has expenses etc. Sells program to
> retailer for $35.
> Retailer must pay rent, salaries, cover cost of software that doesn't
> sell, advertise, etc. Marks program up to $80.
>
> If you don't like the free market, try living in the alternative.
>
> And re: your pathetic attempt at a put-down: once you've released a piece
> of software then we'll talk. Until then you're merely a pompous buffoon,
> impressing no one.
>
> I don't use kill files. But the drivel from two sources recently is
> sorely tempting me.
>
> ||| 6502 > 486
> ||| Dave Paterson
> / | \ DA_PATE@pavo.concordia.ca
>
>

I don't believe this. Dave P. is actually begging a retailer to rip him
off and defends him. That's what I call 'successful brainwashing'. Wow,
it really works.

Vladimir
vjancare@magi.com

2916. Re: Should Atari software be PD? (was Re: Atari8-CD exists ???)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3lpds0$cu4@crchh327.bnr.ca>
Source record: 92954

koutchin@mail1.sas.upenn.edu (Artem Aleksandrovich Koutchine) wrote:
>
> st.cac.psu.edu>
> Distribution: world
>
> Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
> : Vladimir Jancarek (vjancare@magi.com) wrote:
>
> : : Artem and others
>
> : : Maybe if there are non-believers here that we (at least I) can get most of
> : : the software (games) for the Atari 8 bit, we can prove it. I can put the
> : : stuff together and post a list here. They can pick any title from it and
> : : I'll send them a copy of it. That would stop that wining about me not
> : : having access to the soft.
>
> : I am still confused here. If you can get the software for free
> : what is the point of all of this?
>
> You still don't understand, do you ?
>
> Artem (he is not a sergeon, he cannot cure braindead)

I don't belive it. what is so confusing? I want to have that software
legally, get it? That's why I'm not getting it right now.

Vladimir

2917. Re: Should Atari software be PD? (was Re: Atari8-CD exists ???)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3lnor8$omf@hearst.cac.psu.edu>
Source record: 93089

John M. Vogel (jvogel@crl.com) wrote:
: Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:

: : Tell you what. Give me a list of the stuff you want... and I'll track
: : down where you can purchase it.

: All right, I'll bite. I'm looking for "Jupiter Mission" from Avalon Hill.
: I'm serious about this.

Was that the first or second? OH..Yeah.. the first..
okay.. I AM REALLY LOOKING for Quest for the Space Beagle. The second
game in the series.

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---

2918. Re: Atari Soft NOT free but C64's YES? (Was: Re: Atari8-CD exis

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: koutchin@mail2.sas.upenn.edu
Message-ID: <3lnv3p$cls@netnews.upenn.edu>
Source record: 93090

Russ Gilbert (Russ.Gilbert@apk.wariat.org) wrote:
: (Artem uses foul language on the internet.)
: Artem. For a while I thought you were a novelty. A foreigner with
: a slightly different perspective. You want to talk nasty to people?

Slightly ???? naaaah, COMPLETELY !!! and i don't want to talk nasty to
people in general. I ***LOVE*** to talk nasty to people who try to
offend me or do not respect my opinion. (if my opinion has some
real things behind it)

: You are already 'persona non grata' to most of the people here.

I don't care. See, most of people are either dumbasses or assholes. So,
i am "persona grata" to the coolest guys here (and there, and there too)

: (I said that in Latin because it is the universal language.)

Ah, thanks for the lesson, but i am in finance major so i don't
need latin :)

: Now, I know most people in mother Russia are not rude like you.

I don't know, i don't care. My GF was pretty kind, polite and sexy. I was
so to her. so, maybe the rest is different.

: So, why don't you learn some manners?

WHy should it ? I think you should, i did not talk to you and did not
ask you opinion about my language. (you could say your opinion about
the general subject though). It was a personal negotiation.

Artem (i am a friend of my friend and an enemy of my enemies, i don't
care about anybody else)

2919. Re: Atari Soft NOT free but C64's YES? (Was: Re: Atari8-CD exis

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: koutchin@mail2.sas.upenn.edu
Message-ID: <3lnvo7$cls@netnews.upenn.edu>
Source record: 93091

Russ Gilbert (Russ.Gilbert@apk.wariat.org) wrote:
: (More about Artem.)

You MUST BE a writter.

: I got a copy of Artem's messesge I'd like to send to his sys admin at
: upenn. If Mr. King could tell us how to contact sysadmin at upenn, that
: would be a great help. Maybe about 15 people could send copies of Mr.
: Koutchin's message.

well, here you go buddy, admin@sas.upenn.edu . Did you know that ?
ahh, may be they just did not tell you that. You know, you sound like
a lamer from AOL or PRODIGY.

Hmm, about 15 people :) WELL

TO 15 PEOPLE (whoever they are)

DO WHATEVER YOU THINK IS RIGHT ! THIS IS A FREE COUNTRY !!!
(anyhow i have an anon poster and other three accounts. How are you
gonna get rid of me , huh ?)

: I figure Artem now has the sources to pirated software he was looking
: for so he doesn't care about this group any more.

Yes, i DO have BIG and WASTE sources of pirated software and i spent
many hours to find them, but i HATE WHEN PEOPLE MAKE FUCKING WRONG
CONCLUSIONS ! Listen, i did not say that i do not care about this
newgroup anymore becuz i really hope and truly believe that there are
some pretty cool guy around here. Beside, i am a hardware man and sometimes
i need some help (i still buy hardware, since it is impossible to ftp it :)
(ah, it was a lamer's joke, sorry)

:Maybe if he gets a
: little message from his sysadmin, he'll go over to C= and see what he
: can get there, they seem to pass all commercial software around.

what it this momy boy ? are you threatening me ? listen, i was
on C= even before atari so i am there already and i have no problems
with being in more then one place at the same time. (i am 8bit fan and
i am everywhere where is any talk about old computers) and you're right
THEY DO PASS WAREZ AROUND ! and they are all c00l and they do not
have such fucking st00pid fights in there.THEY RULE !

: I once said 'everyone' was welcome here. I guess in Artem's case, I'd
: make the exception that makes it a rule.

You know, i must be missed when you said that, so i did not lose anything and
besides I DO NOT CARE !

: Russ Gilbert, user of the UniBoard System @ wariat.org

It is a shame. i used to new a GREAT guy Gilbert who cracked
almost a half of all c00l games for ZX SPECTRUM. You are no Gilbert.

Artem (always willing to help to ones who help gim)

2920. Re: Atari Soft NOT free but C64's YES? (Was: Re: Atari8-CD exist ??? ...)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: koutchin@mail2.sas.upenn.edu
Message-ID: <3lnvrh$cls@netnews.upenn.edu>
Source record: 93092

Eyvind Bernhardsen (eyvind@pvv.unit.no) wrote:
: In article <3lhhbs$pm@crchh327.bnr.ca> Vladimir Jancarek <vjancare@magi.com> writes:

: Chances are, somewhere on the Internet there's a pirate site for Atari
: software too, but just because it's on the net, doesn't mean it's

nope, unfortunately there are no sitez with ATARI 8bit warez.

Artem (i am not gonna live forever, so make that warez pd)

2921. Re: Should Atari software be PD? (was Re: Atari8-CD exists ???)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: koutchin@mail2.sas.upenn.edu
Message-ID: <3lo0ih$cls@netnews.upenn.edu>
Source record: 93093

it is me, Artem Just wanted to make some general commets about the thread.

SO, firstly:

1. as you see Vlad, IT IS IMPOSSIBLE TO BE POLITE WHEN YOU POST IN HERE !!!!
Why is that so ?

going on

2. Well, may be some people are looking for a couple titles, but i want
the whole package. I have about 100 titles, and i want all 5000 or more.
What is it gonna cost me ? 10,000 bucks ? 15,000 bucks. I'd better go
and buy a VR system and P100.

next ...

3. ALL REASONS TO LEAVE THE WAREZ FOR ATARI AS *not pd* ARE NONSENSE BUT
LIGAL

here you go ...

4. ALL THE REASONS TO MAKE WAREZ PD ARE REASONABLE BUT ILLIGAL

Artem (just a Warez man)

2922. INTERNET on ATARI

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: koutchin@mail2.sas.upenn.edu
Message-ID: <3lo139$cls@netnews.upenn.edu>
Source record: 93094

Does TCP/IP for ATARI exist ? I've seen a couple messages about that but could not figure it out from them. ANyhow i wouldbe satisfied with a simple terminal too

Artem (just a warez man)

2923. Re: Atari8-CD exists ??? (was Re: Complete & Essential Map!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <3APR199502082138@pavo.concordia.ca>
Source record: 93095

In article <3lemlg$14nb@hearst.cac.psu.edu>, heller@akh104.rh.psu.edu (Andrew K. Heller) writes...
> I don't understand why people don't see how ironic this situation
>is! You wouldn't go around asking people to release Windows3.0 into
>the public domain! (Go ahead, flame that point..try to make a comparison
>between that and the Atari8.)
>

Easy, cheap shot comparison: nothing that poor was ever relased for the
Atari 8-bit. ;-)

||| 6502 > 486
||| Dave Paterson
/ | \ DA_PATE@pavo.concordia.ca

2924. Re: 800 vs 800XL question

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <3APR199502154445@pavo.concordia.ca>
Source record: 93096

In article <136079@cup.portal.com>, Rick_Michael_Cortese@cup.portal.com writes...
>Jason, for me there is so much more in the Ominmon & Omniview OS chips
>that I would never consider going to a straight 800 OS. For instance,
>Rick

AAUGH. Don't say things like that. I decided not to buy an Omnimon
today at the TAF fest - only $15 Canadian (say $11 US?). Steal of the
century, and, as always, I missed out. Did get a nifty Sweet 16, though!

||| 6502 > 486
||| Dave Paterson
/ | \ DA_PATE@pavo.concordia.ca

2925. WTB: Atari XE in box

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: chandler10@aol.com
Message-ID: <3lo1ju$7mu@newsbf02.news.aol.com>
Source record: 93097

I would like to buy an XE complete in box. Used is ok if in very good shape, or would buy new if anyone knows of any distributers. Thanx

2926. Wanted to Find!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: James Schofield <bikerbob@wchat.on.ca>
Message-ID: <3lo4cd$qj8@alpha.netaccess.on.ca>
Source record: 93098

Hello all,

I am trying to track down two games that were released for the 8-bit in around 1984 that were fantasy RPG... like Wizardry.

They were called Dunzin & Kaiv

I used to have them ... sold my system.. got back into it and now I want to get those games back but I can;t find anyone who has even heard of them let alone get them for me.

Anyone????

James Schofield (aka Biker bob)

2927. Re: FTe to release MARS 8 in May!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <3APR199502575340@pavo.concordia.ca>
Source record: 93099

In article <3APR199502023396@pavo.concordia.ca>, da_pate@pavo.concordia.ca (PATERSON, DAVID ANDREW) writes...
>In article <3lcp90$bfu@news.primenet.com>, krishna@primenet.com (Glenn Saunders) writes...
>>
>>Could someone explain Sweet 16 some more. I've gotten incomplete info on
>>its potential for 24-bit addressable memory.

Here I go again.... sorry 'bout that.

The Sweet 16 is a simple circuit board - a 65816 on one side, a 65729 on the other. It replaces the current CPU. It comes with a MAE 95, an assembler for the '816 that has four versions: 6502, 65816 and X-cart versions of both. If you want linear RAM expansion, get a MARS 8. It will provide up to 4 megs and NOT be a PBI device.

How do I know this? Simple. Sunday afternoon I bought a Sweet 16 at the TAF show. I met Mike, met Kyle, and saw what they're doing. I am impressed. The MIO II was working fine, booting off an IDE drive (still a prototype, else I'd have bought one of those too!) FTe is Doing It Right. If they keep this up, I'm going to end up very broke... and happy about it. Little comments about other things on the back burner serve only to tantalize, and raise the occasional question (256k buffer for a SS/DD floppy?) Lots of neat stuff going down there. All the best and future success to FTe!

||| 6502 > 486
||| Dave Paterson
/ | \ DA_PATE@pavo.concordia.ca

2928. Dave's Clean Out the Closet Auction

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <3APR199503380528@pavo.concordia.ca>
Source record: 93100

I have far too much excess 8-bit stuff. My closet is overflowing. I've decided to limit myself, and so I'm getting rid of a bunck of duplicates and broken stuff. Rather than sell it off piecemeal, I've put it all together and want to auction it off. Terms of the auction:

(1) Everything is as is. There are descriptions posted, but caveat emptor applies.

(2) Shipping and handling _IS_ included. Neat.

(3) Deadline for bids is midnight, April 16th.

(4) I will reply to all bids via Email. All bids should be sent via Email.

Easy enough?

Starting bid is $30.
Updates will be posted periodically but will not include the full text of this message, though I will mail it on request.

I want this stuff to find a good home; I'm sure that at least some of it will interest everyone.

And now, the merchandise:

== HARDWARE ==
(1) 130xe. Keyboard replaced last year. ECI and cart port flakey. Soldered motherboard. NTSC. Includes power supply.
(2) 850. Dead. No idea why. Includes power supply
(3) PR Connection. R1: dead; R2: and P: erratic.
(4) 850 / PRC printer cable.

== SOFTWARE ==
(1) B-Graph. 2 disks. Outstanding graphics charting and statistical analysis program for the 8-bit.
(2) SIlicon Dreams. Three graphical adventures in one. By level Nine computing.
(3) Spy vs Spy. Two player fun. Find the plans and escape.
(4) Wargame Construction Set. Design and build your own war games. Tactical or strategic level.
(5) Blue Max. Best Zaxxon-clone ever made - even better than the 8-bit Zaxxon!
(6) Shamus: Case II. Find and set the bomb to destroy the Shadow, then escape.
(7) Silent Butler. A Bookkeeping Program. From Atari, for home use.
(8) Kennedy Approach. Become an Air Traffic controller. Program speaks!
(9) Dunzhin - Warriors of RAS. Early adventure game. Cassette and disk

versions.

(All software include docs, and is on disk)

== BOOKS ==
(1) The Best Atari Software. by Consumer Guide. Want to know what was hot in 1984? Check this book out.
(2) 101 Programming surprises and Tricks for your Atari computer. Lots of neat BASIC programs; good way to learn BASIC by studying programs.
(3) Computers First Book of Atari Games. Lots of games. Study source code for inspiration.
(4) Mapping the Atari (400/800 edition). Lots of writing in the margins. Index tabs. Complete Dec/Hex/ATASCII opcode chart taped in back. The Key Programmers' Resource.

||| 6502 > 486
||| Dave Paterson
/ | \ DA_PATE@pavo.concordia.ca

2929. Re: FTe to release MARS 8 in May!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <3APR199502023396@pavo.concordia.ca>
Source record: 93101

In article <3lcp90$bfu@news.primenet.com>, krishna@primenet.com (Glenn Saunders) writes...
>
>Could someone explain Sweet 16 some more. I've gotten incomplete info on
>its potential for 24-bit addressable memory.
>
>John Harris told me that '24-bit linear ram is an easy thing to do via
>the PBI' which means that it's not going to have a SIMM slot on the board
>itself. That's just wonderful for BB or MIO users who will not be able
>to daisy chain their interfaces if and when a RAM board arrives for the
>PBI (I have yet to hear of anyone developing a successful PBI daisy chain
>with the BB or MIO--Chuck Steinman tried with the mv80).
>
>
||| 6502 > 486
||| Dave Paterson
/ | \ DA_PATE@pavo.concordia.ca

2930. Re: 800 vs 800XL question

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9504030012591.DLITE.bjcorr@delphi.com>
Source record: 93102

>Jason, for me there is so much more in the Ominmon & Omniview OS chips
>that I would never consider going to a straight 800 OS. For instance,
>a lot of times I get asked to do some USR(__) functions for people to
>use. If there simple, I just boot with basic & pop into Omnimon & use
>it's built in monitor/assembler to write the code. I don't use Omniview
>that much anymore, but I remember using it to do things like switch
>ramdrive to D1: for some software that would only run from drive one.
>Back when I used to spend a lot of time in basic, I would also use the
>80 column mode for mini terminals or simple programing. Much more there
>then compatibilty. At least for my use, compatability was the lowest
>priority for the OS.
>Rick
>
Hell, the disk I/O without DOS alone makes Omnimon invaluable. I have files
that load with Omni that DOS can't even load! The Ramdisk hooks are in both
Omnimon and Omniview by the way and make using a ramdisk a snap. Omni is a
GREAT tool.
bjcorr@delphi.com

2931. Atari wares /books 4 sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950402235213.13306B-100000@PEAK.ORG>
Source record: 93103

Commodore 1084s monitor - Hooks to about anything. Works great; no screen burn-in whatsoever. This FABULOUS display is the best possible for hooking to the Atari 8-bit computer - with "split" composite (sep. chroma/luminance inputs), as well as regular composite (VCR), digital RGB, analog RGB (ST, Amiga, Jaguar). Includes cables for (1) 8-bit Atari, (2) Atari ST, (3) Amiga. You can hook it to an ST/Amiga *and* 8-bit Atari (or VCR) and switch between sources with a slider on the front! Asking $100 - a bargain with all the cables.

Indus GT disk drive- hokey and unreliable, yet it does work. Technical minds could probably get this fixed themselves. Includes SIO and power supply. Great for parts if you have another Indus to marry to it. Asking $5 (basically for my trouble to hunt a box and go to the post office - and to save it from a dumpster.

Atari 130XE computer - clean and appears like new outside, yet the cart slot needs to be replaced- someone (for some blasted reason) has cut the cart slot prongs (motherboard not damaged, however). Other than the cart slot, works great - $10 Includes p/s.

Atari XEP 80 80-col board - Looks like new, but malfunctions - the picture rolls on the screen as if the horizontal hold is off (to compare to a TV). Includes original box, p/s, manual. Free, but buyer pays shipping. Maybe an easy fix for you hardware types. Dumpster-bound otherwise.

Atari 850 interface module. This one includes BOTH printer and modem cables (always extra) and p/s and SIO cable. Works great! $10

AtariWriter-80 - new in box. Actually, box opened, but disk never even booted since XEP went south. Manual, disks, etc. $5

Animation Station - Touch-pad like device with some kind of MicroIllustrator type software, by Suncom. The Atari houses ran out of these a long time ago. I was saving this little Easter egg for when I have time, which I don't. THIS IS NEW IN BOX. SHINK-WRAPPED!!! Asking $15 for it.

Cartridges: (just cart, no docs or box unless noted, but I'm sure you can figure these old games out!!)

Rescue on Fractalus $2 (New in box with docs)
Flight Simulator II - $2
Caverns of Mars - $2
Pac Man - $2
Popeye - $2
Star Raiders - $2

Pole Position - $3
MAC/65 - $2 (yellow label, don't have extension disk (will in 2 mos.)
ACTION! - $2 (same as above)
BASIC XE - $4 (same as above two)
Missile Command - $2
Defender - $2
Music Composer - $2
Assembler/Editor - $2
Archon - $2
Frogger - $2
Joust - $2

Books: all in good shape, no tears. Some like new. Some rare??

Atari BASIC, self-teaching guide - $2 (pix of 400/800 on cover)
Atari Sound and Graphics, self-teaching guide - $2 (similar to above)
BASIC Atari BASIC - $2 (black, multicolored font on cover)
How to Use Atari Computers (tall/skinny little book) - $1
Compute's 2nd Book of Atari Graphics - $2
Atari 400/800 Diskguide (small book) - $1
SAMS Advanced Atari BASIC Tutorial - $2
SAMS Programmer's Reference - $2
Atari Graphics and Arcade Game Design - $5 (fabulous BOOK!!)
The Musical Atari (learn about music and Atari) - $2

Other books:

Microprocessor Cookbook (chip-by-chip technical comparison of (complete profiles) 8080, 8085, 8086, 6800, 6802, 6809, F8, Z80, Z8000, TMS 9900 SC/MP, TMS1000, CP-1600, RCA 1800, R6500, Intel 8021, 8048, 4040, TI SBP 0400, AMD 2901, Inteol 3002, Motorola 10800, etc. Details each chip including programming aspects, architecture, addressing, instruction set, etc. Great reference...paperback - $3

The 68000: Principles and Programming - $2

Don't like the price? Want to make an offer? Want a package deal?
I'M ALL EARS Send me email. buyer to pay shipping.

jamesw@peak.org

2932. Re: Atari Software as PD

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-03 00:00:00 UTC
From: MBITDC9306@titan.newi.ac.uk
Message-ID: <9504030947.AA26117@dylan.newi.ac.uk>
Source record: 93104

> Well, I think Atari owes us all big time. I bought 3 Atari 130 XE computers
> (2 of those I paid lot of money for), Atari tape deck, XF551 DD, Atari
> printer, Atari 1040STE with monitor, HD, books and software. And now?
> Nothing. That's right. Atari line of computers is dead. And please don't
> try to argue with me on this one. Now I am happy 80X86 user who has some
> good memories from using his 8 bit.
> So I don't find it rude to ask Atari to make it PD at all. Who is with me?

Not me.

The problem is that you're so set upon getting Atari for screwing up
your bank balance and then leaving you in the lurch that you're not
bothering to consider what would happen to the current batch of
vendors if you got what you wanted.

Remember, you're not alone in feeling that way. Until recently, when
I bought a 486 PC (and a couple of times 10 years ago), I've stuck
with Atari through thick'n'thin. First, a 2600, then a
long-lusted-for 8-bit setup and finally an ST. Now, I've decided that
Atari can bugger off. I will NOT be buying a Jaguar! Nice machine,
but how do I know that Atari won't snatch defeat from the jaws of
victory again?

So far, I only know of one high-street chain store in the UK that
sells Jags. Actually, that should now read 'sold', since they folded
a few weeks ago. Hell, I could have bought a new Jag for just 80
pounds when they were clearing their shops! I would have bought one
then if I had any cash to spare.

Anyway, I digress ...

I'm not pleased with Atari, but at least I know who I'm targetting!
David Wyn Davies
The Atari Classic Programmer's Club
mbitdc9306@newi.ac.uk

6502, 68000 and soon to be 8086 assembly language
programmer. OK with graphics. Not so good with music.

Retro-gaming freak. Looking for old Atari 8-bit, 2600
VCS and Vectrex carts and equipment.

Constructive Solid Geometry has changed my life. Try
some today.

2933. Question About Turbo OS on 65 XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-04 00:00:00 UTC
From: rhett@bigwpi.WPI.EDU
Message-ID: <3lqesn$lk7@bigboote.WPI.EDU>
Source record: 92805

I was reading about the OS upgrade chip that lets you switch between
XL/XE os 400/800 OS and would like to get one but my questions are:

1) will it work with the 65XE and XEGS as well as the 130XE and 800XL?
2) does anyone have one? does it work well? anybody sell me one?

if it will work with the XEGS, i would really like to buy one from
somebody along with an xf551 (james, dont worry, i am still sending
you the hard drive stufF!!!)
this sounds crazy, but my main reason for wanting the 400/800 OS
ability is cause i MUST be able to play Gorf and Wizard of Wor!
thanks and help me find the XEGS and XF551!! (~$50)
also, want to buy cartridges, just about anything except the
educational stuff. if you have them forsale, please write.

very happy to be coming back to the 8bit BY CHOICE!
rhett@wpi.wpi.edu

2934. Re: Rip-off (was: FS: NEW Atari 1200XL)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-04 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <3lqe79$6i8@hustle.rahul.net>
Source record: 92806

bosco@host.yab.com wrote:
: guest (marquez@linguisa.engr.ucdavis.edu) wrote:

: : Hello there:

: : Brand new never used Atari 1200XL with AC adapter for sale
: : asking a firm $70. I Prefer to sell locally to avoid adding
: : shipping charges.
: :
: : If interested email me at: marquez@linguisa.engr.ucdavis.edu

: You have got to be kidding! $70.00??? For a 1200XL???
: What planet are you from? I'll give you $10.00 for it. Anything more is
: a complete RIP-OFF!

Oh, come on...brand new? With power supply? I don't think $20 would
be a total ripoff...

besides, a lot of people love to hack the 1200XL. It's worth something
if for that fact alone.

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Programmer/Analyst/Dino Jockey * GCS: !h s:+ !g au+ w+ C++$ v++ w+ U N++
* I'd rather be mining Crystite!! * W po+ t+@ Y+ j++ B-- e+++ u** r+++ y+++

2935. Re: Should Atari software be PD? (was Re: Atari8-CD exists ???

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-04 00:00:00 UTC
From: ckormos@delphi.com
Message-ID: <Rk4+gEB.ckormos@delphi.com>
Source record: 92807

It doesn't matter what Atari does or says, it doesn't matter what the original
owners do or say....
ALl the software and hardware has been ABANDONED by it's original owners.
It has no mother or father, no one cares what happens to 8-bit items.
Those who still use it, own it.
The spirit of the Thanksgiving Day turkey is never going to return to claim
it's old carcass.
We can do anything we want to do with old 8-bit hardware and software.
No one else cares.
Charley

2936. Re: Commodore 1702

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-04 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3lqlnu$amk@news.primenet.com>
Source record: 92808

The mortal John w Pruitt wrote:
: Will the 1200XL work with the commodore 1702?

Yes, but to get the most out of it you should do the supervideoXL upgrade hack on the video.

1200XL composite output is absolutely piss poor. It's RF output is better than it's composite. And of course, no chroma line.

2937. 800xl system-to good home-gone!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-04 00:00:00 UTC
From: blackjac@freenet.vancouver.bc.ca
Message-ID: <3lqi8r$f9a@freenet.vancouver.bc.ca>
Source record: 92809

I had an earlier post here, advertising an 800 xl system, It isgone to a new owner, thanx for the replies...

Dale Connors blacjac@freenet.vancouver.bc.ca

--

2938. Re: Atari8-CD exists ??? (was Re: Complete & Essential Map!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-04 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3lqm5u$amk@news.primenet.com>
Source record: 92810

The mortal Vladimir Jancarek wrote:

: Don't give me this "livelihoods" crap. If they don't do it just because
: they like 8 bits they must be nuts, otherwise they will be long ago selling
: SW/HW for other platforms.

I'm sure even the biggest 8-bit companies are diversified in some way or another. That doesn't mean that the 8-bit is unimportant to them as a means of income.

If you went up to Brad Koda or the guys who own B&C and said "hi, you wouldn't care if I went around sharing pirated games would you, because you aren't really earning a living off your stuff" I think they would slam dunk you onto the pavement.

It's more than money, it's principle, and to them, it is enjoyable to be able to still be involved with the 8-bits even in a part-time semi-serious basis. Even someone like Bob Puff doesn't sit around waiting for orders all day anymore (unfortunately) but he does other electronics stuff. But he has publically stated that he will continue to serve the 8-bit community as long as he can at least break even.

To destroy their ability to at least tread water at the marginal level that they do would be very damaging to the morale of the 8-bit community.

2939. Re: Atari Soft NOT free but C64's YES? (Was: Re: Atari8-CD exist ??? ...)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-04 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3lqmqh$amk@news.primenet.com>
Source record: 92811

The mortal Vladimir Jancarek wrote:

: Back to the real issue.
: I have already 15 people who agree with me on soft for 8 bit being
: FREE. So, you wanna join too. Give your vote here.

I'll vote with my kill-file.

I suggest others do the same.

2940. Re: Atari Software as PD. Bloody long thread this :]

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-04 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <4APR199501584862@pavo.concordia.ca>
Source record: 92812

In article <3lpdo2$cu4@crchh327.bnr.ca>, Vladimir Jancarek <vjancare@magi.com> writes...
>da_pate@pavo.concordia.ca (PATERSON, DAVID ANDREW) wrote:
>>
>> Tim for some basic lessons of economics. Producer selling price: $20.
>> Sells to : wholesaler. Wholesaler has expenses etc. Sells program to
>> retailer for $35.
>> Retailer must pay rent, salaries, cover cost of software that doesn't
>> sell, advertise, etc. Marks program up to $80.
>
>I don't believe this. Dave P. is actually begging a retailer to rip him
>off and defends him. That's what I call 'successful brainwashing'. Wow,
>it really works.
>
>Vladimir
>vjancare@magi.com

Brainwashing? No. It's an understanding of basic economics. I won't try to cram too much information into the hatrack you call your brain. I won't argue that the free market provides you with (legal) alternatives. Essentially, I believe that people deserve remuneration for their efforts. If they demand too much, I as a free individual have the right to refuse to use their goods or services. But if I do wish to use them, I should pay the amount they want.

By your logic: Oh. Damn. 'Vettes cost too much. I'll just take one from the lot - who gives a damn about the dealers and manufacturers. There is no real difference between intellectual property and any other. It's just that computer software is (unfortunately) esay to duplicate.

Oh, and by the way, before ranting and raving, take the time to learn how your editor works. I don't really feel like reading old messages quoted in toto. By editing out irrelevancies the flow of information is greatly accellerated. But were I to edit out the irrelevancies of your posts, I'd be left with a header and a .sig.

||| 6502 > 486
||| Dave Paterson
/ | \ DA_PATE@pavo.concordia.ca

2941. Re: Zork!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-04 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9504040240591.DLITE.bjcorr@delphi.com>
Source record: 92874

>What was the original goal in Zork I? Are you to collect all the baubles
>and store them in the trophy case?
>
>I've completed this game once, but it was YEARS ago, and today I'm
>starting from scratch.
>
>No hints, please - as I'm going to finish this WITHOUT the map or
>invisiclues booklet I have.

Yes, as I recall that's the goal. Good Luck!
bjcorr@delphi.com

2942. Re: NEW graphic adventure game

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-04 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9504040240592.DLITE.bjcorr@delphi.com>
Source record: 92875

```
>So let me ask a few questions:
>
>Is anybody interested by such a game for the atari 8 bit?
>Would you be ready to pay $20 for it or do you think that all atari 8 bit
>programs should be free ;) ?
>Would you be interested in other NEW games for the atari?
Yes, Yes and Yes!
bjcorr@delphi.com
```

2943. Re: from Artem to EVERONE!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-04 00:00:00 UTC
From: eyvind@pvv.unit.no
Message-ID: <EYVIND.95Apr4121230@jones.pvv.unit.no>
Source record: 92876

In article <3lq783$bpb@netnews.upenn.edu> koutchin@mail2.sas.upenn.edu (Artem Aleksandrovich Koutchine) writes:

Dammit, my killfile is bugging. Oh well, at least I get to read this wonderful comment:

> I just wanted to say that I am not willing to continue any arguments that
> concern my personality or my life or my laguage becuz it's gone toooo
> far. I will continue to defend my point that all warez for atari 8bit must
> be PD and i have the right to do it. All messages that contain offending
> material will be stored and analized, replies will not be written.

Analized? You're gonna print it out and use it for toilet paper?

> Artem [completely pissed off]

Aww. Poor baby.
--
Eyvind Bernhardsen

2944. Re: Atari Software as PD. Bloody long thread this :]

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-04 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3lrcnp$lgm@crchh327.bnr.ca>
Source record: 92877

da_pate@pavo.concordia.ca (PATERSON, DAVID ANDREW) wrote:
>
> In article <3lpdo2$cu4@crchh327.bnr.ca>, Vladimir Jancarek <vjancare@magi.com> writes...
> >da_pate@pavo.concordia.ca (PATERSON, DAVID ANDREW) wrote:
> >>
> >> Tim for some basic lessons of economics. Producer selling price: $20.
> >> Sells to : wholesaler. Wholesaler has expenses etc. Sells program to
> >> retailer for $35.
> >> Retailer must pay rent, salaries, cover cost of software that doesn't
> >> sell, advertise, etc. Marks program up to $80.
> >>
> >I don't believe this. Dave P. is actually begging a retailer to rip him
> >off and defends him. That's what I call 'successful brainwashing'. Wow,
> >it really works.
> >
> >Vladimir
> >vjancare@magi.com
>
> Brainwashing? No. It's an understanding of basic economics. I won't
> try to cram too much information into the hatrack you call your brain. I
> won't argue that the free market provides you with (legal) alternatives.
> Essentially, I believe that people deserve remuneration for their
> efforts. If they demand too much, I as a free individual have the right
> to refuse to use their goods or services. But if I do wish to use them,
> I should pay the amount they want.
>
> By your logic: Oh. Damn. 'Vettes cost too much. I'll just take one
> from the lot - who gives a damn about the dealers and manufacturers.
> There is no real difference between intellectual property and any other.
> It's just that computer software is (unfortunately) esay to duplicate.
>
> Oh, and by the way, before ranting and raving, take the time to learn
> how your editor works. I don't really feel like reading old messages
> quoted in toto. By editing out irrelevancies the flow of information is
> greatly accellerated. But were I to edit out the irrelevancies of your
> posts, I'd be left with a header and a .sig.
>
> ||| 6502 > 486
> ||| Dave Paterson
> / | \ DA_PATE@pavo.concordia.ca
>

I like people to know what's the tread all about, Einstein. Not like some
users here not including the previous message. And then you start posting

responces which are totally out of context.

Vladimir
vjancare@magi.com

2945. Re: Atari8-CD exists ??? (was Re: Complete & Essential Map!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-04 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3lrd33$lgm@crchh327.bnr.ca>
Source record: 92878

krishna@primenet.com (Glenn Saunders) wrote:
>
> The mortal Vladimir Jancarek wrote:
>
> : Don't give me this "livelihoods" crap. If they don't do it just because
> : they like 8 bits they must be nuts, otherwise they will be long ago selling
> : SW/HW for other platforms.
>
> I'm sure even the biggest 8-bit companies are diversified in some way or
> another. That doesn't mean that the 8-bit is unimportant to them as a
> means of income.
>
> If you went up to Brad Koda or the guys who own B&C and said "hi, you
> wouldn't care if I went around sharing pirated games would you, because
> you aren't really earning a living off your stuff" I think they would
> slam dunk you onto the pavement.
>
> It's more than money, it's principle, and to them, it is enjoyable to be
> able to still be involved with the 8-bits even in a part-time
> semi-serious basis. Even someone like Bob Puff doesn't sit around
> waiting for orders all day anymore (unfortunately) but he does other
> electronics stuff. But he has publically stated that he will continue to
> serve the 8-bit community as long as he can at least break even.
>
> To destroy their ability to at least tread water at the marginal level
> that they do would be very damaging to the morale of the 8-bit community.
>

What will happen when those few who still sell 8 bit soft run out of supplies?
Are the software companies going to produce more? NO! Maybe then, it will
be at least morally acceptable to start copying.

Vladimir
vjancare@magi.com

2946. Re: Should Atari software be PD? (was Re: Atari8-CD exists ???

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-04 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3lrdge$lgm@crchh327.bnr.ca>
Source record: 92879

ckormos@delphi.com wrote:
>
> It doesn't matter what Atari does or says, it doesn't matter what the original
> owners do or say....
> ALl the software and hardware has been ABANDONED by it's original owners.
> It has no mother or father, no one cares what happens to 8-bit items.
> Those who still use it, own it.
> The spirit of the Thanksgiving Day turkey is never going to return to claim
> it's old carcass.
> We can do anything we want to do with old 8-bit hardware and software.
> No one else cares.
> Charley

I think this is the best summary so far. Now I can publicaly declare my
resignation from the freeware/pirate tread.

Vladimir
vjancare@magi.com

2947. Re: Wanted to find.

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-04 00:00:00 UTC
From: MBITDC9306@titan.newi.ac.uk
Message-ID: <9504041531.AA07114@dylan.newi.ac.uk>
Source record: 92880

> I am trying to track down two games that were released for the 8-bit in around
> 1984 that were fantasy RPG... like Wizardry.
>
> They were called Dunzin & Kaiv

Yup. Heard of them but never played them. I know that they were sold
as a twin-pack in the UK by a company called Ariolasoft (part of the
Ariola records group). I'm not sure which company actually wrote them
since Ariolasoft wrote very few titles of their own. Most of the
stuff they sold were by Electronic Arts before EA set up offices over
here.

Perhaps you could try somewhere like B & C in the States.

You could always wait until someone put the games up on an FTP site,
though ;-)

David Wyn Davies
The Atari Classic Programmer's Club
mbitdc9306@newi.ac.uk

6502, 68000 and soon to be 8086 assembly language
programmer. OK with graphics. Not so good with music.

Retro-gaming freak. Looking for old Atari 8-bit, 2600
VCS and Vectrex carts and equipment.

Constructive Solid Geometry has changed my life. Try
some today.

2948. Please go away....

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-04 00:00:00 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <B130B027DC@east-01.novell.leeds.ac.uk>
Source record: 92881

Artem and Vlad please go away, you're taking up spacs that could be used for much better things and also wasting a lot of peoples time and money. You're entitled to your opinion, but you're not entitled to put your opinion into action by breaking laws and I'm also pretty sure very few people reading this newsgroup agree with you.

Atari don't own the rights too all the games sold under there name, it has been said before they licenced games from various companies. They also purchased games from various independent programmers, now I know of one such person, under his contract the rights to HIS games have now been returned to him the rightful owner. Oh and by the way I now sell these games for him, Tube Baddies and Black Lamp. I sell them at #4.95 (UK pounds) each which translates to $11 when you take into account the extra postage and money translation charges. If you ever see these games I'm sure you'd agree they are worth that much. Out of that I make very little money, perhaps #1.75 per copy, now that ain't going to pay my bills is it, but it will probably end up being spent at some other 8-bit vendor since I am a user as well as a vendor. Thus the money is circulated and hopefully the 8-bit can live on!

Richard Gore
chmrig@leeds.ac.uk

2949. Re: Atari software as PD

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-04 00:00:00 UTC
From: MBITDC9306@titan.newi.ac.uk
Message-ID: <9504041605.AA07370@dylan.newi.ac.uk>
Source record: 92882

Vladimir said:
> See, you just proved the fact that I am a better person then you. I don't
> mind spending some 'cash' to make a software people will enjoy. But it
> seems your main concern is money and getting your precious 'cash'.

I see ... so you think you're better than me, huh? Okay. So who's
better? The guy who puts something into the Atari community, or the
asshole who steals from it?

I run things on a non-profit basis. Any cash I make is a bonus. You
should try it and see how far *you* get. I am planning to release my
own PD/Shareware products when I have some time. These will be
smaller, yet useful, programs. So if you think you know so much about
me, why don't I sell them and make more cash? First, I won't have to
spend so much time and effort on them, and secondly I doubt that many
people would buy what I have in mind.

One other thing. If you notice, most of today's PD software is
actually Shareware. Also, if you'd bother to take your head out of
your ass for a second, you'd realise that most Shareware authors
actually ask for registration fees that are more than the price of
comparative commercial Atari 8-bit software!

Again, this is simple economics. I'll leave you to figure out why
this situation occurs ...

> And about commercial software being worth the price, you 're wrong again.
> I've read this article in which one retail salesman admitted that somethimes
> the producer of the software charges $20 for the package and retailer
> sells it for $80.

Atari 8-bit? I don't think so. But again, you're showing your lack of
understanding of the real world. I've seen the price breakdown of
commercial software in general and it's not a pretty sight. If you
want cheaper software on other platforms (you can't get Atari
software much cheaper than it already is) then complain to the
retailers. In the UK, they have a markup of around 40% (that means
they receive 40% of the proceeds from each copy of a program sold).
The distributors get about 25% and the software house gets 35%. Out
of that, the software house has to pay for advertising, wages, and
royalties to programmers (who usually only get about 9% of the
software house's receipts from a game).
David Wyn Davies
The Atari Classic Programmer's Club
mbitdc9306@newi.ac.uk

John Major said: 'We will reduce taxes when it is
prudent to do so.'
Prudent for who? The country or the Tories? I wonder
what odds William Hill will give on taxes being cut
6 months before the next election?

Sleaze is a word invented by the Conservatives.

2950. Piracy Kills the 8-bit... again

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-04 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504041438.AA00961@ilmen.lanl.gov>
Source record: 92883

All --

I generally read this newsgroup on a daily basis and for the last couple of years have forwarded all the articles to GEnie for posting in their Atari Internet section.

Traditionally there have been some very good, helpful discussions ongoing in this newsgroup of benefit to all those interested in the Atari 8-bit.

Of late, however, it has become a pirates den, so to speak, replete with the foul language and common vernacular of that immature genre. I realize that this is primarily due to a very small minority, but they are also a very loud one, unfortunately.

As a developer myself, it is quite disheartening to see such bold comments promoting piracy in a public forum like comp.sys.atari.8bit. I agree that most of the old 8-bit titles are no longer being supported and that finding dealers who still sell 8-bit software is a difficult task. That still is no excuse for theft, however, and publicly promoting criminal acts is certainly not what this group was established for. I understand that software piracy will always exist but must you rub our noses in it? If you must break laws, you could do so privately or via a pirate BBS.

It is no longer worthwhile to cull the pirate and vulgarity trash from the newsgroup so as of today I am ending the Internet feed to GEnie as well as my subscription to this group. This will have no effect on you, of course, but thought you should know what has happened.

My apologies to those readers of this newsgroup who care about such things and my sympathies to those readers who don't.

Bye,

-Hutch- @ Fair Dinkum Tech

P.S.: Reply if you wish, but I won't be around to read it. Yeh, I know... 'good riddance.' Hey, I feel the same way too. :)

2951. Re: Atari software as PD

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-04 00:00:00 UTC
From: MBITDC9306@titan.newi.ac.uk
Message-ID: <9504041617.AA07502@dylan.newi.ac.uk>
Source record: 92884

Artem said:
> heh, that a good one. I did not even thing about this possibility.
> Vlad, YOU GAVE ME A REASON TO LIVE !!!! I'll find that guy and PUNCH
> HIM IN THE MOUTH and maybe i'll drive over him.

Hehe. From reading your postings here, I can guess that you're not
even old enough to drive ;)

David Wyn Davies
The Atari Classic Programmer's Club
mbitdc9306@newi.ac.uk

John Major said: 'We will reduce taxes when it is
prudent to do so.'
Prudent for who? The country or the Tories? I wonder
what odds William Hill will give on taxes being cut
6 months before the next election?

Sleaze is a word invented by the Conservatives.

2952. Re: Wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-04 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3lruc6$q3u@hearst.cac.psu.edu>
Source record: 92885

James King (jeking7@delphi.com) wrote:
: Still looking to obtain Zork II and Zork III in their original boxes.
:
: B&C nor American Technavision carry those titles and are sold
: out forever. Picked up every other Infocom title stil
: commercially available, and would like to finish off the
: collection.
:
: --
: @ @ @ ------------------------------------ @ @ @
: @ @ @ James King - jeking7@delphi.com @ @ @
: @ @ @ ------------------------------------ @ @ @

You could always purchase the Commie versions and then used a
hacked 8bit disk. =)

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---

2953. Re: Rip-off (was: FS: NEW Atari 1200XL)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-04 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3lruat$q3u@hearst.cac.psu.edu>
Source record: 92886

```
Tim Irvin (ziggy29@rahul.net) wrote:
: bosco@host.yab.com wrote:
: : guest (marquez@linguisa.engr.ucdavis.edu) wrote:

: : : Hello there:

: : : Brand new never used Atari 1200XL with AC adapter for sale
: : : asking a firm $70. I Prefer to sell locally to avoid adding
: : : shipping charges.
: : :
: : : If interested email me at: marquez@linguisa.engr.ucdavis.edu

: : You have got to be kidding! $70.00??? For a 1200XL???
: : What planet are you from? I'll give you $10.00 for it. Anything more is
: : a complete RIP-OFF!

: Oh, come on...brand new? With power supply? I don't think $20 would
: be a total ripoff...

: besides, a lot of people love to hack the 1200XL. It's worth something
: if for that fact alone.

Actually, if the box is sealed, and when its open it has that
nice Atari Factory scent (same from the 800XL boxes I sniff. =)
then it is atleast worth $50 ATLEAST. But 70 is pushing it...

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
------------------------------------------------------------------------------
```

2954. Re: Atari software as PD

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-04 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3lrs3d$nfv@crchh327.bnr.ca>
Source record: 92887

David Davies wrote:

> I see ... so you think you're better than me, huh? Okay. So who's
> better? The guy who puts something into the Atari community, or the
> asshole who steals from it?
>
> I run things on a non-profit basis. Any cash I make is a bonus. You
> should try it and see how far *you* get. I am planning to release my
> own PD/Shareware products when I have some time. These will be
> smaller, yet useful, programs. So if you think you know so much about
> me, why don't I sell them and make more cash? First, I won't have to
> spend so much time and effort on them, and secondly I doubt that many
> people would buy what I have in mind.
>
> One other thing. If you notice, most of today's PD software is
> actually Shareware. Also, if you'd bother to take your head out of
> your ass for a second, you'd realise that most Shareware authors
> actually ask for registration fees that are more than the price of
> comparative commercial Atari 8-bit software!
>
> Again, this is simple economics. I'll leave you to figure out why
> this situation occurs ...

As anybody can see, this gentleman is getting very abusive (and irritating).
In a previous article he talkes about making cash and now he's giving
away everything almost for free. I am not accusing him of having multiple
personalities but he should be consistent in what he writes here.
I'm also glad that I'm not the a*****e who steels but just a user who
expressed his opinion. Now I know it was a mistake. If everyone who was
opposed to my opinion simply answered: "I don't agree with you ..."
this 'message war' would have never started.

Have a good day.

Vladimir
vjancare@magi.com

> Atari 8-bit? I don't think so. But again, you're showing your lack of
> understanding of the real world. I've seen the price breakdown of
> commercial software in general and it's not a pretty sight. If you
> want cheaper software on other platforms (you can't get Atari
> software much cheaper than it already is) then complain to the
> retailers. In the UK, they have a markup of around 40% (that means
> they receive 40% of the proceeds from each copy of a program sold).
> The distributors get about 25% and the software house gets 35%. Out
> of that, the software house has to pay for advertising, wages, and

> royalties to programmers (who usually only get about 9% of the
> software house's receipts from a game).

> David Wyn Davies
> The Atari Classic Programmer's Club
> mbitdc9306@newi.ac.uk

I agree on David's figures how much everybody gets from the sale of
software but that was the same point I was trying to make.
Funny thing is that if you order the same soft from the soft company
it costs you the same as if you buy it in a store (in most cases anyway).
But I still believe the retailer is charging too much. It is my opinion
and that's all.

2955. Re: Should Atari software be PD? (was Re: Atari8-CD exists ???)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-04 00:00:00 UTC
From: winston@merk.com
Message-ID: <D6I6p3.3uA@merk.com>
Source record: 92888

On 31 March 31, 1995 at 14:56:54 GMT (9:56am EST ?)
ziggy29@rhaul.net (Tim Irvin) wrote:

>In article <3lg9f7$mu3@ixnews1.ix.netcom.com>,
> DanaT@ix.netcom.com (Dana Taylor) says:
>
> DT> The Atari ST maybe, but the Atari 8 bits? I would have to question
> DT> how "new" this software really is. Atari surely is not manufacturing
> DT> copies of old 8-bit software. (it costs too much for something
> DT> that won't sell)

Although I do not give out legal advice by my trade, as I recall the previous round of Copyright Law, buying an original piece of software on media with a license agreement contained within the documentation betstowed upon the owner the right to use the product in execution upon his machine and the right to resell the original product. How the binary code was actually stored for use, and in what form, wasn't covered in the Copyright Law. You were purchasing the liscense to use the code. Ergo, if you had a fresh copy of the code on fresh media, but had not purchased the license to use, you are in violation of the codes' copyright when the code ran on your machine. However, if you purchased the license to use, you could transfer the binary code onto fresh media for the purposes of preservation. The term used was "archival backup".

"it costs too much for something that won't sell"

I wonder if executible archives could be stored on Compact Disk and a fresh disk and manual could be produced on an "on demand"/"just it time" basis with destination barcode label printed on the box to be scanned and machine sorted ? Heck, I have heard of "vanity" publishers that will run off a book from a textfile. Why not a "vanity" software house? MS-DOS, C64, ACORN, or ATARI ? Hmm... I don't know if you could have something like a "universal disk drive" to do the various file formats, MFM, GCR, etc., though. Oh well, I thought I might have had a good idea there for a moment....

2956. Re: Atari Software as PD. Bloody long thread this :]

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-04 00:00:00 UTC
From: nathanc@cerc.wvu.edu
Message-ID: <D6IqJI.4Dv@cerc.wvu.edu>
Source record: 92889

```
: See, you just proved the fact that I am a better person then you. I don't
: mind spending some 'cash' to make a software people will enjoy. But it
: seems your main concern is money and getting your precious 'cash'.

: And about commercial software being worth the price, you 're wrong again.
: I've read this article in which one retail salesman admitted that somethimes
: the producer of the software charges $20 for the package and retailer
: sells it for $80.

Hey "Vlad" have you ever heard of intellectual property? If someone
creates a program, it's his (or hers) to do with what they want. If
they want to charge $1000 dollars for it, they have every right to.
The only right you have is not to buy the program if you think the price
is too high.

: Vladimir
: vjancare@magi.com

A Centofanti
```

2957. If you build it, they will come !

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-04 00:00:00 UTC
From: koutchin@mail1.sas.upenn.edu
Message-ID: <3ls7db$or1@netnews.upenn.edu>
Source record: 92890

HI!

Are you confused, well, let me explain:
IT is an ftp site and THEY are warez (or software in the proper english)

So, i found some free space on one of the ftp sites (about 200mb) and i
expect to find more. I could put some atari warez there, but i need
to contact the creators and ask for permission. Unfortunatelly i
don't know how to do it. Can someone help me with that ?

Artem [tired, tired to death]

2958. Re: Atari Soft NOT free but C64's YES? (Was: Re: Atari8-CD exis

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-04 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <136364@cup.portal.com>
Source record: 92891

Evyind; I think you've hit the problem, "so cute at this age" on the head. It's really hard to have anything but pity on these poor kids. It's amazing what they admit to. For instance, Artem says he's a finance major. Surprise surprise surprise! After 3 tumors I abandoned my career as a chemist to take a part time job with... Parmount's <the movie/entertainment guys> finance division. Paramount's now a division of Viacom, the Cable tv guys. Huge company so if he ever gets in a different area I'd probably never notice he's with the company, but still: Life has a way of evening out. Life's to short to waste my time worrying about stuff like this, but somehow I've got the feeling that Artem & Vlad will eventually grow up and at least learn to be a little descrete. At least take it to .advocacy where it belongs & leave us alone. I'll follow the lead <was it Heller's?> & no post in any thread these guys start & no responses to posts from them.
Rick

2959. Re: AR - The Dungeon question

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-04 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <136366@cup.portal.com>
Source record: 92892

Joel; I managed to get exactly one character into the santuary legally in about two years of playing. I *think* he had to wait until he was 6th level before he got in also. What seems to happen is a lot of variables are just not high enough for every character you start to survive while being good. It really weeds out the weak characters fast. It is the quickest solution to the game though. You just stand outside the santuary casting Temporial Fuge until it's almost 100%. Everytime you get tired, you just go into the Santuary for a little food & relaxation, then back outside casting your alter ego's little heart out.
Rick

2960. WTB: 815 + Dos2.0d

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-04 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3lshrt$1hpm@hearst.cac.psu.edu>
Source record: 92893

```
Looking for a working 815 drive with dos2.0d. (NOT S)
If you have one and want to trade for some 800xl's or other
stuff let me know... or name a price. I prefer to trade...

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
------------------------------------------------------------------------------
```

2961. Another Great Victory

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-04 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Apr04.205439.27375@wariat.UUCP>
Source record: 92894

So, my 4th 800xl went on the fritz. Came up with a white screen that went to a dark red screen. Ahh.... a chance to fix it! Got out my Sam's. Lemme see, 'Troubleshooting. Go to 'Clock and Dividers'. Get out my 30 year old Heathkit oscilloscope assembled by my mother and a logic probe. Waveforms. Spend three hours looking for the leads, cleaning up my work area (badly needed). Check for 3.579545MHz wave form at collector of Q8. Spend and hour looking for my old college physics book and find out what the 'collector' is. Emitter, base, collector, emitter points to base, collector points away from base. Check for waveforms, pin 29 GTIA, pin 34 Antic, pin 6 of U18, pin 11 of U18, pins 6,8,10,12 of U29 (Delay line). Nope all pulses present, wait there seems to be something more basic than just the video output. Backup to CPU checks. Says 'check the clock circuits first'. Already did that. 'Check for pulses on address pins of CPU, 9-20 and 22-25 and also the data pins 26-33). Ahh. No pulses. Beans, now what, no more instructions. Says something about Address decoder (U2), Memory Management Unit(U3), OS ROM and BASIC ROM. Hmmmm.... OS rom has solder flux on top of it and looks like it has gotten very hot (getting closer now.) Go to surplus store, pick up a 28 pin socket, suck the solder out and remove OS ROM, put in socket, put in spare OS ROM, try the computer. (OS ROMs cost $20 at ATV!) Now I get a blue screen with a cursor at the top. (All the while comparing with a good 800xl motherboard, pulses, screen appearance, etc.) Try the 'compare' mother board, looks same except it makes that nasty pblllllllt, fart sound and comes up 'READY'. Hmm... no Pblllllllt sound. Thats when the computer tries to boot, must be the PIA or Pokey. Pull out the PIA. In swapping LSIs (I always try this first), I put the PIA in with a pin bent. Straighten pin, put PIA back in, turn on and pblllllt... 'READY'. Another small achievement for Atari 8-bit, a great victory for a former anatomy teacher.

--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

2962. Re: Atari Soft NOT free but C64's YES? (Was: Re: Atari8-CD exist ??? ...)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-04 00:00:00 UTC
From: koutchin@mail1.sas.upenn.edu
Message-ID: <3lq4f9$287@netnews.upenn.edu>
Source record: 92895

Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
: : #include <me.h> four times 'cuz i agree on it, my two brothers agree on
: : it , my friend agrres on it, and my gf too but she is not into 8bit (she is
: : nuts about pentium100)

: Ask your girlfriend if all software that doesn't require a pentium to
: run should be made free. (cause the 486 line is just about to die...)

first of, SHE THINKS THAT EVERYTHING MUST BE FREE !!!!! (especialy condoms)
secondly, i have 486dx2 and this is the computers she works on. (but she
is still wants pentium)
BTW: 19 people is a nice start, but we must go further. It is just a start.

Artem (too lazy)

2963. Re: 1050 Problems

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-04 00:00:00 UTC
From: koutchin@mail1.sas.upenn.edu
Message-ID: <3lq629$965@netnews.upenn.edu>
Source record: 92896

Kevin Haley (khaley@nova.gmi.edu) wrote:
: I recently unpacked my old 130XE system, and everything seems to be in
: working order, except for the 1050. From what I can determine, I think the
: drive motor has gone in it, as it does not operate reliably anymore and has
: actually screwed up a few disks.

: If anyone can tell me how or where I can contact someone for necessary
: replacement parts, that would be appreciated.

: In any case, I am looking to purchase another 1050 drive and possibly 800XL
: or similar system. Please email me for offers if you are selling any of
: these items.

: Also, I would like to know if any of you have Hover Bovver, Jeff Minter's
: classic lawnmower game. I believe my 1050 has fried my copy, and am
: looking to see if someone would be able to mail me a copy. I will pay
: shipping if necessary.

: Thanks in advance.

: /Kevin

--
HEHEHE

2964. Atari 130XE,1050,810 disk drive sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-04 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3lqaa5$p1o@hearst.cac.psu.edu>
Source record: 92897

```
[ Article crossposted from rec.games.video.marketplace ]
[ Author was Travolta1 ]
[ Posted on 3 Apr 1995 16:05:52 -0400 ]

Atari 130XE
1050 disk drive with US doubler
810 disk drive
Sparta dos disk
Dos disk

Asking $150 plus shipping....

Mail to Travolta1@aol.com

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
------------------------------------------------------------------------------
```

2965. WTB: Synassembler and / or MAC/65 carts

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-04 00:00:00 UTC
From: Glen_Greenly@mindlink.bc.ca
Message-ID: <3lqb4q$pj0@deep.rsoft.bc.ca>
Source record: 92898

Man I feel *stupid* for throwing out these carts just a coupld of years ago. Now I want them back, of course. :)

Is anyone willing to sell me the Synassembler cart (a cool translucent red plastic) with manual or the MAC/65 cart (orange plastic) with manual?

Or even without manuals?

Please e-mail offers to:

Glen_Greenly@mindlink.bc.ca

Thanks.

2966. Re: Atari wares /books 4 sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-04 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3lq5gd$q11@nic-nac.CSU.net>
Source record: 92899

THIS GUY (James Wood) IS SELLING AN ACTION! CARTRIDGE FOR > $2 < !!!

Programmer types will be FIGHTING for this one! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, Cooltris 2.

2967. Re: Atari Soft NOT free but C64's YES? (Was: Re: Atari8-CD exist ??? ...)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-04 00:00:00 UTC
From: bosco@host.yab.com
Message-ID: <3lqbhe$848@news.yab.com>
Source record: 92900

: Yeah, sure, great minds find each other. listen, matchmaker, can you
: be a bit more constructive and tell wether you got some info on
: warez sitez for atari 8bit ?

CONSTRUCTIVE? You are the least constructive one on this sig. WAREZ?
What kind of word is that? What are you, a Commodore user?

: Artem (a legend in his own mind.)

In case you didn't notice, Eyvind was using a comical vehicle called
SARCASM! This was in reply to your stupid messages.

To all... If these STUPID messages continue, I will have no wish to
return here. Life's too short to waste my time reading inane and
immature messages such as these from a software pirate. Another word
would be a thief.

John Collins
N.W.P.A.C.
Phx, AZ

2968. from Artem to EVERONE!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-04 00:00:00 UTC
From: koutchin@mail2.sas.upenn.edu
Message-ID: <3lq783$bpb@netnews.upenn.edu>
Source record: 92901

I just wanted to say that I am not willing to continue any arguments that concern my personality or my life or my laguage becuz it's gone toooo far. I will continue to defend my point that all warez for atari 8bit must be PD and i have the right to do it. All messages that contain offending material will be stored and analized, replies will not be written.

Artem [completely pissed off]

2969. Re: Rip-off (was: FS: NEW Atari 1200XL)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-04 00:00:00 UTC
From: bosco@host.yab.com
Message-ID: <3lqche$848@news.yab.com>
Source record: 92902

guest (marquez@linguisa.engr.ucdavis.edu) wrote:

: Hello there:

: Brand new never used Atari 1200XL with AC adapter for sale
: asking a firm $70. I Prefer to sell locally to avoid adding
: shipping charges.
:
: If interested email me at: marquez@linguisa.engr.ucdavis.edu

You have got to be kidding! $70.00??? For a 1200XL???
What planet are you from? I'll give you $10.00 for it. Anything more is
a complete RIP-OFF!

2970. Re: Atari Soft NOT free but C64's YES? (Was: Re: Atari8-CD exist ??? ...)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-04 00:00:00 UTC
From: bosco@host.yab.com
Message-ID: <3lqdlj$848@news.yab.com>
Source record: 92903

Artem Aleksandrovich Koutchine (koutchin@mail1.sas.upenn.edu) wrote:
: BTW: 19 people is a nice start, but we must go further. It is just a start.

: Artem (too lazy)

I don't understand. Are you under the mis-conception that Atari owns the rights to ALL software written for the Atari? Or are you just referencing the titles they DO own? Also, many of the packages released by Atari were done so under an agreement from other software companies. Atari couldn't release these to PD even if they wanted to.

Actually, you should sell your Atari and buy yourself a clue. Count me out either way with your dumb poll. Waste of time.

2971. Re: Atari8-CD exists ??? (was Re: Complete & Essential Map!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-04 00:00:00 UTC
From: cmwagner@gate.net
Message-ID: <3lqek3$1hjg@tequesta.gate.net>
Source record: 92904

Glenn Saunders <krishna@primenet.com> wrote:
: The C=64 killed the Atari before the IBM killed off all the 8-bits.

What is the more honorable death? I like it the way I put it. :)

In the end, IBM killed them both. Which was my point.

--
cmwagner@gate.net http://www.gate.net/~cmwagner

2972. "dead" Atari 400 for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-05 00:00:00 UTC
From: gkomatsu@uhunix3.uhcc.Hawaii.Edu
Message-ID: <D6K6Lp.H8p@news.hawaii.edu>
Source record: 92813
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Picked it up "as is" at a thrift store and in this case,
"as is" appears to mean broken (at least the "as is" CoCo3 I
also picked up works *shrug*) I figured I'd try my hand at
reviving it, but I haven't the time now so it's just taking
up space...no major loss for me though, I still have my 800xl to
play with, only loss here is the 4 joystick ports (no 4 player
Asteroids =^(and the experience of typing on a rock^H^H^H^H
membrane keyboard.)

As it is right now, when you turn it on, while the
power LED doesn't light up or seem to produce sound (wow, internal
speaker...) when I ctrl-G, the "snow" on the TV does shift for a
moment (but continues to "snow")

Price? _$8.00_, what I paid for it, plus postage, or
maybe trade for games, any system, 2600 5200 7800 8bit Intv
Coleco Vectrex etc... (if you don't like that price, for a
"broken" machine, then well... shucks.)
This is the 400 CPU and power supply.

--

____
(_)___oo) gkomatsu@uhunix.uhcc.hawaii.edu
nin14tds 2600 good-p squick

2973. Re: Buying software?!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-05 00:00:00 UTC
From: koutchin@mail1.sas.upenn.edu
Message-ID: <3lu6rs$4bj@netnews.upenn.edu>
Source record: 92814

R. GORE (CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK) wrote:
: My question is how would you get your pirated stuff? You can't walk
: into your local store and get it! Most of use don't live very close
: to other users and have to communicate via mail (e-mail or postal
: mail) so you'd still have to buy stamps and wait!

Well, first i did not say that i am willing to buy anything anywhere and
secondly if one gets something thry email he does NOT loses his money, just
a couple minutes to dload the thing

: So again I ask you both to go away. Thats my last comment on the
: matter!
Richard ! DO NOT BE SELFISH ! if you can express your opinion everyone
should be able. THis is the law ! (i guess, you love the law)

Artem [tired of bullshitters]

2974. Buying software?!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-05 00:00:00 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <C6FCB7568A@east-01.novell.leeds.ac.uk>
Source record: 92815

Okay, I have a query aimed at Artem and Vladimir;

On many occasions I hear one or both of you say you would buy software if you could walk into your local store and buy it, but you don't like mail order because you have to wait and you're not sure what you will getting.

My question is how would you get your pirated stuff? You can't walk into your local store and get it! Most of use don't live very close to other users and have to communicate via mail (e-mail or postal mail) so you'd still have to buy stamps and wait!

So again I ask you both to go away. Thats my last comment on the matter!

Richard Gore
chmrig@leeds.ac.uk

2975. SOD - Software on demand.

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-05 00:00:00 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <C72D3D02C3@east-01.novell.leeds.ac.uk>
Source record: 92816

Somebody was talking about having software stored on a CD and then being copied on demand as required. Well a few years ago there was such a system here in the UK, it was called EDOS. Basically the store displayed a copy of the games available on the system, you picked what you wanted, paid your cash (about #3 to #4 per title) and waited while the machine copied and packaged it for you!

It did however have one or two drawbacks;

1) It was a tape based system.
2) Despite the fact that a lot of the titles available were available for the 8-bit Ataris the EDOS system didn't support the Atari. I think the reason of long tape lengths was given as their major excuse!

Why do I mention this? Well as far as I can see the system died pretty quickly. A lot of people abandoned tapes and moved onto other platforms, so I think the situation is still unresolved. Obviously it failed but would a disk version be popular and/or feasable economically and electronically. I really ask myself though is there a need for it. The original EDOS system supplied tapes for C64, Spectrum, Amstrad and MSX, now actually thinking about it I think disks were also supported, its been a while but possibly ST and Amiga disk might have been available. Today (in the UK at least) there are two disk formats in major use, PC (MS-DOS) and Amiga so is such a system worthwhile? I don't know and I'm starting to waffle so I think I'll call it too a halt there! Any comments, questions etc. Lets get back to making this group a proper discussion group.

Richard Gore
chmrig@leeds.ac.uk

2976. $D600 - $D7FF - what do these adresses?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-05 00:00:00 UTC
From: madaras@kosice.upjs.sk
Message-ID: <3lteq9$o17@sun.uakom.sk>
Source record: 92817

In all books about mapping of the memory of 8bit Ataris, I could find only this:

$D600 - $D6FF not used yet
$D700 - $D7FF Atari reserves for purposes of tests

Does anybody know, what exactly happens (on PBI, cartridge slot or somewhere else) when writing or reading in this part of memory? Are there any devices, using these adresses?

Tommy Madaras

2977. Buying software?!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-05 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3lua5u$3rd@crchh327.bnr.ca>
Source record: 92818

CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK (R. GORE) wrote:
>
> Okay, I have a query aimed at Artem and Vladimir;
>
> On many occasions I hear one or both of you say you would buy software
> if you could walk into your local store and buy it, but you don't like
> mail order because you have to wait and you're not sure what you will
> getting.
>
> My question is how would you get your pirated stuff? You can't walk
> into your local store and get it! Most of use don't live very close
> to other users and have to communicate via mail (e-mail or postal
> mail) so you'd still have to buy stamps and wait!

It is true that I will be waiting for it in the mail, perhaps. But then
again, I'll pay for the stamps and not for the software.

>
> So again I ask you both to go away. Thats my last comment on the
> matter!
>
> Richard Gore
> chmrig@leeds.ac.uk

This is funny. I stopped sending posts on this subject 2 days ago but some
people here are probably bored and have no other subject to write about
so they are returning to this 'freeware' again and again. Lets all try
to write about something constructive.

Just one more thing. There is many readers (some post here as well) who
e-mailed me asking for 'warez'. So should I count them as the ones to
agree with my opinion? Do not answer to this, I won't reply to anything
on this matter ever again.

Vladimir
vjancare@magi.com

2978. Necromancer (was Re: Zork!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-05 00:00:00 UTC
From: tirvin@lmsc.lockheed.com
Message-ID: <3lub50$bgr@butch.lmsc.lockheed.com>
Source record: 92819

In article <znr797126987k@brbbs.com>, tiesflys@brbbs.com (Steve Kulpa) says:
>
>Zork nothing! Anyone remember what the goal is in Necormancer???
>What a strange game.

Yeah. You're this wizard-type dude, and you have this "wisp" and some trees at your disposal. The game is played in three phases:

Phase 1: You have several tree seeds and you must plant them and make them grow to full-grown size. Along the way, you need to use the wisp to place your seeds, to grab the funny-looking thing which gives you more seeds, and to take out the spider before it poisons your trees and kills them. When you run out of power, you take your then-current number of full-grown trees with you in phase 2.

Phase 2: With your trees, you descend down five levels of a dungeon-like thing. At each level there are ten "cells" containing spider eggs. The ones which are flashing are about to hatch! Move your trees to the spot above those cells when you can (being careful not to lose the tree or get power sucked from you). At this level, if you lose all your power, the game is over. When you position a tree over a cell, it will eventually fall through the cell and crush the egg...hopefully before it hatches and starts attacking you (which would drain power if you're hit). Once you make it past the fifth level, you go to phase 3...but the spiders you haven't crushed in phase 2 will be there to haunt you.

Phase 3: Here you are in a graveyard--five of them, actually, one at a time--meeting with the evil big guy himself, together with headstones and spiders. If you run out of power, the game is over. Every time spiders touch you, you lose power. You need to run over all headstones and make them disappear. Doing this will take you to the next graveyard (unless it's the 5th one already, in which case I assume the game is over and you've won) to do it all again. Hitting the evil dude with your wisp gives you a *big* power bonus. Do it frequently, while running over headstones and avoiding spiders.

I've made it to the 4th graveyard in phase 3, with a score of about 45,000 if memory serves me correctly.

--
Tim Irvin
ziggy29@rahul.net

2979. SOD - Software on demand.

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-05 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3luak6$3rd@crchh327.bnr.ca>
Source record: 92820

CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK (R. GORE) wrote:
>
> Somebody was talking about having software stored on a CD and then
> being copied on demand as required. Well a few years ago there was
> such a system here in the UK, it was called EDOS. Basically the store
> displayed a copy of the games available on the system, you picked
> what you wanted, paid your cash (about #3 to #4 per title) and waited
> while the machine copied and packaged it for you!
>
> It did however have one or two drawbacks;
>
> 1) It was a tape based system.
> 2) Despite the fact that a lot of the titles available were available
> for the 8-bit Ataris the EDOS system didn't support the Atari.
> I think the reason of long tape lengths was given as their major
> excuse!
>
> Why do I mention this? Well as far as I can see the system died pretty
> quickly. A lot of people abandoned tapes and moved onto other
> platforms, so I think the situation is still unresolved. Obviously it
> failed but would a disk version be popular and/or feasable
> economically and electronically. I really ask myself though is there a
> need for it. The original EDOS system supplied tapes for C64,
> Spectrum, Amstrad and MSX, now actually thinking about it I think
> disks were also supported, its been a while but possibly ST and Amiga
> disk might have been available. Today (in the UK at least) there are
> two disk formats in major use, PC (MS-DOS) and Amiga so is such a
> system worthwhile? I don't know and I'm starting to waffle so I think
> I'll call it too a halt there! Any comments, questions etc. Lets get
> back to making this group a proper discussion group.
>
> Richard Gore
> chmrig@leeds.ac.uk
>

I knew about such a system for music in Germany. I think if TURBO was
developed a little sooner for the Atari, that system would probably
support it and even Atari would of been most likely more popular computer
than it was.
In my opinion, regular diskettes (3.5", 5 1/4 ") are not a good idea.
Most of the software now takes many (10, 20, 30 and more) diskettes.
I can see it beeing popular in a near future when blank CD ROM's become
cheaper or flopticals become much more popular.

Vladimir
vjancare@magi.com

2980. Re: Zork!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-05 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <5APR199513130454@pavo.concordia.ca>
Source record: 92821

In article <znr797126987k@brbbs.com>, tiesflys@brbbs.com (Steve Kulpa) writes...
>Zork nothing! Anyone remember what the goal is in Necormancer???
>What a strange game.
> ><> Steve Kulpa <><

The goals for each stage of NecromancerL

Stage 1: grow trees

Stage 2: Use trees to destroy spider eggs.

Stage 3: destroy the tombstones by walking over them. If you've killed
off all the eggs in stage 2, you'll have much fewer spiders running
around the graveyard.

I've only ever made it to level 4 in stage 3, and died horribly. Has
anyone ever made it to the end? I've heard rumours of a neat display.

||| 6502 > 486
||| Dave Paterson
/ | \ DA_PATE@pavo.concordia.ca

2981. Re: FTe to release MARS 8 in May!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-05 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <5APR199513175027@pavo.concordia.ca>
Source record: 92822

In article <136406@cup.portal.com>, jharris@cup.portal.com (John D Harris) writes...
>One simple correction for MAE 95. The four versions are:
>
>6502 w/64K RAM
>6502 w/128K+
>65816 w/64K
>65816 w/128K+
>
>I don't know how Mike sorted out the filenames, but if you have
>versions labeled MAEX.COM and MAE64X.COM, these are the 65816
>versions where the non-X versions are 6502 only. The '816 versions
>will give 50% faster assembly speed, and double the speed of the
>editor memory management.
>
> John Harris - jharris@cup.portal.com

Oops. At the show I left behind my copy of the docs. Just too excited,
I guess. Mea culpa all the way.

One quick question: is the '816 128k+ version designed to use banked or
linear RAM? Thanks.

||| 6502 > 486
||| Dave Paterson
/ | \ DA_PATE@pavo.concordia.ca

2982. Re: Sweet 16

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-05 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <5APR199513244891@pavo.concordia.ca>
Source record: 92823

In article <3lth4v$h06@usenet.INS.CWRU.Edu>, cp576@cleveland.Freenet.Edu (Kenneth L Siders) writes...
>
>In a previous article someone mentioned Sweet16 being available.
>I assume it is a 65816 type upgrade. What does/will it cost
>and any info would be appreciated. Also, what the deal about
>MIO 2?
>
>Ken Siders
>cp576@cleveland.freenet.edu

As the owner of a brand spanking new Sweet 16 (65816 board) I'll answer this. Fine Tooned Engineering sells the upgrade for $69.95. It's a compact circuit board that replaces the CPU. It comes with John Harris' MAE, with 64k and 128k versions for both 6502 and 65816 machines. (so even if you don't have an '816 you can still program for it!). Linear RAM expansion will be available with the Mars 8 board.

The MIO II is real and it works. At the Toronto Atari Fest ST owners were green with envy that cheap IDE drives could be run with an 8-bit. The model on display at TAF was a prototype board, but from what I could wee it worked flawlessly. Right now, it's software that needs to be finished. I was _very_ impressed. Mike wants to get things right, and so far he has.

||| 6502 > 486
||| Dave Paterson
/ | \ DA_PATE@pavo.concordia.ca

2983. Re: Does anyone know anything about the SuperBrain computer?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-05 00:00:00 UTC
From: kspear@ss0.eng.wayne.edu
Message-ID: <3luk8d$rq6@oak.oakland.edu>
Source record: 92824

rogtha@delphi.com wrote:
: Does anyone have any information regarding the SuperBrain computer?

I think this is a Z80 based computer, operating under the CP/M OS.
If I'm correct, you'll find lots more help in the comp.os.cpm newsgroup.

Kevin

2984. Re: HUTCH=DickHead

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-05 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <3lulbn$6g9@news.xmission.com>
Source record: 92825

In article <D6K0AK.7qL@europa.com>, freeze@europa.com (freeze) says:

**********SNIP!**********

Entire message snipped due to ignorant statements and filthy, obscene
comments. I have neices reading this group, for pete sake!

I've already sent a mail message to this persons sysadmin. How many more
bozos are we going to have to wade through?

Come on folks - this is an 8bit Atari discussion group, not a flame-fest!

If you absolutely HAVE to be depraved, please do it via MAIL, not
in a public newsgroup! This applies to Artem, Vlad,
Freeze and anybody else who HAS to be abusive!

Just to comment on Freeze's statement regarding 8bitters. I find it
absolutely pathetic that this person has the nerve to send me email
asking for dozens of (c) titles, THEN post such a scathing message
about ALL 8bitters! Talk about two-faced!

I know dozens of 8bitters and they use their machines because they dont
NEED a 486 at home. I happen to have a 486, but use it rarely (only
for business purposes) as my Atari does everything else so
easily - and is more enjoyable to use!

2985. Free Atari SW

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-05 00:00:00 UTC
From: jkeane@thorung.eeng.dcu.ie
Message-ID: <m0rwTKT-000P70C@thorung.eeng.dcu.ie>
Source record: 92826

Gee, this is great stuff between Valdimir, Artem and Eyvind,
the personal insults get more creative and interesting with each
posting! Keep it up gentlemen ;)

Jason Keane.

--
jkeane@ugmail.eeng.dcu.ie

My signature is too big to include!

2986. wanted wordwriter or wordperfect for Atari ST

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-05 00:00:00 UTC
From: jim bowers <FQV@psuvm.psu.edu>
Message-ID: <95095.204135FQV@psuvm.psu.edu>
Source record: 92827

Title says it all.

Jim Bowers

2987. Atari 8-bit Omnibus

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-05 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <5APR199513484006@pavo.concordia.ca>
Source record: 92828

The Atari 8-bit Omnibus is still available, now with a money back guarantee.
This ad-stravaganza filled with products for the Classic Atari costs only
$5 per copy. That includes worldwide shipping.

The Guarantee:
==============
If you don't like it/find it boring/think it's not worth $5/etc.,
just send me a letter with your name and address, saying what you
don't like. KEEP the magazine! I'll write back, apologizing and
including a cheque for your $5. Good enough?

Current Notes called it "...a nice piece of work...a neat idea..."

Comments on comp.sys.atari.8bit have included "Check it out!" and "Shell out
five bucks and get a copy of the Omnibus." Who am I to disagree?

So c'mon and try it!

The Atari 8-bit Omnibus
PO Box 342
Cote-St-Luc, QU H4V 2Y5
Canada

[Canadians can pay in Canadian funds. All others please pay in US $]
[If paying by cheque or money order, make it payable to David A. Paterson]
User group special pricing: $4 per copy, minimum order 5 (five) copies.

||| 6502 > 486
||| Dave Paterson
/ | \ DA_PATE@pavo.concordia.ca

2988. Indus GT problems (Was: 1050 Problems)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-05 00:00:00 UTC
From: eyvind@pvv.unit.no
Message-ID: <EYVIND.95Apr5182606@bigblue.pvv.unit.no>
Source record: 92829

In article <9504050342591.DLITE.bjcorr@delphi.com> bjcorr@delphi.com (Ben Corr) writes:

> American Technavision is selling brand new 1050 mechs (Tandon) for $14.95!
> 2 for $24.95! I got a pair myself, and my broken 1050 works like a charm.
> (510) 352-3787

Will these mechs work in an Indus GT? Mine has a problem with the
track 0 sensor, and I'm getting tired of moving the head to track 0
every time I insert a disk. (Suggestions for fixing the drive would
be welcome too, since that $14.95 will probably be more like $50 once
you add shipping).
--
Eyvind Bernhardsen

2989. Re: WTB: 815 + Dos2.0d

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-05 00:00:00 UTC
From: kspear@ss0.eng.wayne.edu
Message-ID: <3lulcs$rq6@oak.oakland.edu>
Source record: 92830

Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
: Looking for a working 815 drive with dos2.0d. (NOT S)
: If you have one and want to trade for some 800xl's or other
: stuff let me know... or name a price. I prefer to trade...

Do any of these actually exist? I think I've got a copy of DOS 2.0D
but I've never seen an 815. If anyone has two for sale, I'll take the other
one! :) (And a 1450XLD, 1064 expansion board, etc..)

2990. Commodore floppy drives on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-05 00:00:00 UTC
From: foltin@cherokee.nsuok.edu
Message-ID: <D6Ksr2.9vH@cherokee.nsuok.edu>
Source record: 92831

Can the 5 1/4 drives from a Commodore 64 be hooked up to an Atari 8bit machine? I have access to a couple of mint condition Commodore drives. If anyone have the pin conversions as well, I would much appreciate it.

Thanks for the help.

Bela Foltin

foltin@cherokee.nsuok.edu

2991. Re: SIO2PC running under Windows (in background)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-05 00:00:00 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D6Kzv1.85y@itex.jct.ac.il>
Source record: 92832

Works really nicely with Desqview, even on my twerpy little 8Mhz 8088.

By the way, I usualy turn Turbo off (for 4Mhz) since it stutters at 8mhz!
Very funny. But very frustrating till I discovered this!

And if anyone can teach me how to use the Ultra-Speed without Spartados,
I'd really be happy! (I have something called BeweDOS, which is Sparta
compatible. Will it do the trick?)

Will my PC fry if I kill the fan?

-itay

--- Itay Chamiel, Jerusalem, Israel / | \ bruck@brachot.jct.ac.il ---
Atari 8-bit geek since I was 6 \/|\/ (using someone else's account)

2992. Question about SX212 & XEP80

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-05 00:00:00 UTC
From: ab117@FreeNet.Carleton.CA
Message-ID: <D6Knyq.I6w@freenet.carleton.ca>
Source record: 92833

Can the RS232 port on the back of the SX212 or XEP80 be used to add
a faster modem (faster than the 1200 baud SX212) or a printer or a
hard drive? To be used with a 130XE.

--
Yours Sincerely,
Luke LaFrance
ab117@freenet.carleton.ca
||||||||||||||||||||||||

2993. Re: 400/800 cart list

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-05 00:00:00 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D6L06z.8B2@itex.jct.ac.il>
Source record: 92834

DAVID DAVIES (MBITDC9306@titan.newi.ac.uk) wrote:

: Hmm ... This brings me a little question. I know that NTSC 2600VCS
: carts won't run on PAL systems. Is the same true of Atari 8-bit
: carts?

Hacking Joust, I figured out it looks at the PAL/NTSC flag to choose its color pallette. From this I deduced that there never was a PAL-only or NTSC-only version. Was I right?

-itay

--- Itay Chamiel, Jerusalem, Israel / | \ bruck@brachot.jct.ac.il ---
Atari 8-bit geek since I was 6 \/|\/ (using someone else's account)

2994. Second try: Any diagnosis for this sick 400?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-05 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <3lv2h4$f6h@butch.lmsc.lockheed.com>
Source record: 92835

I posted this once before, but didn't get much response...maybe this time I can get some good information. Well, I can hope.

I lifted a 400 from a thrift store (paid $5 for cables and a power supply and the 400 came "free") recently, and it has an interesting problem. Here it is...I've learned a bit more about 8-bit hardware and stuff since my last note, so maybe I can give a more intelligent description.

If you don't need the keyboard, the 400 works just fine; for running cartridges which need no more than 16K, it's fabulous. With the keyboard, though, there's a bit of a problem. When you first turn the machine on, everything is fine--you either get the memo pad (if BASIC is not in the cartridge slot) or the READY prompt (if BASIC is in there).

At this time, you can start pressing keys on the membrane and all is well. Until, that is, you hit the RETURN key. When you hit the enter key, the characters somehow "morph" into others. For example, what used to be the letter "C" would then become some other ATASCII character--consistently. Every time I press "C," the same ATASCII character would be output. In fact, I don't think the problem is with the keyboard. Here's why:

The "shifting" of characters is not only on inputs but the *outputs* as well. The READY prompt becomes a different pattern of five ATASCII characters--the same each time. Also, I can type (on the keyboard) something like "? 22334" and then hit return, and something is *indeed* printed back--five characters, with the first and second being the same, as well as the third and fourth. Not only that, but the machine apparently recognized the command as a PRINT! So the keyboard is almost *certainly* not the culprit. (And the RETURN is always correctly interpreted as a RETURN.)

Could there be a problem with the chip(s) which provide the display? Something about hitting the RETURN key which makes it go bonkers, perhaps? It appears that the CPU is processing entered commands correctly; only the display seems to be garbled. Maybe something has happened to the character set? (Doubtful, since the characters returned are still always ATASCII.) What could possibly go wrong only when the RETURN key is pressed?

Would any of you suspect and of the main processors, such as ANTIC, POKEY or the CTIA/GTIA? I could get some replacement chips from ATV in my next order if this sounds like a serious possibility. (If you would suspect them, why? I'd like to be educated.)

I'd love to hack this thing (no big loss if I make it worse), but
I'd like to have an idea about where to start. I really don't need
this thing; I have an 800 and an 800XL. But it would be cool to
fix this thing...

--
Tim Irvin
ziggy29@rahul.net

2995. Re: WTB: 815 + Dos2.0d

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-05 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3lv3u3$1eoa@hearst.cac.psu.edu>
Source record: 92836

Kevin Spears (kspear@ss0.eng.wayne.edu) wrote:
: Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
: : Looking for a working 815 drive with dos2.0d. (NOT S)
: : If you have one and want to trade for some 800xl's or other
: : stuff let me know... or name a price. I prefer to trade...

: Do any of these actually exist? I think I've got a copy of DOS 2.0D
: but I've never seen an 815. If anyone has two for sale, I'll take the other
: one! :) (And a 1450XLD, 1064 expansion board, etc..)

1064's are easy to find....

Someone on here about a year ago offered to sell me 2 815's and some
830 modems..etc...

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---

2996. Re: Question about SX212 & XEP80

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-05 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3lv40o$1eoa@hearst.cac.psu.edu>
Source record: 92837

Luke LaFrance (ab117@FreeNet.Carleton.CA) wrote:
: Can the RS232 port on the back of the SX212 or XEP80 be used to add
: a faster modem (faster than the 1200 baud SX212) or a printer or a
: hard drive? To be used with a 130XE.

Um..the XEP80 has a PRINTER port...
the SX212 has an RS232 serial INPUT...not output.

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---

2997. Re: Questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-05 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3lv735$f2v@nic-nac.CSU.net>
Source record: 92838

Ah, 64 files per directory is PLENTY! <:^)

Just make everything more hierarchical.. we could say MyDOS teaches you to
throw your files around in such a manner. :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, Cooltris 2.

2998. Re: HUTCH=DickHead

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-05 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <3lv8ub$ndg@hustle.rahul.net>
Source record: 92839

James King (jeking@xmission.com) wrote:
: In article <D6K0AK.7qL@europa.com>, freeze@europa.com (freeze) says:

: **********SNIP!**********

: Entire message snipped due to ignorant statements and filthy, obscene
: comments. I have neices reading this group, for pete sake!

: I've already sent a mail message to this persons sysadmin. How many more
: bozos are we going to have to wade through?

And apparently, someone did something about it. I went to check the
original note which caused this reaction, and it was listed as being
in the thread but "unavailable." It was apparently cancelled for what
it's worth.

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Programmer/Analyst/Dino Jockey * GCS: !h s:+ !g au+ w+ C++$ v++ w+ U N++
* I'd rather be mining Crystite!! * W po+ t+@ Y+ j++ B-- e+++ u** r+++ y+++

2999. Re: Sweet 16

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-05 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3lv6ia$emo@nic-nac.CSU.net>
Source record: 92840

Aww, that sucks (but is understandable, because honestly I couldn't figure it out).. Sweet16 needs a Mars8 to use big linear RAM. Oh well! More stuff to buy! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, Cooltris 2.

3000. More interesting stuff on my sick 400.

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-05 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <3lv9bl$nrh@hustle.rahul.net>
Source record: 92841

I was going to follow up my own note, but it's not even here yet!

If you saw my original note about my sick 400 character output, here's some more stuff I just discovered. The characters are being "converted" to other characters in some cases. Here's what I noticed:

ATASCII codes... are being displayed as...

0-63 0-63 (no problem)
64-95 32-63
96-127 0-31
128-191 128-191 (no problem)
192-223 160-191
224-255 128-159

Also, BASIC displays "READY" but then prints the garbled characters as above right away, even before the RETURN key is hit. Assembler Editor behaves similarly. Atari Logo lets me enter stuff, but when I hit the RETURN key it hangs up. (Does Logo require more than 16K?)

Note the characters which never appear: 64-127 and 192-255. All of the alphabetic characters are in here, so it's pretty hard to "work around" the problem since there's no apparent way to produce letters!!

I know that the Atari takes the starting address of the character set and applies a simple algorithm to find a given ATASCII character in memory based on its number. Could the routine which does this be garbled, and hence looking in the wrong places in the character set memory for this stuff? And where is that routine? Is it in ANTIC?

As Alice of the Brady Bunch would have said, it gets "curiouser and curiouser."

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Programmer/Analyst/Dino Jockey * GCS: !h s:+ !g au+ w+ C++$ v++ w+ U N++
* I'd rather be mining Crystite!! * W po+ t+@ Y+ j++ B-- e+++ u** r+++ y+++

3001. Re: If you build it, they will come !

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-05 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <3lv9eu$nur@hustle.rahul.net>
Source record: 92842

Artem Aleksandrovich Koutchine (koutchin@mail2.sas.upenn.edu) wrote:

: WHY ? WHY every1 tries to get away from the subject ?? I asked for the
: help on HOW TO CONTACT THE CREATORS AND GET PERMISSION TO DO WHAT I
: WANT TO DO ????

If you really do intend to seek permission from the creators (or those
who currently hold the rights), then I have no problem with what you
are doing. Otherwise...

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Programmer/Analyst/Dino Jockey * GCS: !h s:+ !g au+ w+ C++$ v++ w+ U N++
* I'd rather be mining Crystite!! * W po+ t+@ Y+ j++ B-- e+++ u** r+++ y+++

3002. Re: Free Atari SW

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-05 00:00:00 UTC
From: eyvind@pvv.unit.no
Message-ID: <EYVIND.95Apr5184718@bigblue.pvv.unit.no>
Source record: 92843

In article <m0rwTKT-000P70C@thorung.eeng.dcu.ie> jkeane@thorung.eeng.dcu.ie (Jason Keane) writes:

> Gee, this is great stuff between Valdimir, Artem and Eyvind,
> the personal insults get more creative and interesting with each
> posting! Keep it up gentlemen ;)

Sorry, mac, I'm out of it. Vlad and Artem KF'ed, permanently. You'll just have to join in the debate yourself.

I thought I'd killed the thread too, actually. More bugs in my killfile.
--
Eyvind Bernhardsen

3003. Re: $D600 - $D7FF - what do these adresses?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: bz284@cleveland.Freenet.Edu
Message-ID: <3lvu2h$dim@usenet.INS.CWRU.Edu>
Source record: 92705

In a previous article, madaras@kosice.upjs.sk (Tommy) says:

> $D600 - $D6FF not used yet
> $D700 - $D7FF Atari reserves for purposes of tests
>Does anybody know, what exactly happens (on PBI, cartridge slot or
>somewhere else) when writing or reading in this part of memory? Are
>there any devices, using these adresses?

From "Mapping the Atari"

D600-FFFF (OS-ROM)

This 10K of memory is the OS-ROM, containing the floating point package
the 2 built-in characters-sets, device handlers, CIO, SIO, IRO etc. It
differs from the older Atari's OS (800) so some older programs will not
load on XL/XE's. In these cases, you can use the translator disks such
as XL Fix which is public domain.

This area is also used by the PBI, when a device on the PBI is called,
its ROM is mapped into the D8XX area. The D6XX area then gets used as
device control registers and i/o block areas.

--

Mike Todd Info-Atari8 Digest
bz284@cleveland.freenet.edu GEnie = S.SNYDER10
snyder10@convex1.tcs.tulane.edu CIS =

3004. Re: Sweet 16

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: bz284@cleveland.Freenet.Edu
Message-ID: <3lvu70$dju@usenet.INS.CWRU.Edu>
Source record: 92706

In a previous article, kendrick@zippy.sonoma.edu (William Kendrick) says:

>Aww, that sucks (but is understandable, because honestly I couldn't figure
>it out).. Sweet16 needs a Mars8 to use big linear RAM. Oh well! More
>stuff to buy! :)
>

The MIO2 will contain a simm socket for expanded linear ram as well, so
either device will give you access to the ram.

--

Mike Todd Info-Atari8 Digest
bz284@cleveland.freenet.edu GEnie = S.SNYDER10
snyder10@convex1.tcs.tulane.edu CIS =

3005. Re: Commodore 1702

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9504060305591.DLITE.bjcorr@delphi.com>
Source record: 92707

>Will the 1200XL work with the commodore 1702?
>
>Thanks
>
>John

Beautifuly, especially if you restore the chroma output left off of 1200XL.
Pick it up at the emitter of transistor Q7, use a 75 ohm resistor to connect
it to the monitor output jack and enjoy split video!
bjcorr@delphi.com

3006. Re: ST<->8bit file transfers...

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9504060305592.DLITE.bjcorr@delphi.com>
Source record: 92708

>For people who have an SIO2PC cable
>and DJ800XL for the ST (like SIO2PC for the IBM, but I think it looks like
>it's a better program), you probably won't need this, but - if you don't
>need all the features of SIO2PC, then you might like this, as I think it
>should be cheaper to make.

What is DJ800XL? Sounds like a very useful program!
bjcorr@delphi.com

3007. Re: SOD - Software on demand

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: MBITDC9306@titan.newi.ac.uk
Message-ID: <9504061006.AA11291@dylan.newi.ac.uk>
Source record: 92709

CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK (R. GORE) said:
> Somebody was talking about having software stored on a CD and then
> being copied on demand as required. Well a few years ago there was
> such a system here in the UK, it was called EDOS. Basically the store
> displayed a copy of the games available on the system, you picked
> what you wanted, paid your cash (about #3 to #4 per title) and waited
> while the machine copied and packaged it for you!

When I first saw the system in a local shop (I think they still use
it), I wrote to several companies - including Atari - to see if I
could get hold of some software to legally copy and distribute in a
similar way (albeit by mail order).

Although I heard from Daryl Still at Atari UK, who directed me to
Sunnyvale, I never heard from Atari US. So I think we can assume that
Atari aren't going to relinquish their software without a fight.

>
> It did however have one or two drawbacks;
>
> 1) It was a tape based system.
> 2) Despite the fact that a lot of the titles available were available
> for the 8-bit Ataris the EDOS system didn't support the Atari.
> I think the reason of long tape lengths was given as their major
> excuse!

Yeah. Bummer :(They had stuff for machines that flopped in the UK,
like the MSX!

David Wyn Davies
The Atari Classic Programmer's Club
mbitdc9306@newi.ac.uk

John Major said: 'We will reduce taxes when it is
prudent to do so.'
Prudent for who? The country or the Tories? I wonder
what odds William Hill will give on taxes being cut
6 months before the next election?

Sleaze is a word invented by the Conservatives.

3008. Re: Question about SX212 & XEP80

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <3m0mim$78l@news.xmission.com>
Source record: 92710

In article <D6Knyq.I6w@freenet.carleton.ca>, ab117@FreeNet.Carleton.CA (Luke LaFrance) says:
>
> Can the RS232 port on the back of the SX212 or XEP80 be used to add
>a faster modem (faster than the 1200 baud SX212) or a printer or a
>hard drive? To be used with a 130XE.

The port on the back of the SX212 is for using that modem on a NON-Atari 8bit machine. It will not allow
you to use it as an interface (unfortunately). The XEP80, however WILL allow you to plug a printer into it..

3009. [--- XCC8.COM ---]

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: winston@merk.com
Message-ID: <D6M4C3.M2v@merk.com>
Source record: 92711

In the archive at UMICH/UMERIT for the CC8 extensions to ACE C, there are --TWO-- CC8 files:
CC8.COM
XCC8.COM

There is no documentation anywhere about the file "XCC8.COM". Does anyone have any idea what this file is for ? Thank you.

3010. [--- ARGV ---]

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: winston@merk.com
Message-ID: <D6M4Mu.MB3@merk.com>
Source record: 92712

Does anyone know how to make an ARGV parameter vector array call using
DEEP BLUE C, ACE C, CC8 NO-NAME, or CC65 ?
Is an ARGV call even possible with these C compilers?

I notice that an ARGV call doesn't appear to generate a compile error of
any kind, but neither does it appear to work, either....

Is there an existing syntax for an ARGV call under these compilers, or do you
have to design your own parsing routine ? (If there is a built-in function
than I would rather use that, but there appears to be no mention of ARGV
in any of the documentation. This is most curious.... Anybody ? Thanks.

3011. Re: Question About Turbo OS on 65 XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <D6M5z5.9z@iglou.com>
Source record: 92713

In article <3lqesn$lk7@bigboote.WPI.EDU>,
Rhett Shain Brown <rhett@bigwpi.WPI.EDU> wrote:
>
>I was reading about the OS upgrade chip that lets you switch between
>XL/XE os 400/800 OS and would like to get one but my questions are:
>
>1) will it work with the 65XE and XEGS as well as the 130XE and 800XL?
As far as I know, the 65XE has the same chips inside as a 130XE, but they're
all soldered, not socketed. The XEGS might be different.
--
Bill Marcum bmarcum@iglou.com
"Trap yourself in a room full of glee, and have nothing in the room but a
bucket and a mop, and an illustrated book about birds, you see alot out
there, but don't be scared." (Paul Weiss)

3012. SOUPED UP ATARI ST FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: olias@telerama.lm.com
Message-ID: <3m0qte$5jt@epicycle.lm.com>
Source record: 92714

```
Souped Up Atari ST System
Prefer to sell as a system but will consider selling separately

Atari 520STm $200
- 4MB RAM (Tech Specialties upgrade board)
- Switchable Dual TOS (1.0 & Rainbow) (rear mounted switch)
- ICD 16MHz 68000 Upgrade (rear mounted Switch 8/16)
- DS/DD 3.5" floppy
- mouse

Atari SF314 DS/DD 3.5" floppy $40
Atari SC1224 Color Monitor $180
Atari SM124 Monochrome Monitor $90
Monitor Master monitor switch $15
Toadfile 44! (w/4 cartridges) $300
- SyQuest 44MB SCSI removable media drive
- Under monitor low profile case 2 bays
- ICD Advantage Plus SCSI host adapter w/ built-in clock
- Four (4) 44MB cartridges

DigiSound Professional (Sound digitizing
hardware & Software) $50
ADC 1200 Baud External modem $20

=======
$895

Will sell entire system for ..... $700
(C.O.D. shipping charges not included.)
Original packages software and documentation
included.

If interested, send e-mail or call Jim (412) 359-1763
Leave voicemail if I'm not in and I will return your call.
```

3013. Wanted: BART, dead or alive?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <E13C963A27@east-01.novell.leeds.ac.uk>
Source record: 92715

Does anybody know if BART (Brodes Archival Retrievel Thang) is still working?

I have tried several times over the past few weeks but I don't get any response, not even the dreaded BART ERROR message. Can anybody help, and please don't tell me to FTP as I can't!

Any help would be most appreciated. Thanks

Richard Gore
chmrig@leeds.ac.uk

3014. 800XE->ST Color Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: david.janeba@vslib.cz
Message-ID: <david.janeba.1@vslib.cz>
Source record: 92716

Is it possible to connect ST Color Monitor (SC1424) to 800XE? I know 800XE has a composite video output and SC1424 just RGB input. I also tried to identify inputs of the TV modulator inside 800 but I failed. Does anyone know which signals go into the TV modulator?

Thank you.
David

Email: david.janeba@vslib.cz

3015. Re: Commodore floppy drives on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3m13fi$17cf@hearst.cac.psu.edu>
Source record: 92717

Bela Foltin (foltin@cherokee.nsuok.edu) wrote:
: Can the 5 1/4 drives from a Commodore 64 be hooked up to an Atari
: 8bit machine? I have access to a couple of mint condition
: Commodore drives. If anyone have the pin conversions as well, I
: would much appreciate it.

Off the top of my head I would have to say absolutly
NOT. Then again.. they are soooooooo slow why even thing of it?

You have to realize that these drives (similar to the Atari's)
have built in CPU's and operating systems.... they are not
just drive mechs with some serial converter.

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---
Carts: 2600 111; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600 1; 2600A 2; 2600JR 1; Sears SVA1 1; SVA2 1; 5200 2; 7800 2;
Lynx 1; 800 3; 1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 w/Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

3016. FTP Sites ???

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: MBITDC9306@titan.newi.ac.uk
Message-ID: <9504061615.AA14853@dylan.newi.ac.uk>
Source record: 92718

Does anyone know of an FTP site that caters for users of emulation programs? It's getting to be a drag to convert Atari 8-bit files downloaded from Umich into the PC XFormer format (reason: my 8-bit isn't yet hooked up to the PC for file transfer).

David Wyn Davies
The Atari Classic Programmer's Club
mbitdc9306@newi.ac.uk

John Major said: 'We will reduce taxes when it is prudent to do so.'
Prudent for who? The country or the Tories? I wonder what odds William Hill will give on taxes being cut 6 months before the next election?

Sleaze is a word invented by the Conservatives.

3017. Necromancer (was Re: Zork!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: Amos.Jackson@flight.org
Message-ID: <e59_9504061245@flight.org>
Source record: 92719

Oh, YES!! Necromancr is one of my all time fav. games!! I've made it to the second graveyard. Tough game, but not boring in the least!! I think it was one of Synapse's better games.

Amos Jackson
---------- -//- ----------
Internet: Amos.Jackson@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3018. For Sale: 800XL with extras, $40 plus shipping

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: wayfare@acca.nmsu.edu
Message-ID: <3m19jn$cfb@dns1.NMSU.Edu>
Source record: 92720

Includes Power supply, joystick, tv connector, and Star Raiders game cartridge all in good condition. Shipping UPS ground is $6, or for safest route, First Class US MAIL is $12.

--
wayfare@acca.nmsu.edu

3019. Need Power Supply/Cables

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: luca@embratel.net.br
Message-ID: <3m19uk$g1n@zeus.embratel.net.br>
Source record: 92721

Hello, Folks

I desparately need a power supply for the 65 XE, I have one for the 800 but the connection to the computer is different. I also need adapters to hook up a disk drive to it. Does anyone know of a store or mail order place that sells this?

My parents will be going to the US and I want them to bring it to me.

If someone can help, please e-mail to:

luca@embratel.net.br

or...

sysop@luca.ax.apc.org

Thanks to everyone,
Flavio Lucarelli
luca@embratel.net.br

3020. Vendors

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: koutchin@mail2.sas.upenn.edu
Message-ID: <3m1g2k$k19@netnews.upenn.edu>
Source record: 92722

I find it extrimely unconvinient to buy anything from Vendors.
In order to prove it i'll show you some numbers

PRODUCT VENDORS FLE MARKET PERSON-TO-PERSON

130xe 100-175 20-50 80-110
65xe 80-150 5-30 50-70
1050drive 50-80 5-20 30-50
850drive 20-60 5-20 30-40
tv cavle 5-10 1-5 ?????
carts 5-15 .1 -1 :) 1-5

Does it prove anythinh to you ? Sure it does to me

Artem [flame | admin]

3021. Re: Vendors

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3m1lsd$gl6@hearst.cac.psu.edu>
Source record: 92723

Artem Aleksandrovich Koutchine (koutchin@mail2.sas.upenn.edu) wrote:
: I find it extrimely unconvinient to buy anything from Vendors.
: In order to prove it i'll show you some numbers

: PRODUCT VENDORS FLE MARKET PERSON-TO-PERSON

: 130xe 100-175 20-50 80-110
: 65xe 80-150 5-30 50-70
: 1050drive 50-80 5-20 30-50
: 850drive 20-60 5-20 30-40
: tv cavle 5-10 1-5 ?????
: carts 5-15 .1 -1 :) 1-5

: Does it prove anythinh to you ? Sure it does to me

It proves:

A) Vendors have to make money as always...as every other vendor
B) You should go to flea markets and shut up on here.

: Artem [flame | admin]

You forgot to add the FREE column from pirate sites.

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---
Carts: 2600 111; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600 1; 2600A 2; 2600JR 1; Sears SVA1 1; SVA2 1; 5200 2; 7800 2;
Lynx 1; 800 3; 1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 w/Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

3022. Quest for 80 columns

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <3m1lne$3gt@butch.lmsc.lockheed.com>
Source record: 92724

Okay, gang, I've got the interface, modem, and BobTerm in place.
BobTerm has been great for file transfers. What I really would like is
80 columns. I know of a few, according to the FAQ, which (if the
FAQ is correct) don't need an XEP-80. So far, I haven't been very
successful at using it for anything except ftp'ing software. And
have I been prolific at that! :)

First of all, BobTerm has its own 850 initialization program in
it which starts automatically when you boot it. The other comm
software packages I've tried--FlickerTerm and OmniCom--don't seem
to have that, and I don't have an 850 initialization program laying
around anywhere. Can it be found via ftp? On UMich, perhaps? And
what would it be called?

Also, I tried Ice-T 1.0, but when I followed the directions which
are given when you first boot up, I get a garbage graphics screen
which consists of pixels of many different colors, mostly bright.

In a nutshell--I want something which will run 80 columns and
emulate a VT-100 without additional hardware. And if the other
programs I've tried will work if I had the 850 handler, where can
I find it? I still have to use the Windoze box for my 'net stuff
(except for ftp) since all the mail and news software seem to want
to format everything in 80 columns for the VT-100...

--
Tim Irvin
ziggy29@rahul.net

3023. Re: Vendors

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <3m1mij$54m@butch.lmsc.lockheed.com>
Source record: 92725

In article <3m1g2k$k19@netnews.upenn.edu>, koutchin@mail2.sas.upenn.edu (Artem Aleksandrovich Koutchine) says:
>
>I find it extrimely unconvinient to buy anything from Vendors.
>In order to prove it i'll show you some numbers
>
>PRODUCT VENDORS FLE MARKET PERSON-TO-PERSON
>
>130xe 100-175 20-50 80-110
>65xe 80-150 5-30 50-70
>1050drive 50-80 5-20 30-50
>850drive 20-60 5-20 30-40
>tv cavle 5-10 1-5 ?????
>carts 5-15 .1 -1 :) 1-5
>
>Does it prove anythinh to you ? Sure it does to me

It proves that you should do what I'll bet most of us here do--try to find something at a flea market/thrift store, and failing that, post a "wanted" note on c.s.a.8 for a certain item, and failing that, if you want it badly enough, contact a vendor. Remember that this is their business; it's not just a hobby for them.

Besides, the recent American Technavision flyer has items for sale at prices which rival flea markets, garage sales and thrift stores.

And your quoted prices assume that the flea marketeers and thrift store operators know how to price their merchandise, which is quite false on many occasions.

--
Tim Irvin
ziggy29@rahul.net

3024. Re: If you build it, they will come !

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3m06p9$8e5@news.primenet.com>
Source record: 92726

The mortal Artem Aleksandrovich Koutchine wrote:
: bosco@host.yab.com wrote:
: : Sure! I'm sure the Federal Bureau of Investigation would be very happy
: : to get you started! <G>

: WHY ? WHY every1 tries to get away from the subject ?? I asked for the
: help on HOW TO CONTACT THE CREATORS AND GET PERMISSION TO DO WHAT I
: WANT TO DO ????

If you really want to do this, name the software titles one by one and we will categorize them by company, and then build an index of current addresses/tels. Once you see how lengthy the list is, you won't want to waste that much time on it.

3025. Re: Sweet 16

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: junkster@coho.halcyon.com
Message-ID: <3m1p10$ul@news1.halcyon.com>
Source record: 92727

PATERSON, DAVID ANDREW <da_pate@pavo.concordia.ca> wrote:
>
>Linear RAM expansion will be available with the Mars 8 board.

Be careful with the terminology. All 65816's address memory as 64K
banks--i.e. if you have an Apple IIgs with 4 megabytes of RAM you
cannot loop through all 4 megabytes in one shot; you loop through 64K,
then switch banks, and so on. This banking is different from the
bank-switching of Atari 8-bit memory upgrades, but you can never go truly
linear with a 65816, as you can with a 68000. It is better than the 8086
segmenting scheme in some ways, though.

This wasn't meant to be a knock against the 65816, just information.

James Hague
junkster@halcyon.com

3026. Re: Necromancer (was Re: Zork!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: junkster@coho.halcyon.com
Message-ID: <3m1p51$uo@news1.halcyon.com>
Source record: 92728

Amos Jackson <Amos.Jackson@flight.org> wrote:
>Oh, YES!! Necromancr is one of my all time fav. games!! I've made it to the
>second graveyard.

I've gotten to the 5th graveyard several times, but it is blindingly
impossible. I don't know know of anyone who made it to the "end."

James Hague
junkster@halcyon.com

3027. Re: Zork!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: junkster@coho.halcyon.com
Message-ID: <3m1p9a$16n@news1.halcyon.com>
Source record: 92729

PATERSON, DAVID ANDREW <da_pate@pavo.concordia.ca> wrote:
>
>Stage 3: destroy the tombstones by walking over them. If you've killed
>off all the eggs in stage 2, you'll have much fewer spiders running
>around the graveyard.

Supposedly this was true, but it never seemed that way to me. I usually
did just as well by running straight through the vaults to the graveyard.

James Hague
junkster@halcyon.com

3028. Re: Is there any EASY way to read single-density 8bit disks on a PC?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: sl18g@cc.usu.edu
Message-ID: <1995Apr6.162932.46720@cc.usu.edu>
Source record: 92730

In article <3lmuho$l9h@case.cyberspace.com>, toby@cyberspace.com (Toby E Reed) writes:
> So, is there? I tried anadisk with deana, but it would not read it. I
> have lots of commercial software on my 8bit, so I can't U/L it to a BBs,
> and I only have a 300 baud modem on the 8bit and no 1050 drive, just
> 810's (2) and a PC, they're too far away to do a null modem with, but I
> suppose that'd be easier to do than MULE or SIO2PC. Drop me a line, I
> welcome all E-MAIL.
>
> -Thanx. ;-)
> <toby@cyberspace.com>

Hi, this is Nate, author of deana. I didn't know anyone actually got a hold of it, I lost my account shortly after writing it. I have yet to find a single person who got anadisk to read single-density disks except me. (It works perfectly. I must have something wierd going on with my drive controller.) I was able to write a program that formatted disks on my PC with a hybrid Atari/PC format. I could do a disk dup on the Atari from the original to the specially formatted disk. Every computer I tested (about 8) was able to read it back. Too bad my computer is still the only one that the format program works on. I haven't messed with that stuff for a while. Maybe I'll get it out and see what I can see. If only the PC's disk system was as inspired as the Amiga's!

sl18g@cc.usu.edu

3029. Fried 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: dmcguire@sfu.ca
Message-ID: <dmcguire-0604951535080001@copy.lib.sfu.ca>
Source record: 92731

HELP!! for the last three months my kids have been having a gas with my Atari 130 XE. This was my first computer and I never could part with it. It is now on death's door. My son inserted and removed a cartridge while the power was on. I now can get only a purple screen. Can someone tell me what has been fried or even better how to fix it?

Thanks
Dan McGuire
email to dmcguire@sfu.ca

3030. Re: Vendors

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: koutchin@mail2.sas.upenn.edu
Message-ID: <3m1qh4$62v@netnews.upenn.edu>
Source record: 92732

: A) Vendors have to make money as always...as every other vendor

It is a matter of fact and there was no need to say it

: B) You should go to flea markets and shut up on here.

I actually did :) and you know, i still can talk (see. Bill of rights
in da constitution)

: You forgot to add the FREE column from pirate sites.

See, it is impossible to get HARDwarez thru the telehopne lines. If you
did know that please concider it next time, bedise i do not use
pirate sitez.

3031. Re: Vendors

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: koutchin@mail2.sas.upenn.edu
Message-ID: <3m1qqf$62v@netnews.upenn.edu>
Source record: 92733

Hi Tim, seems you are the only one who can think logicaly so far. Thanx
man. Here are comments :

Tim Irvin (ziggy29@rahul.net) wrote:
: It proves that you should do what I'll bet most of us here do--try
: to find something at a flea market/thrift store, and failing that,
: post a "wanted" note on c.s.a.8 for a certain item, and failing that,
: if you want it badly enough, contact a vendor. Remember that this is
: their business; it's not just a hobby for them.

You forgot one thing: IRC. It is a matter of fact that many people
on #atari8 and #classic never check c.s.a.8

: Besides, the recent American Technavision flyer has items for sale
: at prices which rival flea markets, garage sales and thrift stores.

Really ? i did know about that ! Can ya send me email and tell me more or
better post it here cuz it would be usefull for others.

: And your quoted prices assume that the flea marketeers and thrift
: store operators know how to price their merchandise, which is quite
: false on many occasions.

No, i posted the prices that i actually saw in stores, fleas, persons,
vendores.

Artem [feels fine to talk to a logical person]

3032. 800XE!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3m1lb3$5a9@link.xs4all.nl>
Source record: 92734

```
j >From: jkeane@thorung.eeng.dcu.ie (Jason Keane)
j >Subject: 800XE!
j >Date: 12 Mar 1995 06:38:27 -0600
j >
j >>I'd be interested to find out as much as I could about the 800xE, since
j >>I know very little about it, and there hasn't been much about it here either
j >>All I know is that it was intended for Eastern Europe...
j >
j > The 800XE is actually an 800XL with the130XE's Freddy (memory
j >managment) chip built in. It's case is the same as the 800XL's and it looks
j >the same indeed it had the Parallel port of the 800XL (not the ECI of the
j >XE). However Freddy's there. The 800XE by default still only has 64Kb of
j >memory although since Freddy is capable of handling more it's common to
j >find 256Kb of memory in these machines.
j >
j > Now this is where the crunch comes, I'm not sure weather or not the
j >800XE is actually issued by Atari as an 800XE as one of the last
j >revisions of the 800XL before the 130XE, OR, weather some of them
j >hardware people in Germany, installed the chip into an XL, or even
j >redesigned the board for the Freddy chip!
j >
j > What ever the reason, why it seems as though it was intended for
j >Eastern Europe is some German hardware freaks decided since the
j >motherboard was a cross between an XE and and 800XL to call
j >it the 800XE.
j >
j >Jason Keane.
j >
j >-------------------------------------------------------------------------------
j >jkeane@ugmail.eeng.dcu.ie : Gravity Exists!! The planet sucks.
j >-------------------------------------------------------------------------------
```

Howdy Jason

Forget the above. I own one of them 800XE's and they do NOT look like 800XL's.

They are grey. Look like 130XE's. Have PBI and ECI. Furmer keyboard.
Faster RAM/ROM test. New PCB design (only 2 RAMchips but room for two more),
it even sais 130XE on the PCB. Mine came from Germany. They probably called
it 800XE since it reminds people of the 800XL. It DOES halve a FREDDY chip as
you say. When you choose "ALL TEST" at the selftest, it will "print out"
COPYRIGHT 1985 ATARI (don't know if that's the right order, but what the heck)
instead of 1983.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

3033. Re: Dead 1050--any ideas?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3m1lb4$5ab@link.xs4all.nl>
Source record: 92735

```
z >From: ziggy29@rahul.net (Tim Irvin)
z >Subject: Re: Dead 1050--any ideas?
z >Date: 13 Mar 1995 01:07:18 GMT

stuff deleted

z >Anyway, the drive *mostly* works now, though it sometimes has seek problems
z >when a new disk is placed into it.
z >
z >It's quite weird.
z >
z >
z >--
z >* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29

Howdy Tim

Hmm, seek problems when you put in a new disk. I have that with one of the
1050's. Started right after I disconnected, and then reconnected, the ribbon
connecting the head to the steppermotor out of curiosity. :-)

What I want to say is, maybe you head should be aligned. (make that, the head
of your disk drive.)

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

3034. Problem with XF 551 flopp

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3m1lb5$5ad@link.xs4all.nl>
Source record: 92736

e >From: elmi@extra.rwth-aachen.de (Elmar Bongers)
e >Subject: Problem with XF 551 floppy
e >Date: Tue, 14 Mar 1995 18:37:48
e >
e >Hi,
e >
e >I installed a switch so that *I* can decide wether writing to a disk is
e >allowed or not without biting a hole into every disk.
e >
e >Writing to the second side is no problem but formatting does not work.
e >A 1050 drive can format the second side.
e >
e >Does anybody know how to get this working?
e >
e >I think the index-hole in the disk is needed for formatting. But why can the
e >1050 format the second side?
e >
e >Thanks for your help
e >
e >Elmar
e >
e >---
e >
e >Elmar Bongers, e-mail: elmi@extra.rwth-aachen.de

Howdy Elmar

The 1050 doesn't use the index hole. That's why it spins everytime you
change disks.

CSS (see vendor list) has a device that will allow you to format the backside
of a floppy.

BTW I don't know if they are still sold, but there once were floppies with
index holes on both sides of the disk. (The disk jacket had holes on both
sides, so the REAL index holes (the ones in the actual disk, the plastic part)
could be "seen" whether the disk was put in, in the normal way or "upside
down".

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

3035. Wanted: Modem hookup and

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3m1lb5$5af@link.xs4all.nl>
Source record: 92737

```
z >From: ziggy29@rahul.net (Tim Irvin)
z >Subject: Wanted: Modem hookup and comm software
z >Date: 15 Mar 1995 16:07:48 GMT
z >
z > Well, I've give up on my 1030. I'm in the process of acquiring a
z >9600 bps modem to use instead. I've already got the 850 cable as well.
z >What I need now is something to plug the cable in to (such as an 850,
z >P:R: connection, MIO or Black Box) and some communications software.

Howdy Tim

The Black Box will not take the 850 cables. All others will.
( except the R:P:Interface Bob Puff is working on. It needs different cables
(different from both 850 and BB cables. Bob told me himself.))

BTW somebody did offer a BlackBox here. If I remember correctly she/he wanted
$120 for it.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

3036. Re: ROT-13

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3m1lb6$5ah@link.xs4all.nl>
Source record: 92738

e >From: eyvind@pvv.unit.no (Eyvind Bernhardsen)
e >Subject: Re: ROT-13
e >Date: 16 Mar 1995 14:26:51 GMT
e >
e >In article <9503161214.AA04730@emh.kunsan.af.mil> ehalliwe@emh.kunsan.af.mil
e >
e >> Could someone please send me a ROT-13 encoded message? I've
e >> implemented what I think is a ROT-13 decoder, but have no way to
e >> test it!
e >
e >Try to ROT-13 a file twice. If you end up with the original text, it
e >works.
e >--
e >Eyvind Bernhardsen

Howdy Eyvind

Maybe not. If he uses the wrong methode of de/encodeing, the original and
the double encoded files will be the same, but the "unreadable" file might
not be ROT-13.

I know absolutely nothing about ROT-13 (didn't even know it existed), or what
it is, but I guess you could compare it with the following.

There are millions of way to "pack" a file (ARC, ARJ, ZIP, etc.).
If you try to write one of those packing and unpacking routines, you probably
gonna use the same algorithmes to pack and to unpack. So the first and last
will be the same. But if you do not use the "standard" packing routine,
the packed file will not be in the standard form. Or in plain English;
You might think you using e.g. the ARC format, and you (and anybody who has
your packer/depacker, can unpack it. But since it's not standard, other
people can not depack it, because it is not in a standard format.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

3037. Re: Have you seen these?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3m1lb6$5aj@link.xs4all.nl>
Source record: 92739

```
R >From: Rick_Michael_Cortese@cup.portal.com
R >Subject: Re: Have you seen these?
R >Date: 20 Mar 1995 12:00:05 -0800
R >
R >There's always the Wooley 80 column mod he did in the
R >SLCC Journal, but that involves a lot of solder.

Howdy Rick

Please tell us more. Never heard about this mod.
I don't want to install this upgrade, but I'm curious.
What hardware is needed?
Which computer can be modified?
Etc., etc.....

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

3038. HyperIt! 0.5 beta mailing

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3m1ldc$5bs@link.xs4all.nl>
Source record: 92740

K >From: KENDRICK@sonoma.edu
K >Subject: HyperIt! 0.5 beta mailing list
K >Date: 20 Mar 1995 18:13:06 -0600
K >
K >Well, I've not yet had any replies to what I've mailed out lately
K >(beta 0.5 of HyperIt!) but I did check the ARC (after spending too much
K >time recombining and uudecoding the thing <sigh> Next time I'm NOT using
K >UUencode for MS-DOS!) and it works fine (even under PC Xformer 2.5!)

Howdy Bill

Could you please explain what HyperIt! is/does.

I know that you have explained it a couple a thousand times already, but I
don't know the programs you mention, nor do I have any idea why one would
want to make stacks? (I guess you're not stacking money :-))

I'm still totally puzzled bout what this is or what it should do.

Maybe I want it, maybe I don't.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

3039. Atari 800XL Layout ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3m1ldd$5bu@link.xs4all.nl>
Source record: 92741

```
m >From: Michael Kloss <mk@informatik.uni-bremen.de>k.informatik.uni-bremen.de!m
m >Subject: Atari 800XL Layout ?
m >Date: 20 Mar 1995 10:21:13 GMT
m >
m >HI all !
m >
m >Im a new, old Atari 800XL owner. I sold my one a few years ago but
m >now i buy it back !
m >My Problem is there is no Picture on my TV.
m >Where can I get the layouts for the Atari 800 XL ?
m >Or how knows the monitor cabel connections ?
m >
m >THANX
m >Michael (mk@informatik.uni-bremen.de)

Howdy Michael

Try the ABBUC e.v. it's a club dedicated to the Atari 8bit computers.

ABBUC e.V. (Atari Bit Byter User Club)
c/o Wolfgang Burger
Wieschenbeck 45
45699 Herten
Germany

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

(I'm a member of the ABBUC)

---
* PabQwk 2.0 *
```

3040. Long messages

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3m1ldd$5c1@link.xs4all.nl>
Source record: 92742

Please folks

Do NOT send messages longer then approximately 200 lines.
Do NOT send FAQ's every month/week/whatever.

If one of us wants a FAQ, we'll ask for it.

If one of us wants your forsale or what ever list, we'll ask for it.

PLEASE PLEASE PLEASE PLEASE PLEASE PLEASE PLEASE PLEASE PLEASE

PabQWK can not handle large messages. I lose halve to two-thirds of my mail
due to this. I do NOT like to check out every QWK package I get, just to
enter every offset of these messages by hand, even do I wrote a utility to
do the math. for me.

Please. Most of the times, the FAQ's don't get changed. Most of us have a
copy of the FAQ, or know where to get it.

If you HAVE to post a FAQ, post it in small parts.

I only have my classic ATARI's (1x 128k, 3x 64k). I'm an 8 bit only guy.
I want to do more in the evenings then just fix PabQWK packages just because
Pab Sungenis put a major bug in his PabQWk 2.0 XE and some folks need to
send HUGE messages.

Yes, I do have me flame thrower on, I'm pissed off. #$%&@. (If most of the
users here from outside the USA, I would NOT censor ^^^^^^^)

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

3041. Re: Hello Europe.

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3m1lde$5c3@link.xs4all.nl>
Source record: 92743

D >From: DAG.HUGDAHL@flight.org (DAG HUGDAHL)
D >Date: 21 Mar 95 20:49:00
D >Subject: Re: Hello Europe.
D >
D >Quoting From: jeking@xmission.xmission.com (James King)
D >JK> (some stuff deleted)
D >JK>Speaking of PabQwk, Pab Sungenis contacted me awhile back and is
D >JK>supposed to be sending me the original source code, so it can developed
D >JK>upon further. Havent seen it yet, but I hope it gets here soo.
D >
D > I would like to get ahold of it too. I'd like to read larger
D >messages or have some way to break the message up...
D >
D > -Dag-

Howdy Dag

Now that you're putting together your PabQWk wish list, let me add some stuff
I'd like to see in PabQWK.

- Send message to printer
- Turn message into file

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

3042. MAPPING THE XL!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3m1lde$5c5@link.xs4all.nl>
Source record: 92744

k >From: kendrick@zippy.sonoma.edu (William Kendrick).net!zippy.sonoma.edu!kendr
k >Subject: MAPPING THE XL!
k >Date: 22 Mar 1995 08:01:09 GMT
k >
k >
k >I was just reading the XL stuff in Mapping and my GOD! I'm AMAZED!
k >
k >There's a "drive sector length" set of locations (default = 128, max
k > size = 65535 .. how does THIS work, what uses it, and why is there only
k > one register!?)

(I deleted some stuff upthere.

Howdy Bill

Re: "drive sector length"

My question is: Why doesn't anybody use it?

The BlackBox turns 512 byte sectors into 256 byte sectors, just so any DOS can talk to modern Hard drives. Let's make this "user switchable" (I don't have the faintest idea how we should do this. Remember, I'm just the Brain Stormer) and then somebody could alter MyDOS (Hmm, who loves MyDOS and programs a lot?!? :-)) to accept 512 byte sectors.

This would put the max. partition size at 32 meg. instead of the 16meg we have today. drool, drool. hiss, hiss. Hmm, I get that's what you get when your brain runs hot and liquid starts comming from the mouth.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

3043. 41256 DRAMS

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3m1ldf$5c7@link.xs4all.nl>
Source record: 92745

```
j >From: jeking@xmission.xmission.com (James King)ews.xmission.com!xmission!jeki
j >Subject: 41256 DRAMS
j >Date: 23 Mar 1995 16:22:40 GMT
j >
j >Anybody out there have any working 41256 DRAMS for sale? I'm in the
j >middle of an upgrade frenzy and would like to throw some ram in my
j >800xl's and my XEGS.
^^^^^^

Howdy James

Please tell us where you got the schematics for this.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

PS have two XEGS's, one dead (reddish-brownish screen when power is turned on,
that's all that happens)

---
* PabQwk 2.0 *
```

3044. Re: MAPPING THE XL!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3m1ldf$5c9@link.xs4all.nl>
Source record: 92746

```
k >From: kendrick@zippy.sonoma.edu (William Kendrick)
k >Subject: Re: MAPPING THE XL!
k >Date: 28 Mar 1995 02:30:37 GMT
k >
k >Hey, what IS the name of the 8-bit in a PC-case mod. anyways? I'm sick
k >of calling it "the 8-bit in a PC-case mod."! :)

Howdy Bill

BoXL (XL in a box)
XT2XL conversion (if it is/looks like a XT case)
Intel Outside (since you put the Intel where it belongs, the circular archive)

To name but a few

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

3045. TCP/IP for XL?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3m1ldg$5cb@link.xs4all.nl>
Source record: 92747

r >From: rfunk@magnus.acs.ohio-state.edu (Rob Funk)
r >Subject: TCP/IP for XL?
r >Date: 29 Mar 1995 04:45:23 GMT
r >
r >I forget who it was that was working on TCP/IP for the 8 bit, but I'm
r >curious about how it's going, and our user group president wants to
r >get in touch with you about it (he's fascinated by the idea too).
r >--
r >---------- R o b F u n k ----------&#65533;---------> funk+@osu.edu <--------
r > "A microscope locked in on one point &#65533;rfunk@magnus.acs.ohio-state.edu
r >Never sees what kind of room that it's in"&#65533;rfunk@freenet.columbus.oh.us
r > -- Chris Mars, "Stuck in Rewind" &#65533;http://www.cis.ohio-state.edu/ fun

```
Howdy Rob

It was Charles Loupe (sp?). He's my internet provider. Can't seem to remember
his "outside" address, but I contact him via root@link.xs4all.nl

Everything from the @ is valid, don't quite know about the "root" part.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

3046. FTe to release MARS 8 in

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3m1ldg$5cd@link.xs4all.nl>
Source record: 92748

```
f >From: F Tooned <ftooned@delphi.com>
f >Subject: FTe to release MARS 8 in May!!
f >Date: Wed, 29 Mar 95 06:46:43 -0500
f >
f >Hi everyone,
f >
f >It's been busy out here in California with the bad weather and getting
f >ready for the ACE '95 show in Toronto. Busy enough in-fact that I
f >haven't been monitoring the phones for a while...
f >
f >Well, The MARS 8 is finished, and will be going into production during
f >the end of April. I will be showing a prototype in Canada, and hopefully
f >there are people out there still interested in this "wonder-board" for
f >the Atari 8-Bits. There have been a few minor changes, and I'll keep
f >everyone here up to date as soon as the finished PC boards arrive and
f >are fully tested...
f >
f >It's only about one month away, so if you are interested please direct
f >any inquiries here as I'll be in Canada during the next week or so.
f >
f >The Sweet 16 microprocessor upgrade boards are now available, and the
f >MIO II's are very soon to follow...
f >
f >The next 3 months have some very interesting things that are going to
f >debut for the Atari 8-bits in-store... Stay Tooned!
f >
f >Mike

Howdy Mike

Nice to hear from you again. (BTW can we get through to your BBS again???)

I've got four classic ATARI's, all grey. So...

Please tell us more about your products (incl. what computers we can put them
in)? At what clockspeed is the Sweet 16 running? Can we go faster?

CU Mathy Van Nisselroy

(How about an 80 columns (256 color) device???)

---
* PabQwk 2.0 *
```

3047. XF ROM image

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3m1ldr$5d4@link.xs4all.nl>
Source record: 92749

Howdy Folks

Sorry for waisting so much bandwidth, but...

I lost the address of somebody at Amsterdam University, that asked me if I knew how to get the ROM image from the XF551. (His was damaged I believe)

I know part of his name (I believe this person is a he, not a she, but my brain sometimes plays tricks on me) is "niese" or "nieve".

If you are this person, please contact me via Email.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

3048. Quest for permission

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: koutchin@mail2.sas.upenn.edu
Message-ID: <3m1r5b$62v@netnews.upenn.edu>
Source record: 92750

HI !

This sort of continuation of the thread "if you build it they will come".
I just want to know it it possible to contact a copyright holder
and ask him/her/they the followin question:

"Can I have you written permission to put all your sowftare cerated
for ATARI 400/800/65/130 before the year 1989 to my ftp site for
public access the way that i will not earn any money from it ?"

I did not think to much about the form of question but you got the idea.
So what are my chances to get "YES" ?

Artem [just went by]

3049. Re: SIO2PC running under Windows (in background)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3m1qgs$lau@nic-nac.CSU.net>
Source record: 92751

I wanna know.. what speed PCs CAN SIO2PC run on!? Can it even work on, like,
a 386 or 486!? At ALL!?

-bill!

3050. Re: Sweet 16

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3m1qjf$mc6@nic-nac.CSU.net>
Source record: 92752

Whoa.. ok, so you're telling me that if I get an MIO2 along with a Sweet16
I'll have "big linear RAM" available to me!?!?

COOL!
-bill!

3051. Re: Rip-off (was: FS: NEW Atari 1200XL)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <BS8-QMk.ransom22@delphi.com>
Source record: 92753

Andrew K. Heller <heller@akh104.rh.psu.edu> writes:

> Actually, if the box is sealed, and when its open it has that
>nice Atari Factory scent (same from the 800XL boxes I sniff. =)
>then it is atleast worth $50 ATLEAST. But 70 is pushing it...
>
>--
>Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
>--

Geez, I thought I was the only one who sniffed Atari boxes . . .

-Joe
--

_____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

3052. Re: Question About Turbo OS on 65 XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <6APR199520040883@pavo.concordia.ca>
Source record: 92754

In article <D6M5z5.9z@iglou.com>, bmarcum@iglou.iglou.com (Bill Marcum) writes...
>In article <3lqesn$lk7@bigboote.WPI.EDU>,
>Rhett Shain Brown <rhett@bigwpi.WPI.EDU> wrote:
>>
>>1) will it work with the 65XE and XEGS as well as the 130XE and 800XL?
>As far as I know, the 65XE has the same chips inside as a 130XE, but they're
>all soldered, not socketed. The XEGS might be different.

The XEGS has a single ROM for OS, BASIC and missile Command. If you
replace the OS chip, you'll need an external BASIC. It is also soldered,
except for one of the graphics chips (at least on the XEGS I used to
own). As well, it uses 2 64x4 RAM chips. Its use of PORTB to control
the game and BASIC make it a pin to upgrade the memory. But,
aesthetically at least, it's one of the best looking 8-bits.

||| 6502 > 486
||| Dave Paterson
/ | \ DA_PATE@pavo.concordia.ca

3053. More curiosities

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: DAG.HUGDAHL@flight.org
Message-ID: <38a_9504070106@flight.org>
Source record: 92755

Quoting From: bjcorr@delphi.com (Ben Corr)

BC>Well, found a couple more interesting things I was woundering if anyone has
BC>or has seen;
BC>
BC>the Amdek AMDC I or II - 3" drives for the 8 bit, 360K/disk.

I've got one of these. I bought it about 2 years ago with hopes of
putting a 3.5" drive in it. I didn't get around to doing that (bought an
XF551 instead to do that) but it really is a unique unit. The 3" disks
are double-sided - meaning you can actually flip them over and the drive
busy light changes to a different color. The Amdek really is quite
a professional unit, complete with cooling fan but the 3" disks are impossible
to find. I've got the drive packed away in a box right now, but I just
may pull it out to play with it again...

-Dag-

---
* PabQwk 2.0 #23 * Hey!^ Don't pick^up th@t phone#$%& NO CARRIER
---------- -//- ----------
Internet: DAG.HUGDAHL@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3054. NEW AC Mag

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: bookie@clubcal.com
Message-ID: <bookie.10fi@clubcal.com>
Source record: 92844

[No readable article body recovered]

3055. Re: Zork!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: tiesflys@brbbs.com
Message-ID: <znr797126987k@brbbs.com>
Source record: 92845

Zork nothing! Anyone remember what the goal is in Necormancer???
What a strange game.

A sunny day,
a box of midges,
and a wandering stream...
Man, this MUST be heaven!
><> Steve Kulpa <><

3056. Re: Game sought.. Dont re

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: tiesflys@brbbs.com
Message-ID: <znr797127093k@brbbs.com>
Source record: 92846

In article <Rg88wQK.ckormos@delphi.com> ckormos@delphi.com writes:

>
> Of course I have Ghost Encounter!
> Charley

Is that the one with the ghost that goes from room to room? I remember
seeing a demo of that, and never saw it again since. What a neat
game! :*D

A sunny day,
a box of midges,
and a wandering stream...
Man, this MUST be heaven!
><> Steve Kulpa <><

3057. Pinball games for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: tiesflys@brbbs.com
Message-ID: <znr797128373k@brbbs.com>
Source record: 92847

I have Raster Blaster (Bill Budge), Night Mission (SubLogic), and Pinball Construction Set (Electronic Arts). Includes original instructions and some packing.

How about $10 each. Buy all three and I'll throw in two of my own BASIC renditions of board games: Mastermind and Black Box.

First reply gets them. I'll wait until Friday for someone wants all three. E-mail me directly if you're interested.

Thanks!

A sunny day,
a box of midges,
and a wandering stream...
Man, this MUST be heaven!
><> Steve Kulpa <><

3058. Atari carts for sale!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: tiesflys@brbbs.com
Message-ID: <znr797128966k@brbbs.com>
Source record: 92848

How about $5 each $20 takes all (some with doc, some without)

Eastern Front
Music Composer
Krazy Kritters (not Atari)
Krazy Antics (not Atari)
Defender

First come, first served.
E-mail me your response, comments, etc.

Later!

A sunny day,
a box of midges,
and a wandering stream...
Man, this MUST be heaven!
><> Steve Kulpa <><

3059. 5200 power supply substitute?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: ebrunne@orion.it.luc.edu
Message-ID: <3lvgq4$t5f@apollo.it.luc.edu>
Source record: 92849
Cross-posted to: rec.games.video.classic,rec.games.video.atari,comp.sys.atari.8bit

```
Subject: 5200 power supply substitute?
Newsgroups: rec.games.video.atari
Summary:
Keywords:
X-Newsreader: TIN [version 1.2 PL2]

Subject: 5200 power supply substitute?
Newsgroups: rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit
Summary:
Keywords:
X-Newsreader: TIN [version 1.2 PL2]

Subject: 5200 power supply substitute?
Newsgroups: rec.games.video.classic,rec.games.video.atari,comp.sys.atari.8bit
Summary:
Keywords:
X-Newsreader: TIN [version 1.2 PL2]

Subject: 5200 power supply substitute?
Newsgroups: rec.games.video.classic,rec.games.video.atari,comp.sys.atari.8bit
Summary:
Keywords:
X-Newsreader: TIN [version 1.2 PL2]

Help! I just got a 5200 without a power supply. I know it needs 11.5vdc
@ 1.95 amps with a standard atari 400/800 plug. I was wondering if any
of you atari gods out there know of any store that is selling a
transformer that fits these specs (or one that could be easily modified
to). The closest i have found with a quick call to radio shack is 12.6v
@1.2 amps or 3.0amps. Could one of these work?

Or is my best bet just to break down and buy one from one of those 'net
thieves' (no flame intended for all of you 'collectors' out there ;) who
will charge me an arm and a leg?

Ted B.
```

3060. Atari & Commodore Closeout SALE - 4/6/95

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: Lawrence Estep <71450.1050@CompuServe.COM>
Message-ID: <3m1nvn$3me$4@mhadg.production.compuserve.com>
Source record: 92850
Cross-posted to:
comp.sys.atari.8bit,comp.sys.cbm,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,alt.atari.2600

FOR SALE - ATARI HARDWARE

Atari XEGS w/keyboard, power supply, and joystick (NO LIGHT GUN) Excl. Cond.
$40.00

FOR SALE - ATARI/COMMODORE ACCESSORIES

(2) Atari CO17945 9v AC power supply (NEW) $7.50/ea. (1010/1020/1050,etc.)
Computer to TV switch box for Atari game and computer systems $1.50
Atari Basic cartridge CXL4002 (USED) $1.00
Atari 2600 joystick w/stand (USED) $4.00
Epyx 500XJ Joystick (USED) $5.00

FOR SALE - ATARI BOOK

Atari XL User's Handbook (WSI) $5 (good condition)

FOR SALE - NINTENDO ACCESSORIES

Nintendo Zapper light gun (NEW) $7.50

FOR SALE - ATARI 8-BIT SOFTWARE

EDUCATIONAL:

Astrology (Antic APO167) $3
Biology Facts (AEC) $3
USED: Math Encounter (cartridge) $3
Songwriter (Thunder Mountain) $3
Spanish Vocab. Skills (AEC) $3
Turtle Tracks (Scholastic) $3

USED: Delta Drawing Cartridge (Spinnaker) $3
Facemaker Cartridge (Spinnaker) $3
Music Composer Cartridge (Atari) $3

AtariLab starter set w/temperature module (NEW) $10
AtariLab light module (NEW) $7.50
BOTH FOR $15.00

GAMES:

Adventure Master (CBS) $5
Chessmaster 2000 (Software Toolworks) $5
Computer Baseball (SSI) $3
Crypts Of Plymbous (Cosmi) $3
Elektraglide (Mastertronic) $3

Encounter at Questar IV (Artworx) $3
F-15 Strike Eagle (Microprose) $5
Flight Simulator II cartridge (Atari)
Forbidden Forest (Cosmi) $3
Lords Of Conquest (Elec. Arts) $5
Ninja (Mastertronic) $3
Pensate (Penguin) $3
Touchdown Football (Elec. Arts) $5
Winter Challenge (Thunder Mtn.) $5

UTILITIES:

Get Rich! Insurance Planning (Arrays) $4
Megafont II/II+/Font Sim. package (XLent) $4
Indus DOS XL Master Disk/GT Estate Word Processor package $3

ALL 8-BIT SOFTWARE LISTED ABOVE FOR ONLY $75.00 PLUS SHIPPING

FOR SALE - COMMODORE 64/128 SOFTWARE

F-15 Strike Eagle (Microprose) $5.00
The Filer (Spinnaker) $3.00
Bop 'N Rumble (Mindscape) $5.00
Pensate (Penguin), Computer Baseball (SSI) $3.00 each

USED: Professional Gambler (Load & Go) $2.00

Brand new software (software/docs only-no packaging):
Beyond The Black Hole (Software Toolworks) $5.00
Clubhouse Sports (Mindscape) $4.00
Chessmaster 2000 (Software Toolworks) $5.00
Crime Stopper (Hayden Software) $2.50
Crypts Of Plumbous (Cosmi) $3
Dig Dug (Thunder Mountain) $3.00
Double Dragon II:The Revenge $3.00
Forbidden Forest (Cosmi) $3
General Knowledge Builder (Disk-count Software) $2.00
Mind-Roll (Epyx) $3.00
Ninja (Mastertronic) $3.00
Navcom 6 (Cosmi) $2.50
Payday (Gametek) $5.00
Robocop (Data East USA) $5.00
Shoot 'Em Up Construction Kit (Accolade) $5.00
Take Down (Gamestar) $3.00
Thing On A Spring (Epyx) $2.50
Top 20 Software Tools (Cosmi) $5.00
20 Solid Gold Entertainment Hits (Cosmi) $5.00

EDUCATIONAL: Biology Facts (AEC) $3.00, Spanish Vocab Skills (ARC) $3.00

ALL C-64/128 SOFTWARE LISTED ABOVE ONLY $50.00 + shipping

I will consider other package offers, and COD shipping is available.

All items include original docs unless noted, and some are new in original shrinkwrapped boxes. Inquire for specifics on any programs.

Shipping charges based on size of order.
If interested, please contact Lawrence Estep at 71450,1050 on CompuServe or 71450.1050@COMPUSERVE.COM on Internet.

--

Lawrence Estep / 71450.1050@COMPUSERVE.COM
Remember...Friends Don't Let Friends Drive Drunk!!!

3061. Upgraded Atari 400 for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: sikkens@scs.unr.edu
Message-ID: <3lvg6n$7p2@silver.scs.unr.edu>
Source record: 92851
Cross-posted to: comp.sys.atari.8bit,alt.atari

I have the following computer for sale:

Atari 400. Upgraded memory and keyboard (non-membraine push key
style). Includes the following:

2 Joysticks
All hookup accessories (RF Switch, Power Supply, etc).
Basic
Joust
Centipede
Star Raiders
Pac-Man
Star Trek Stratigic Operations Simulator
Jumpman Junior
Submarine Commander

Price: $50 + shipping.

Please send replys to sikkens@scs.unr.edu

3062. Re: If you build it, they will come !

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: bosco@host.yab.com
Message-ID: <3lvha1$2i3@news.yab.com>
Source record: 92852

Artem Aleksandrovich Koutchine (koutchin@mail2.sas.upenn.edu) wrote:
: bosco@host.yab.com wrote:
: : Sure! I'm sure the Federal Bureau of Investigation would be very happy
: : to get you started! <G>

: WHY ? WHY every1 tries to get away from the subject ?? I asked for the
: help on HOW TO CONTACT THE CREATORS AND GET PERMISSION TO DO WHAT I
: WANT TO DO ????

Ah! Changing your tune again? Most of your posts are basically about
pirating software and the more intelligent ones are about getting them
released as PD/freeware. Which is it?

: Artem [sick and tired of lamers, assholes, braindeads, diskheads and]
: [simply stupid peolpe]

Sick and tired of yourself?

S.F.A.

3063. cc65 xcompiler

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: bbingham@haven.ios.com
Message-ID: <3lvj0b$bgv@ankh.iia.org>
Source record: 92853

Hi all,

I'm trying to get the unix CC65 source to compile on my IBM..
So far the CC65.exe is A-OK, The RA65.exe is A-OK
The LIBR65.exe is Fine, but Then LINK65.exe just doesn't work!

Any help in getting link65.c to compile on the Dos Box for use
as an atari8 cross compiler is greatly appreciated!

Bill Bingham
bbingham@haven.ios.com

3064. New games from New Breed Software!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-06 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3lvrvo$t3k@nic-nac.CSU.net>
Source record: 92854

Whoa-hoa-hoa-MAN! :)

I've now got access to some REAL life->digital conversion equipment (color scanner and high-resolution color (vs. low-res. B/W ComputerEyes) video digitizer) which should hopefully get the ball rolling more quickly for Geneocide! >:^)

As for Cooltris 2, well, I've not touched it (or any other program for that matter) in a while but once I get more free time and more awake-time I'll try to finish more/most/all of it up! :)

I've had another game in mind for a while (ever since I saw a screen-shot of some new Japanese game for the SuperFamicom (SNES)). This one's called Mech-Andy and it's going to be a rather odd 3/4th perspective (I guess that's what it's called? Like Zaxxon sorta..) robot fighting game. I might do modem support, too, but... ya never know.

Also, I'd like to make an over-the-modem (or simply one player.. those can be good too) 2D tank battle game not unlike Bolo for the Mac. :) (What should I call it? Yeah, "Bill-o" came to mind. Nope, too cheezy! :))

I think I've officially killed OutBreak unless I can get DLI's working better <sigh>, and unless F.R.E.E. is an EXCELLENT game, enough to make me spend $20 on it and not want anything else, I may end up making a large Myst style 3D mystery game. (Whether the "reality" you're in is going to be video-taped real life images or 3D rendered imgaes is up in the air. Real life is much faster to get than waiting for a few 100 frames to render. :) But finding a good spot to tape is going to take some thinking.)

Anyway, so that's, at the moment:

Geneocide <- May be ported to DOS/Mac eventually
Cooltris 2 <- May be ported to DOS/Mac soon
Mech-Andy
Untitled tank game <- Maybe DOS, probably not Mac soon
Untitled mystery game

First out shall be Cooltris 2 as it's development is farther than anything else. Geneocide may be one of those forever-in-a-lower-priority projects, being made "behind the scenes" as other software comes out (mainly because they're quicker to do! :))

Now.. about NBS applications!

HyperIt! is in a cruical stage. I may scratch it. :(NEVER FEAR, THOUGH! In scratching it, I'll be redesigning it.. from (you guessed it!) scratch! I'm not as happy as I could be with the scripting language, and it all seems

so thrown together to me. Also, now that I've seen HTML, well, I know how to do things! :)

ScotchDUP.. Yeah, I'll do it. One day. (For those who remember, yeah, I can SEE why you're surprised! Especially with SpartaDOS out free now!)

MyBBS.. Once I get my R:P:Connection hooked up I may finally make a releasable BBS. (v.0.0 works ok (hitches and fool-proof-less) but you NEED an Action! cart. 64K can suck! >:^( )

Was there much else I was going to work on? :) If you've seen my home page (no, the URL STILL isn't "officially released" yet! :)) you know there are even MORE plans than these brewing, but for now, these are the most important/intriguing/coolest projects which I wish to work on. (EVERYthing on my home page is going to eventually get at least touched.. not necissarily finished (look at OutBreak) but I'll try..)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, Cooltris 2.
Soon: This .sig appendation can change!

3065. SIO2PC running under Windows (in background)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-07 00:00:00 UTC
From: ivan@rcp.co.uk
Message-ID: <kUQhvArDBh107h@rcp.co.uk>
Source record: 92756

Hi,

>I wanna know.. what speed PCs CAN SIO2PC run on!? Can it even work on, like,
>a 386 or 486!? At ALL!?

I am running SIO2PC2 v3.19i (I think the last 2 stands for the two chip version of the cable) on my 486DX2/50 and it works very reliably even as the main window under MSWindows but as soon as I put it as a background task it doesn't work at all.

This is a real shame as I wanted to run WinTV in one window displaying the atari screen and sio2pc in another window.

Ivan

ivan@rcp.co.uk

--

3066. PCXFormer 3.x

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-07 00:00:00 UTC
From: ivan@rcp.co.uk
Message-ID: <+yQhvAbKBh107h@rcp.co.uk>
Source record: 92757

Hi,

I was wondering whether it is worth registering to get the upgrade from 2.51
to 3.01 as all of my atari games that I have tried to run on 2.51 have problems,
most don't even run at all.

The problems on the games that do run are:

* The display list interrupts happen on the wrong lines (usually about half
a line above where they should happen). This is even true for the diagnostics
screen when the emulator is in XL mode!
* The player/missile/background priorities are wrong.
* It can't handle screens of larger size than normal i.e. if the extra 3 lines
at the top of the display list are used for text.

Are any of these problems fixed?

Thanks in advance for any info on the registered version.

Ivan
ivan@rcp.co.uk

P.S. The games that I have found do work with only minor problems are DropZone,
BallBlazer and Tube Baddies.

--

3067. Re: Atari wares /books 4 sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-07 00:00:00 UTC
From: cameron@zippy.sonoma.edu
Message-ID: <3m2lm5$52d@nic-nac.CSU.net>
Source record: 92758

William Kendrick (kendrick@zippy.sonoma.edu) wrote:

: THIS GUY (James Wood) IS SELLING AN ACTION! CARTRIDGE FOR > $2 < !!!

: Programmer types will be FIGHTING for this one! :)

: -bill!
: kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
: William (Bill) Kendrick / | \ ** New Breed Software **
: Soon: My WWW page, Cooltris 2.

How do I get in touch with James Wood?

(BTW: Bill: I finally posted something!)

Cameron :)

Cameron Tully-Smith
INTERNET: cameron@zippy.sonoma.edu or SMITHT@vax.sonoma.edu
Zippy: cameron
Groucho: cameron
VAX: SMITHT
WWW (check it out!): http://zippy.sonoma.edu/~cameron

3068. Re: Commodore floppy drives on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-07 00:00:00 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.213.000C85EB@genesis.informatik.rwth-aachen.de>
Source record: 92759

In article <3m13fi$17cf@hearst.cac.psu.edu> heller@akh104.rh.psu.edu (Andrew K. Heller) writes:

>Bela Foltin (foltin@cherokee.nsuok.edu) wrote:
>: Can the 5 1/4 drives from a Commodore 64 be hooked up to an Atari
>: 8bit machine? I have access to a couple of mint condition
>: Commodore drives. If anyone have the pin conversions as well, I
>: would much appreciate it.

>Off the top of my head I would have to say absolutly
>NOT. Then again.. they are soooooooo slow why even thing of it?

> You have to realize that these drives (similar to the Atari's)
>have built in CPU's and operating systems.... they are not
>just drive mechs with some serial converter.

That's just the important point - these drives are built similar to the atari drives - I just want to connect one with one Joyport ('cause the 64 uses also only PIA ports) to get some files over ,but I could imagine that a connection to SIO will work (just connect DataIn and DATAOut with the 1541 DATA line) .They have a command line too !!!
Of course, you haven't to imagine that just a connection won't work without the nessecarily software !!!!
But if someone will go to write a new ROM for the 1541, I could imagine that it will work just like Atari Drives.

So I think it could work, but not just "plug and play" !!!
Matt

3069. Re: Vendors

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-07 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <3m3ggl$dnq@butch.lmsc.lockheed.com>
Source record: 92760

In article <3m1qqf$62v@netnews.upenn.edu>, koutchin@mail2.sas.upenn.edu (Artem Aleksandrovich Koutchine) says:
>
>Hi Tim, seems you are the only one who can think logicaly so far. Thanx
>man. Here are comments :
>
>Tim Irvin (ziggy29@rahul.net) wrote:
>: It proves that you should do what I'll bet most of us here do--try
>: to find something at a flea market/thrift store, and failing that,
>: post a "wanted" note on c.s.a.8 for a certain item, and failing that,
>: if you want it badly enough, contact a vendor. Remember that this is
>: their business; it's not just a hobby for them.
>
>You forgot one thing: IRC. It is a matter of fact that many people
>on #atari8 and #classic never check c.s.a.8

Is anyone ever even *on* #atari8 anymore? I've never seen anyone there. I haven't even seen the bot there recently.

>: Besides, the recent American Technavision flyer has items for sale
>: at prices which rival flea markets, garage sales and thrift stores.
>
>Really ? i did know about that ! Can ya send me email and tell me more or
>better post it here cuz it would be usefull for others.

Call 'em for the latest flyer at 510/352-3787. There are a lot of brand stinkin' new games with boxes and documentation from $2.50 to $5. There are quite a few hardware bargains too, if you're in the market for what they have to offer.

>: And your quoted prices assume that the flea marketeers and thrift
>: store operators know how to price their merchandise, which is quite
>: false on many occasions.
>
>No, i posted the prices that i actually saw in stores, fleas, persons,
>vendores.

Those are *usually* close, but you'd be surprised how many clueless people there are pricing these things. I've seen a 400 (yes, a *400*) selling at a thrift store for $49.95. (Clueless.) Of course, I've also seen an 800XL for $6 (bought it, works great) and a few game cartridges for 49 cents.

Maybe these clueless "pricers," for lack of a better word, rationalize that 400 > 386, so a 400 must be worth more than a 386 PC. Heh.

--
Tim Irvin
ziggy29@rahul.net

3070. PC Xformer 3.0 availability

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-07 00:00:00 UTC
From: bleroy@ccr.jussieu.fr
Message-ID: <1995Apr7.162647@ccr.jussieu.fr>
Source record: 92761

Can somebody tell me where I can order PC Xformer 3.0.
The author doesn't seem to answer his mail.

Thanks.

3071. Re: Tim's Confusing 400

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-07 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <3m3hka$dnq@butch.lmsc.lockheed.com>
Source record: 92762

In article <7APR199502193671@pavo.concordia.ca>, da_pate@pavo.concordia.ca (PATERSON, DAVID ANDREW) says:
>
>Tim: thanks for the info. Your problem is puzzling; this is what I've
>noticed:
>
>The character display problem only occurs when Bit 6 of a character is
>set. The logic goes something like this:
>
>Is Bit 6 set? If not, print normal character
> Else
> Deselect bit 6
> Is Bit 5 set? If not, then set it
> Else
> Deselect Bit 5.
>
>Could there be some sort of bridge between two of the data lines
>somewhere? (just asking) Hope this is of some help.

I don't know. I did manage to discover the bit 6 part of what you noticed; I hadn't analyzed it beyond that.

I've thought about writing a quick program with a few POKEs which will copy the character set from its current locations in RAM to another location (not much RAM in a 400, though) and then POKE the new starting character set address where the starting address is normally stored. I'd be curious to see what happens--it could either (a) work properly; (b) do the same thing, or (c) still malfunction but in a different way. Might not help much, but it should only take 10 minutes or so and will be good practice for character set programming.

It should be a simple program to write. Of course, since I don't want to hit RETURN before the program loads, maybe I'll write it in assembly (a rather simple loop, mostly) and create some executable code which I can rename AUTORUN.SYS. That way the program can boot up without requiring keyboard input first.

The strange thing is that if it's a RAM problem, as some have suggested, wouldn't it manifest itself in all graphics modes and not just text in GR.0? The fact that non-language (and non-keyboard input) cartridges work perfectly makes me wonder if it really could be the RAM.

--
Tim Irvin

ziggy29@rahul.net

3072. Re: Atari wares /books 4 sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-07 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3m3j70$en6@nic-nac.CSU.net>
Source record: 92763

Oh.. good question. I think I have his e-mail address ...

Damn.. nope. Well, he posts here, obviously, so just search for him! :)

Good luck to all who are gonna start fighting over Action! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, Cooltris 2.

3073. Re: PCXFormer 3.x

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-07 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3m3jir$hfi@nic-nac.CSU.net>
Source record: 92764

Well, without having played much software on either 2.5x or 3.0x and having
done no real comparisons (except RubberBall :)), I can say:

1) I've found DLI's are still messed up some in 3.0 .. I think. :) Maybe
I'd better not say anything because I use 2.5 the most.
2) PMG/Playfield priority.. (oops.. I thought you said collision detection!
hehe.. well, that at least works some!) I've never done any tests regarding
priority. All I know is (and this bothers me because one of MY games
uses it! :)) PMG over a Graphics 0 or 8 image blocks it out (rather than
re-colors it). Oh well.. Darek said that would've been pretty difficult.
3) Screen size (overscanning) can be at the most, one line bigger than normal.
This isn't a PC XFormer problem, of course; this is an IBM PC problem.
VGA is only 320x200. The Atari's highest resolution is 320x192 (with
standard, default, OS-born borders) but can be bother horizontally and
vertically overscanned to fill more than a TV can see. (Of course, having
a Commodore 1084, I can shrink the screen and see what's REALLY going on
off of the sides! :))

Anyway, this probably didn't help too much. Oh well.. sorry!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Author of rev.1. of PC XF 3.0's User Manual!
Keeper of the (getting stale!) Atari New User, Emulator Help FAQ

3074. Re: TCP/IP for XL?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-07 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3m3jp5$jrg@nic-nac.CSU.net>
Source record: 92765

Glenn! :) Inline JPEG isn't even a WWW STANDARD! :) GIF is about the only one. Netscape just happens to understand it. Heheh..

Ok, well, we could skip the graphics (for now) and do text/links only. That would be cool and is very doable.

Even if we decided to add DD3 fonts for a nicer looking interface. :)

Hell, if it were in a Sweet16 with a lot of RAM, we could maybe have a version of JViewXLish code we could jump to to do GIF decoding and resizing and then have it sent back to the browser! :)

As for newsreading.. that's EASY! :) The reply/email could even be a module (loaded in from HD, FD or RAMD) which gets loaded in when we need it.

I for one would LOVE to see some way of hooking to Internet for the Atari8 or AtariSweet16! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, Cooltris 2.

3075. Re: ROT-13

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-07 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3m3jt4$kqm@nic-nac.CSU.net>
Source record: 92766

Non-standards that work for everyone except other people. :) Ahh...

sounds like

UUencode (MSDOS people seem to have problems. Atari YAU users REALLY do!)
ZIP (Sometimes Unix can't unZIP.. sometimes it can)

probably a few more but I've gotta dash

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, Cooltris 2.

3076. Re: 800XE->ST Color Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-07 00:00:00 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3m3l4n$o9e@news2.delphi.com>
Source record: 92767

david.janeba@vslib.cz (David Janeba) writes:

>Is it possible to connect ST Color Monitor (SC1424) to 800XE? I know 800XE
>has a composite video output and SC1424 just RGB input. I also tried to
>identify inputs of the TV modulator inside 800 but I failed. Does anyone
>know which signals go into the TV modulator?

The signals going into the modulator are nothing like RGB. They are
basically modified versions of comp. video, sound, 5V, GND, etc... Getting
the 8-bit onto an RGB monitor is a complicated issue since GTIA produces
nothing close to RGB in the first place. Right now, the only way I know
of to do it involves building a circuit to turn the RGB monitor into a
composite monitor, but you get no real gains in picture quality this way.

-Bry

3077. Re: SIO2PC running under Windows (in background)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-07 00:00:00 UTC
From: craig@mccabe.com
Message-ID: <3m3nbu$moe@clarknet.clark.net>
Source record: 92768

In article <3m1qgs$lau@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu (William Kendrick) writes:
|> I wanna know.. what speed PCs CAN SIO2PC run on!? Can it even work on, like,
|> a 386 or 486!? At ALL!?
|>

I have run my SIO2PC on a 486DX50 (not DX2) a Toshiba T1000 8086 laptop, and a Pentium 60 machine(with some effort setting timing).

As for running under windows. I have never tried it, but my experience with serial ports under window has been awful. Windows seems to be notoriously bad and handling interupts from the serial ports in any sort of timely manner, and thus characters are lost.

I saw a mention of a unix version (for Linux) of the PC software. If anyone is actually working on this I would like to offer my assistance on the project.

Craig

P.S. I designed a pattern for etching PC boards for the SIO2PC a while ago (small enough to fit in an 800xl case even -- 1.25 inches square). If anyone is interested in it send me email and I can try to dig it out.

--
Craig P. Forbes McCabe & Associates
5501 Twin Knolls Road, Suite 111
craig@mccabe.com Columbia, MD 21045

3078. Re: SIO2PC running under Windows (in background)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-07 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <3m429s$2u4@news.xmission.com>
Source record: 92769

Preston F. Crow (crow@coos.dartmouth.edu) wrote:

: >I wanna know.. what speed PCs CAN SIO2PC run on!? Can it even work on, like,
: >a 386 or 486!? At ALL!?

I've got it running on my 486 Dx2/66 and a 486 DX/100 without problems.
Now if only it would run in the background under Windows! ARGH!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

3079. Piracy...Atari's worst enemy.

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-07 00:00:00 UTC
From: 00ewwallin@bsuvc.bsu.edu
Message-ID: <1995Apr7.154320.45670@bsuvc.bsu.edu>
Source record: 92770

```
In article <3lvha1$2i3@news.yab.com>, bosco@host.yab.com () writes:
>
> Ah! Changing your tune again? Most of your posts are basically about
> pirating software and the more intelligent ones are about getting them
> released as PD/freeware. Which is it?

Ah, the unfortunate cause of the 8-bit's downfall lives on...

Eric W. Wallin
CS Student Ball State U. -- Proud owner and user of an Atari 130xe
```

3080. Re: Commodore floppy drives on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-07 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3m4a58$lpm@hearst.cac.psu.edu>
Source record: 92771

Matthias Belitz (belitz@genesis.informatik.rwth-aachen.de) wrote:

: That's just the important point - these drives are built similar to the
: atari drives - I just want to connect one with one Joyport ('cause the 64
: uses also only PIA ports) to get some files over ,but I could imagine that a
: connection to SIO will work (just connect DataIn and DATAOut with the 1541
: DATA line) .They have a command line too !!!
: Of course, you haven't to imagine that just a connection won't work without
: the nessecarily software !!!!
: But if someone will go to write a new ROM for the 1541, I could imagine that
: it will work just like Atari Drives.

: So I think it could work, but not just "plug and play" !!!
: Matt

Well, I don't know much about Commie drives but is there slowless
inherent to the hardware or the darn dos on the chips?

It would be MUCH easier to just get a 1050 drive... they are usually
around for $30-$50 used.

Of course, if you want to write the darn code, burn the roms, etc..
and market it.. I'm sure someone with a sick sense of pride would purchase
it. =) (I only use the 1702 monitor cause Phillips made it)

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
----
Carts: 2600 111; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600 1; 2600A 2; 2600JR 1; Sears SVA1 1; SVA2 1; 5200 2; 7800 2;
Lynx 1; 800 3; 1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 w/Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

3081. Re: 800XE!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-07 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3m4a7q$lpm@hearst.cac.psu.edu>
Source record: 92772

Um..isn't there an 800XLF ? Could that be the confussion?
--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---
Carts: 2600 111; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600 1; 2600A 2; 2600JR 1; Sears SVA1 1; SVA2 1; 5200 2; 7800 2;
Lynx 1; 800 3; 1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 w/Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

3082. Re: Tim's Confusing 400

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-07 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3m4aev$lpm@hearst.cac.psu.edu>
Source record: 92773

Tim Irvin (ziggy29@rahul.net) wrote:

: The strange thing is that if it's a RAM problem, as some have
: suggested, wouldn't it manifest itself in all graphics modes and
: not just text in GR.0? The fact that non-language (and non-keyboard
: input) cartridges work perfectly makes me wonder if it really
: could be the RAM.

Maybe you should check to see if the keyboard itself is working
correctly. Maybe there is a short somewhere...

or.. your keyboard decoding chips may be a bit off...

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---
Carts: 2600 111; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600 1; 2600A 2; 2600JR 1; Sears SVA1 1; SVA2 1; 5200 2; 7800 2;
Lynx 1; 800 3; 1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 w/Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

3083. Re: Sweet 16

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-07 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95097.153158STIRRE31@MAINE.MAINE.EDU>
Source record: 92774

Could someone post a list of FTE products and their prices? Thanks.
-scott tirrell
btw, Dave- I have an IDE drive in my Falcon so "hah!" ;-) Seriously,
being able to hook up an IDE drive to an 8-bit sounds very cool.

3084. Re: Vendors

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-07 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3m4ish$acq@hearst.cac.psu.edu>
Source record: 92775

Steve Kulpa (tiesflys@brbbs.com) wrote:

: In article <3m1lsd$gl6@hearst.cac.psu.edu> heller@akh104.rh.psu.edu writes:

: >
: > Artem Aleksandrovich Koutchine (koutchin@mail2.sas.upenn.edu) wrote:
: > : I find it extrimely unconvinient to buy anything from Vendors.
: > : In order to prove it i'll show you some numbers
: >
: > : PRODUCT VENDORS FLE MARKET PERSON-TO-PERSON
: >
: > : 130xe 100-175 20-50 80-110
: > : 65xe 80-150 5-30 50-70
: > : 1050drive 50-80 5-20 30-50
: > : 850drive 20-60 5-20 30-40
: > : tv cavle 5-10 1-5 ?????
: > : carts 5-15 .1 -1 :) 1-5
: >
: > : Does it prove anythinh to you ? Sure it does to me
: >
: > It proves:
: >
: > A) Vendors have to make money as always...as every other vendor
: > B) You should go to flea markets and shut up on here.
: ^^^^^^^^^^^^^^^

: Why don't you back off. What's the problem with selling used stuff
: on this newsgroup. Like all we're allowed to do is swap war stories?

Nothing..

: Chill out. Some of us don't have access to flea markets to buy or

I know.

: sell this stuff, so what's the big deal. If you don't want it, don't
: buy it. Don't flame us just cuz we're trying to unload some LEGAL

I'm not flaming you.. I was flaming the guy who wanted to
harrass atari into giving their stuff away. I was flaming him
for using the "I shouldn't buy from vendor because I can get it
cheaper this way"...and so I said... "then shutup" and go buy it
there.

: stuff. :*D
: Pirates are a different matter and have no business advertising their
: wares anywhere.

Agreed

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
----
Carts: 2600 111; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600 1; 2600A 2; 2600JR 1; Sears SVA1 1; SVA2 1; 5200 2; 7800 2;
Lynx 1; 800 3; 1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 w/Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

3085. A little program for 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-07 00:00:00 UTC
From: u.kummerow@tbx-2.berlinet.in-berlin.de
Message-ID: <5jR91IMM3KB@talktalk.tbx-2.berlinet.in-berlin.de>
Source record: 92776

Hallo !

This is my very first letter here, and I hope, that I didn't break the
(unknown international) rules :-) (I am living in Berlin/Germany)
But I think, you can need new little stuff for the old 8 bit computer.
(ABBUC-Magazin-Disk Nr. 21, program-name: "SALAT")

I wrote a programm (with very confused lines) to the ABBUC-Club.

Now I transfered it to the PC with a ATARI-DD-Disk and a PC-program.

Little program follows (only for turbo-Basic ?, I don't remember/forgot
all):

```
5 REM GRAPHICS 0:? :? :? "please input speed (i.e.0)"
6 INPUT PAUS:PAUS=PAUS+1:H=200
100 LIST 1,10400:LIST 1,10400:A=PEEK(88)+PEEK(89)*256
200 FOR B=A+(22*40) TO A+(22*40)+39:POKE B,0:NEXT B
300 FOR B=A+(23*40) TO A+(23*40)+39 STEP 2:POKE B,72:POKE B+1,74:NEXT B
400 FOR ZEIL=21 TO 0 STEP -1
500 H=200:UEE=0:FOR C=A+ZEIL*40 TO (A+ZEIL*40)+39:
600 REM IF PEEK(C)<>0 THEN GOSUB 10000
4000 H=200:UEE=0:NEXT C:FOR WOLF=1 TO 10:NEXT WOLF:NEXT ZEIL
5000 SOUND 1,H,10,0
6000 GOTO 6000: REM wait and see the confused screen
10000 D=PEEK(C):Z=C:POKE Z,0
10050 IF G=0 THEN POKE Z,0
10100 G=PEEK(Z+40):IF G=0 THEN POKE Z+40,D
10200 FOR K=0 TO PAUS:NEXT K:IF PEEK(Z+80)<>0 THEN RETURN
10300 Z=Z+40:H=H-13:LOL=LOL+5.0E-13:DRK=DRK+LOL:UEE=INT(DRK)+2
10400 SOUND 1,H,10,UEE:GOTO 10050
```

Example (last screen-line at program-end):
```
10400GSOUND01,H,10,UEE:GOTO+1005013:DRK=DRK+LOL:UEE=INT(DRK)+2IL:NEXT B
```

Remember it is a very confused code.
In Reality is was only a test version for the ABBUC, but the ABBUC took
this to the monthly disk without changing (better code from me)...

What does the program do:
All listed letters are faling down. At the end you have a hill of confused
letters with no spaces. It is a letter-salat.

from UWE

If you like it, please write me.
If you don't like it: shut your mouth, be quiet !

3086. 8bit ATARI / PC

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-07 00:00:00 UTC
From: u.kummerow@tbx-2.berlinet.in-berlin.de
Message-ID: <5jR92hD63KB@talktalk.tbx-2.berlinet.in-berlin.de>
Source record: 92777

Hallo !

Please hold *(all)* your old 8bit computers and dont do it in the trash.
In the futur the old 8bit Computers will be very interested with
emulators on the PC (MSX,C64/ZX/CPC/...). The name is NOSTALGIE...

It is a special feeling, to play with old software-computers at the PC.

I have just connected the 800XL with the modern PC (with DD-disk).
It worked fine.

My PC-basic is bad, my ATARI-basic is better. So I worked with the PC-
Files in the ATARI, and then I took the PC-files back. Or I maked
"PC-files" at the ATARI (GR.8-(BASIC)-graphics, heads,...).

*"ESC*PE"* : The *best Parfuem* for Computer-User ?

3087. Re: Atari8-CD exists ???

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-07 00:00:00 UTC
From: DAG.HUGDAHL@flight.org
Message-ID: <e64_9504081229@flight.org>
Source record: 92778

```
Quoting from: Vladimir Jancarek <vjancare@magi.com>

VJ>Tim is indirectly supporting my plea. If Atari soft was made freeware, many
VJ>users (as Tim said) will buy software anyway because they are collectors.
VJ>I am not a collector, I am user/player. I want to try them all (games).

You probably should have added "without paying anything for them."

-Dag-


---
* PabQwk 2.0 #23 * ERROR- 255 (Programmer Deleted)
---------------------------- -//- ---------------------------
Internet: DAG.HUGDAHL@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ---------------------------
```

3088. Re: Sweet 16

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-07 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3m2g2i$22c@nic-nac.CSU.net>
Source record: 92779

Eeeh... ok, I guess I keep taking the latest post I hear about this as the truth, so could SOMEone (preferably Mike & FTe! :)) confirm exactly how the 65816 RAM support works with the Sweet16 and what RAM setup(s) an MIO2 addition would allow?!

Thanx! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, Cooltris 2.
Still waiting...

3089. Complete Atari 130XE for sale!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-07 00:00:00 UTC
From: sikkens@scs.unr.edu
Message-ID: <3m254n$5ak@silver.scs.unr.edu>
Source record: 92780

I've got the following system for sale:

Atari 130XE Base Unit
Atari XF551 Double Sided Double Density Drive
Atari 1025 Line Printer
Atari 850 Serial/Parallel Interface
All Hookup Accessories
Extensive Library of Software (Disk based) Including:
Financial / Spreadsheet
Games
Application
Terminals
Etc. Etc.
Some Cartradge Software
Joysticks
Drawing Tablet
Tape Drive
Monochrome Monitor (Green Screen)

Asking Price: $150 + Shipping. All reasonable offers accepted. All equipment in 100% working condition. Most manuals and some origional boxes included.

(sikkens@scs.unr.edu)

3090. Re: SIO2PC running under Windows (in background)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-07 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <3m252v$r90@dartvax.dartmouth.edu>
Source record: 92781

In <3m1qgs$lau@nic-nac.CSU.net> kendrick@zippy.sonoma.edu (William Kendrick) writes:

>I wanna know.. what speed PCs CAN SIO2PC run on!? Can it even work on, like,
>a 386 or 486!? At ALL!?

I find that it works just fine on my 386-20 (DX, not SX). Under
Windows, it just won't work when in the background, even with huge
priority. If it's in the foreground with "exclusive" set, then it
runs just fine.

Once in a while, the Atari has trouble reading a sector and makes that
weird noise. My guess is that it's due to using a huge virtual disk,
so it's not in memory, and I have a slow RLL (60ms?) drive.

Has anyone gotten it to work in the background with Windows? OS/2?
What CPU speed?

Now whatever happened to that SIO2UNIX project? That was for Linix,
right? (I'm thinking of switching to Linix--can it run DOS processes
that access the com ports?)

--PC
--
"First things first, but not necessarily in that order" --The Doctor

3091. Re: Quest for permission

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-07 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <3m25lg$si3@dartvax.dartmouth.edu>
Source record: 92782

koutchin@mail2.sas.upenn.edu (Artem Aleksandrovich Koutchine) writes:

> This sort of continuation of the thread "if you build it they will come".
>I just want to know it it possible to contact a copyright holder
>and ask him/her/they the followin question:

> "Can I have you written permission to put all your sowftare cerated
> for ATARI 400/800/65/130 before the year 1989 to my ftp site for
> public access the way that i will not earn any money from it ?"

>I did not think to much about the form of question but you got the idea.
>So what are my chances to get "YES" ?

The big task is tracking down the copyright holder. This may be a
pain for companies that don't exist anymore.

You should also be careful not to ask them to release them into the
public domain--their lawyers would tell them to say no, to avoid
losing rights to other versions. What you want is a written "license"
to redistribute the Atari 8-bit implementation of their programs. You
should offer to include whatever copyright information they wish to
include, perhaps even making the programs shareware. (This addresses
a fear that one company alegedly expressed in a previous attempt.)

If the proposal is well-worded, and you can track them down, I think
you have pretty good odds.

--PC
--
==
= kill files for responsible posting: =
= :!s:PLEASE READ :!s:READ THIS =
==

3092. Re: HyperIt! 0.5 beta mailing

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-07 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3m2gq2$661@nic-nac.CSU.net>
Source record: 92783

HyperIt! is based on HyperCard for the Macintosh. Many interfaces work similarly: HTML (The World Wide Web), MS-Windows online help documents, MacroMind Directory, etc.

The interface gives you a mouse pointer (currently controlled with joystick or keyboard) with which you can click "hot" areas on the screen.

The "programmer" interface is part of HyperIt!. The creator of a stack (which is a set of cards: screens containing graphics, text and buttons (hot areas)) designs their stack (either before or while they're "programming" it). A button in card-X will bring up card-Y. A button in card-Y will set a variable to "1". Another button will go back to the previous card. Another button in card-X will go to card-Y if the aforementioned variable is "0", otherwise it will go to card-Z. You get the picture?

Anyway, the current support is:

Text (40x24)
Buttons (textual)
Button areas (covering graphics and/or text)
Fonts (1K screen fonts)
Links to cards
Jump links to cards (go back without knowing where you came from)
Return from cards
Load image
Load image as a background (gets buffered or comes from buffer if already in it; kind of like an image cache)
Re-view background (like trying to load the same image: gets taken from buffer.. but you don't need to know what image file it was)
Plot / Line / Square
Color palette setting

Future support will be:

Special effect transitions between cards (maybe!! probably not!?)
Daisy Dot 3 font/text support
Variables
If/Then blocks
Sound (digital)
Music (AMP or Pokey-Player?)
Icons (small images)
Icon animation
WYSIWYG card/stack editor (maybe?)

I could kill the current HyperIt! format and start from scratch.. dunno.

later!
-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, Cooltris 2.

3093. Re: TCP/IP for XL?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-07 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3m2b7f$l2n@news.primenet.com>
Source record: 92784

I think it's a rather fantastical thing to consider writing for the A8.
Imagine trying to write a Mosaic port with inline Jpeg decoding to
ColrView mode, or try writing a newsreader in less than 64K.

I do think it would be possibe to write a Netrek port with a scrollable
Gr.15 screen.

Now THAT I'd like to see.

3094. Re: Vendors

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-07 00:00:00 UTC
From: koutchin@mail1.sas.upenn.edu
Message-ID: <3m2guu$6t2@netnews.upenn.edu>
Source record: 92785

Steve Kulpa (tiesflys@brbbs.com) wrote:
: and another thing ... if I post something for sale that you think
: is too high in price, then just say so and maybe I'll come down.
: This is the only place I know of where I can find more that 4
: people that even heard of Atari, let alone have any interest in
: it.

I don't get it ? Where did you see me flaming anybody ? I just wanted
to say to people that they should check out flea markets/thrift stores
and if it does not work try to get it from people anyhow the vendors are
the last choice.

Artem [??? no clue, people are too agressive recently]

3095. Re: Quest for permission

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-07 00:00:00 UTC
From: koutchin@mail1.sas.upenn.edu
Message-ID: <3m2h2p$6t2@netnews.upenn.edu>
Source record: 92786

Preston F. Crow (crow@coos.dartmouth.edu) wrote:
: koutchin@mail2.sas.upenn.edu (Artem Aleksandrovich Koutchine) writes:

: > This sort of continuation of the thread "if you build it they will come".
: >I just want to know it it possible to contact a copyright holder
: >and ask him/her/they the followin question:

: > "Can I have you written permission to put all your sowftare cerated
: > for ATARI 400/800/65/130 before the year 1989 to my ftp site for
: > public access the way that i will not earn any money from it ?"

: >I did not think to much about the form of question but you got the idea.
: >So what are my chances to get "YES" ?

: The big task is tracking down the copyright holder. This may be a
: pain for companies that don't exist anymore.

: You should also be careful not to ask them to release them into the
: public domain--their lawyers would tell them to say no, to avoid
: losing rights to other versions. What you want is a written "license"
: to redistribute the Atari 8-bit implementation of their programs. You
: should offer to include whatever copyright information they wish to
: include, perhaps even making the programs shareware. (This addresses
: a fear that one company alegedly expressed in a previous attempt.)

: If the proposal is well-worded, and you can track them down, I think
: you have pretty good odds.

: --PC
: --
: ==
: = kill files for responsible posting: =
: = :!s:PLEASE READ :!s:READ THIS =
: ==

Preston, my man, you gave me hope !!! 10x

Artem

3096. Re: ST<->8bit file transfers...

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-07 00:00:00 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FDHQEIUVUp@stingray.manawatu.gen.nz>
Source record: 92787

>>For people who have an SIO2PC cable
>>and DJ800XL for the ST (like SIO2PC for the IBM, but I think it looks like
>>it's a better program), you probably won't need this, but - if you don't
>>need all the features of SIO2PC, then you might like this, as I think it
>>should be cheaper to make.
>
>What is DJ800XL? Sounds like a very useful program!

The author is Kolja Koischwitz <joust@cs.tu-berlin.de> - drop him an e-mail
and ask him about it. I've got a copy of it (it's freeware), but am waiting
for my SIO2PC cable to arrive, and then I'll give it a whirl.

Richard =8-]

--

```
_ _
/(. .)\ )
(*)____/|
/ |
/ |--\ |
(_)(_) (_)
```

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

3097. Re: FTP Sites ???

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-07 00:00:00 UTC
From: followel@ix.netcom.com
Message-ID: <3m2c05$7h0@ixnews3.ix.netcom.com>
Source record: 92788

In <9504061615.AA14853@dylan.newi.ac.uk> MBITDC9306@titan.newi.ac.uk (DAVID DAVIES) writes:

>
>Does anyone know of an FTP site that caters for users of emulation
>programs? It's getting to be a drag to convert Atari 8-bit files
>downloaded from Umich into the PC XFormer format (reason: my 8-bit
>isn't yet hooked up to the PC for file transfer).
>
>David Wyn Davies
>The Atari Classic Programmer's Club
>mbitdc9306@newi.ac.uk
>---
>John Major said: 'We will reduce taxes when it is
>prudent to do so.'
>Prudent for who? The country or the Tories? I wonder
>what odds William Hill will give on taxes being cut
>6 months before the next election?
>
>Sleaze is a word invented by the Conservatives.
>---
>

David,

Why, unless your PC doesn't have a modem would you want to transfer files from your 8bit to your PC. Just d/l them to your PC and copy them onto a "blank" floppy image.

Sincerely,
- Byron Followell
followel@ix.netcom.com

3098. converting 1050 US Doubler to Happy? /j.p.

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-07 00:00:00 UTC
From: as195@cleveland.Freenet.Edu
Message-ID: <3m2k72$l6s@usenet.INS.CWRU.Edu>
Source record: 92789

I've a 1050 disk drive with US Doubler installed. I've an 810
disk drive with Happy installed. I'd like to convert the 1050 to a 1050
with Happy properties.
Is this possible? If so, can I buy the plans? Thanks.

3099. Tim's Confusing 400

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-07 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <7APR199502193671@pavo.concordia.ca>
Source record: 92790

Tim: thanks for the info. Your problem is puzzling; this is what I've noticed:

The character display problem only occurs when Bit 6 of a character is set. The logic goes something like this:

Is Bit 6 set? If not, print normal character
Else
Deselect bit 6
Is Bit 5 set? If not, then set it
Else
Deselect Bit 5.

Could there be some sort of bridge between two of the data lines somewhere? (just asking) Hope this is of some help.

||| 6502 > 486
||| Dave Paterson
/ | \ DA_PATE@pavo.concordia.ca

3100. another vendor

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-08 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9504081327592.DLITE.bjcorr@delphi.com>
Source record: 92655

I was reading onr of the trade journals recently and an ad caught my eye. It was for an 8-bit graphics tablet (new!) from a vendor named More Than Games in Austin Texas. Shipped off my $12 and got back a cartridge and graphics tablet called Super Sketch. Interesting toy, it allows you to draw (in one of 4 colors) with a stylus attatched to a long arm that slides up,down, left and right at the top of the tablet. You can attach drawings (1/2 page length or less) to the tablet and trace them onto the screen. Has color selection (16 colors, 8 luminances, 4 at a time), 5 patterens, 7 different brushes, has block copy and move, has circle,box and ray functions, several types of mirror options, load, save etc.. A nice begginers tool, not for high end graphics but great for kids.

I also got a catalog from them listing a decent amount of 8-bit software and some hardware. They had an 800XL with the XLBOSS switchable OS and OSN6 with Omniview on it for $42.50! Omnimon and Omniview for the 800 was $16.58. XF 3.5" drive mod for $30.LOTS of games for around $5 or less (Drop Zone for $2.54, all the SSI simulations for $3.83) 11 Infocom adventures for $8 each. Their catalog is worth a SASE anyway;

More Than Games
8207 Briarwood Lane
Austin, TX 78757-7642

A PBI Experimenter Kit for $12.75! 256K DRAMS 120 ns for $1.96!
And they are the only place I have seen that sell cables for the multi computer game Maze of Agdagon ($3 for the game and $15 for a 20' 2 computer cable. You can get the game free from umich and instructions on how to make a cable, but hey...) sort of a midi maze for the 8-bit.

bjcorr@delphi.com

3101. Re: Quest for 80 columns

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-08 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <Zg39wC6.ransom22@delphi.com>
Source record: 92656

Tim Irvin <ziggy29@rahul.net> writes:

> First of all, BobTerm has its own 850 initialization program in
>it which starts automatically when you boot it. The other comm
>software packages I've tried--FlickerTerm and OmniCom--don't seem
>to have that, and I don't have an 850 initialization program laying
>around anywhere. Can it be found via ftp? On UMich, perhaps? And
>what would it be called?

Well, if you have DOS 2.5, youcan run its SETUP.COM program,
select option 3 (Set up an AUTORUN for boot), then select option 1 under
that (the RS232 (R:) drivers for the ATARI 850 Interface Module are loaded
and made active.)
This will write an AUTORUN.SYS file that will do this. Then,
just go to the DOS menu, and copy (append) your FT80 or other term
program to this AUTORUN.SYS file.
Finaly, reboot with this disk in the drive and your 850 turned
on, and the drivers should load automatically just prior to you term
program loading.

-Joe
--
____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

3102. 810 DIVE

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-08 00:00:00 UTC
From: koutchin@mail2.sas.upenn.edu
Message-ID: <3m6hp9$b7@netnews.upenn.edu>
Source record: 92657

HI !

I got atari 800 (not XL or XE) and just wondering whether 810 drive
worls with 130xe ? or 800xl ?

Artem

3103. Re: AMP

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-08 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950408133936.14454D-100000@moose.erie.net>
Source record: 92658

On 8 Apr 1995, Earl C Halliwell wrote:

> In this month's issue of Die Hard Gamefan, in the cheats section, there's a
> picture of a hidden music test screen for the Sega 32X version of Star Wars
> Arcade.
>
> There's a white background, a (very familiar looking) black piano keyboard
> filling the center of the screen, and at the top, it says "Advanced Music
> Processor 5.0"
>

So how do I get to this screen so I can impress my Sega owning friends???

3104. Re: AMP

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-08 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3m6ker$kh0@nic-nac.CSU.net>
Source record: 92659

Did they (the magazine) realize or mention what AMP was? :) If not,
let 'em know! :) (stick in a blurb about how new games are still coming
out for the Atari 8-bits, too! hehehe)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, Cooltris 2.

3105. SALE !:)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-08 00:00:00 UTC
From: koutchin@mail2.sas.upenn.edu
Message-ID: <3m6kqd$40e@netnews.upenn.edu>
Source record: 92660

Just kidding :)

jujst pay for shipping and add some atari warea and i will shipe ya
an old stinky ATARI 800 (not xl)

and if ya add an ATARI DRIVE in there i will add SAIKOSHA PRINTER for atari
(can trow some cats too)

Offers expairs tuesday apr 4th

Artem

3106. Hardware and software for sale in California

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-08 00:00:00 UTC
From: FCarp@ix.netcom.com
Message-ID: <3m6qro$rqs@ixnews3.ix.netcom.com>
Source record: 92661

```
Eugene Bienko has a variety of 8-bit hardware and software for sale.
call him at (310) 534-3984

e-mail EBienko@aol.com
```

3107. Re: 800XE->ST Color Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-08 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <136631@cup.portal.com>
Source record: 92662

David; it's one of those things that is technically possible but difficult. No one seems to be willing to commit to taking on the project & even if they did, expect a long development. The Atari GTIA only puts out chroma & lum signals along with sync info. Several manufacturers make single chip solutions to go from chroma=>RGB <BTW: What's a Sandcastle pulse?> but typically they need a handfull of inductors/filters/analog support componets that scare most of us digital guys off. RGB monitors that'll sync down to 320x200 like the SC1224 are going to get to be hard to find, I don't think anybody's even making one anymore. I doubt if there's 10 people in the world that even have the combo of a spare RGB monitor & 800xl that they would want to hook to it. Of those 10, I doubt if more then one or two would have the technical expertise to duplicate a circuit someone else developed. Most of projects that get done now just seem to be targeted for a wider slice of the Atari community.
Rick

3108. Re: Have you seen these?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-08 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <136689@cup.portal.com>
Source record: 92663
Body handling: HTML body converted to readable text

RE: Wooley's 80 column mod. Hopefully Bob will jump in here to help out,
I seem to have suffered a minor mishap: The storms in California blew
part of the roofing off my storage shed & all my SLCC journals got trashed!
But from memory. He made a daughter board that took almost all the signals
it needed from the GTIA socket. The main componets were a 6545 vidio chip
with something like a 32k static ram. He replaced the existing clock circuits
with a 14.318 mHz oscilator & a programable divider, something like a 74LS193
but I'm not sure about the number, they're all similar anyway. The rest of
the circuit was a character ROM or RAM, a parallel to serial converter
[74LS165], & a few glue chips. He tapped the 74LS193 at the f/4 pin & used
that as the 3.579 system clock going into GTIA. He fed the f/2 into
the clock pin of the '165. I don't know if you're familiar with the 6545/6845
series of chips, but in general, all they do is retrieve a byte from memory
& use it as an index into the character ROM. They have 5 bits of counter
output so they can step through sequential bytes of character ROM for a
given character. The data just gets stuffed into the '165 & get's clocked
out. Bob combined the output of the 6545 with he existing circuitry so you
could get 80 column composite video comming out the back of your Atari.
He did a lot of other stuff, like combining the 80 column video with existing
graphic modes, but the hack never became popular. It was just to advanced of
a project for a normal human being to attempt. 100+ pins of wirewrap with
a handfull of IC's! Makes putting a Rambo in a computer seem like flipping a
switch! I think about it from time to time, there's a number of things I
would have done to simplify it, like maybe build it into a cart & forget
about combining video. Just a 9 pin IBM style mono output would make me
happy. But then I don't care about things like ANSI graphics & I just noticed
I don't have a *SINGLE* vga picture viewer or paint program for my clone.
Rick

3109. ATARI -> PC (x1541, SIO2PC)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-08 00:00:00 UTC
From: koutchin@mail2.sas.upenn.edu
Message-ID: <3m708v$k9b@netnews.upenn.edu>
Source record: 92664

HOwdy y'all

I just wanted to ask ya WHY IS THAT SIO2PC CABLE IS SO EXPANSIVE ?
I mean, look at x1541 cable .. it is easy to build and easy to use.
Why it is not possible to build something like that for ATARI ?

And one more, Where can i get the scheme for building SIO2PC ?

Artem

3110. Re: Atari & Commodore Closeout SALE - 4/6/95

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-08 00:00:00 UTC
From: bjwiklem@aol.com
Message-ID: <3m54vi$o8g@newsbf02.news.aol.com>
Source record: 92665

I would like to buy the AtariKab sets. It says new, are they still (or have for that matter(the boxes?

If so, please e-mail me back asap! I will federal express you a check.

Brian

3111. WANTED! Atari XE Game System

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-08 00:00:00 UTC
From: bjwiklem@aol.com
Message-ID: <3m5524$o9c@newsbf02.news.aol.com>
Source record: 92666

I am looking for the following:

Atari XE Game System, with original boxes. Must contain all original equipment, including Flight Simulator II, the gun, documentation, etc.

Atari XF551 Disk Drive. Same as above.

Please e-mail me with what you have and your asking price(s).

Also, looking for original cartridge software, preferably with boxes.

Looking forward to buying asap. Thanks, and peace...

Brian

3112. Re: What's your highest colony score in M.U.L.E.?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-08 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <8APR199521560551@pavo.concordia.ca>
Source record: 92667

In article <3m6ep6$ii0@hustle.rahul.net>, ziggy29@rahul.net (Tim Irvin) writes...
> My wife and I were playing M.U.L.E. the other night, and we racked up a
>colony score which way *way* higher than any I'd ever seen before: well
>over $118,000. I had $38,000 myself, which would have been over $40,000
>if the game didn't decide to take a plot of high crystite land from me
>in the 12th turn of the game.
>
> Before that, the highest I'd seen was probably around $110K.
>
> My question to you is: Have any of you beaten that? Has anyone made
>it to $120,000? Can you ever get a message better than the one you get
>about "living on estates" which you get for scoring $100,000+? (Oh, and
>is there a message saying "the colony failed miserably" or something to
>that effect? I've seen scores as low as $54,000 and even then, the
>colony "succeeded...barely."

My personal besMy personal best is around $105k. That was against 3
computer players. Playing "live"with thre others I've hit around 90k -
would have done better, but they sat on me and refused to let me take any
actions for the last two auctions (things got bitter, OK?)

I have deliberately sabotaged colonies as well. Try this: take four
players and do nothing but gamble. In time (aoround 6 months) the colony
aborts; you've failed. I have seen final colony totlal so low that there
is no first founder.

Sorry 'bout the typos; I'm using a (erk) Win program that doesn't really
try to do VT100 - back to FlickerTerm for me!

||| 6502 > 486
||| Dave Paterson
/ | \ DA_PATE@pavo.concordia.ca

3113. Re: 810 DIVE

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-08 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <8APR199521594921@pavo.concordia.ca>
Source record: 92668

In article <3m6hp9$b7@netnews.upenn.edu>, koutchin@mail2.sas.upenn.edu (Artem Aleksandrovich Koutchine) writes...
>
>HI !
>
> I got atari 800 (not XL or XE) and just wondering whether 810 drive
>worls with 130xe ? or 800xl ?
>
>Artem

The 810 will work fine. Just keep in mind that it's SS/SD; only about 90k per disk. It's also loud enough to wake the dead (but then, I've been spolied by an XF551 and an Indus)

||| 6502 > 486
||| Dave Paterson
/ | \ DA_PATE@pavo.concordia.ca

3114. File fixer

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-08 00:00:00 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D6qGqJ.5M5@itex.jct.ac.il>
Source record: 92669

I'm looking for a diskfile desegmenter, so a file made up of 255-byte
chunks will be turned into one big loading block.
Anyone who knows what I'm talking about, knows what I'm talking about.
There shouldn't be a limit on file size!

Thanks

-itay aka a missile without a nuclear warhead is like kissing yor sister

--- Itay Chamiel, Jerusalem, Israel / | \ bruck@brachot.jct.ac.il ---
Atari 8-bit geek since I was 6 \/|\/ (using someone else's account)

3115. Re: Vendors

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-08 00:00:00 UTC
From: tiesflys@brbbs.com
Message-ID: <znr797310655k@brbbs.com>
Source record: 92670

In article <3m1lsd$gl6@hearst.cac.psu.edu> heller@akh104.rh.psu.edu writes:

>
> Artem Aleksandrovich Koutchine (koutchin@mail2.sas.upenn.edu) wrote:
> : I find it extrimely unconvinient to buy anything from Vendors.
> : In order to prove it i'll show you some numbers
>
> : PRODUCT VENDORS FLE MARKET PERSON-TO-PERSON
>
> : 130xe 100-175 20-50 80-110
> : 65xe 80-150 5-30 50-70
> : 1050drive 50-80 5-20 30-50
> : 850drive 20-60 5-20 30-40
> : tv cavle 5-10 1-5 ?????
> : carts 5-15 .1 -1 :) 1-5
>
> : Does it prove anythinh to you ? Sure it does to me
>
> It proves:
>
> A) Vendors have to make money as always...as every other vendor
> B) You should go to flea markets and shut up on here.
^^^^^^^^^^^^^^^

Why don't you back off. What's the problem with selling used stuff
on this newsgroup. Like all we're allowed to do is swap war stories?
Chill out. Some of us don't have access to flea markets to buy or
sell this stuff, so what's the big deal. If you don't want it, don't
buy it. Don't flame us just cuz we're trying to unload some LEGAL
stuff. :*D
Pirates are a different matter and have no business advertising their
wares anywhere.

A sunny day,
a box of midges,
and a wandering stream...
Man, this MUST be heaven!
><> Steve Kulpa <><

3116. Re: Vendors

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-08 00:00:00 UTC
From: tiesflys@brbbs.com
Message-ID: <znr797311921k@brbbs.com>
Source record: 92671

and another thing ... if I post something for sale that you think
is too high in price, then just say so and maybe I'll come down.
This is the only place I know of where I can find more that 4
people that even heard of Atari, let alone have any interest in
it.
There, now I feel better :*D

A sunny day,
a box of midges,
and a wandering stream...
Man, this MUST be heaven!
><> Steve Kulpa <><

3117. Re: Piracy...Atari's worst enemy.

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-08 00:00:00 UTC
From: bosco@host.yab.com
Message-ID: <3m4plf$j9h@news.yab.com>
Source record: 92791

Q (00ewwallin@bsuvc.bsu.edu) wrote:

: In article <3lvha1$2i3@news.yab.com>, bosco@host.yab.com () writes:
: >
: > Ah! Changing your tune again? Most of your posts are basically about
: > pirating software and the more intelligent ones are about getting them
: > released as PD/freeware. Which is it?

: Ah, the unfortunate cause of the 8-bit's downfall lives on...

: Eric W. Wallin
: CS Student Ball State U. -- Proud owner and user of an Atari 130xe

Hi Eric! A funny thing about piracy, you would think that the PC base would (and is) rampant with piracy, but you don't see software companies threatening to discontinue PC software. But that was their arguement when it came to discontinuing Atari support. What a bunch of two-faced asses. (Bite me, Trip Hawkins! Your name will live forever in Atari infamy!)

L8R!

3118. Mr Fish

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-08 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <8APR199501170355@pavo.concordia.ca>
Source record: 92792

Nest time you log on to the Umich Archive, check out mrfish.arc. It's a neat, fun little game. Especially for those of you who were looking for something for the kids. You are Mr. Fish, and you have to rescue the baby fish who have been kidnapped by the clams. The crab and another, evil fish, try to stop you. Sounds (and is!) kinda silly, but I like it.

||| 6502 > 486
||| Dave Paterson
/ | \ DA_PATE@pavo.concordia.ca

3119. Where can I get data sheets on 65C02?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-08 00:00:00 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3m56ak$gsm@news2.delphi.com>
Source record: 92793

I'd like to find some info on the 65c02 (like how fast can they be run) and would like to know who publishes data sheets on them.

-Bry

3120. Re: TCP/IP for XL?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-08 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3m56pv$9kh@news.primenet.com>
Source record: 92794

In my experience, the only real advantages of TCP/IP are:

Mosaic

Netrek

If you forsake gfx and just do text, then that is essentially what Lynx is (basic WWW) and is perfectly doable on the shell with FlickerTerm. Same with entering newsgroups

TCP/IP allows you to multitask various things on your end, updated realtime all on that one shaky connection. It is probably the multitasking aspect which will be the most difficult to do on the Atari. If you start up Netrek, there is no way you are going to be able to leave it active and jump to the newsgroups. Task switch maybe, but then you'll miss a zillion packets meant for Netrek while that task is dead.

Do you see the problem here?

Whatever TCP/IP is good for, 90% of it can't be done well on the atari8. What's left can be done nearly as well off the shell.

If someone comes up with a way to have it do it right, then my hat's off to him.

3121. Re: Quest for 80 columns

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-08 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3m56ts$9kh@news.primenet.com>
Source record: 92795

FlickerTerm is what you want. But remember that it'll be fuzzy unless you get a monitor with split video.

3122. Re: Atari wares /books 4 sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-08 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3m5738$9kh@news.primenet.com>
Source record: 92796

By the way, I think the XEP-80 is probably OKAY!

Reason being that the XEP-80 really needs an 80-collumn mono monitor. It doesn't work well with normal monitors. The frequencies are slightly different on 80 collumn monitors.

3123. Re: WTB: 815 + Dos2.0d

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-08 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9504080258591.DLITE.bjcorr@delphi.com>
Source record: 92797

```
>Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
>: Looking for a working 815 drive with dos2.0d. (NOT S)
>: If you have one and want to trade for some 800xl's or other
>: stuff let me know... or name a price. I prefer to trade...
>
>Do any of these actually exist? I think I've got a copy of DOS 2.0D
>but I've never seen an 815. If anyone has two for sale, I'll take the
other
>one! :) (And a 1450XLD, 1064 expansion board, etc..)
>
I've seen one, but only one, in 15 years! Rare.
bjcorr@delphi.com
```

3124. Re: Atari Soft NOT free but C64's YES?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-08 00:00:00 UTC
From: winston@merk.com
Message-ID: <D6pFE8.8yM@merk.com>
Source record: 92798

On Tuesday, April 4, 1995 at 05:52:17 GMT (11:52pm, April 3rd, EDT ?),
krishna@primenet.com (Glenn Saunders) wrote:

GS> I'll vote with my kill-file.
GS> I suggest others do the same.

Been there, done that....
Aren't filters wonderful ?

3125. AMP

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-08 00:00:00 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9504091034.AA23924@emh.kunsan.af.mil>
Source record: 92799

Here's one for the "Whatever Happened To" department...

In this month's issue of Die Hard Gamefan, in the cheats section, there's a picture of a hidden music test screen for the Sega 32X version of Star Wars Arcade.

There's a white background, a (very familiar looking) black piano keyboard filling the center of the screen, and at the top, it says "Advanced Music Processor 5.0"

!!!!!

--
Clay Halliwell | ATARI XL/XE DO + THE
ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
Lonersoft ... Solutions you don't want, for problems you don't have!

3126. What's your highest colony score in M.U.L.E.?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-08 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <3m6ep6$ii0@hustle.rahul.net>
Source record: 92800

My wife and I were playing M.U.L.E. the other night, and we racked up a colony score which way *way* higher than any I'd ever seen before: well over $118,000. I had $38,000 myself, which would have been over $40,000 if the game didn't decide to take a plot of high crystite land from me in the 12th turn of the game.

Before that, the highest I'd seen was probably around $110K.

My question to you is: Have any of you beaten that? Has anyone made it to $120,000? Can you ever get a message better than the one you get about "living on estates" which you get for scoring $100,000+? (Oh, and is there a message saying "the colony failed miserably" or something to that effect? I've seen scores as low as $54,000 and even then, the colony "succeeded...barely."

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Programmer/Analyst/Dino Jockey * GCS: !h s:+ !g au+ w+ C++$ v++ w+ U N++
* I'd rather be mining Crystite!! * W po+ t+@ Y+ j++ B-- e+++ u** r+++ y+++

3127. Re: Necromancer (was Re: Zork!)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-08 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <3m6eru$il3@hustle.rahul.net>
Source record: 92801

James Hague (junkster@coho.halcyon.com) wrote:
: Amos Jackson <Amos.Jackson@flight.org> wrote:
: >Oh, YES!! Necromancr is one of my all time fav. games!! I've made it to the
: >second graveyard.

: I've gotten to the 5th graveyard several times, but it is blindingly
: impossible. I don't know know of anyone who made it to the "end."

Nor do I. As you said earlier, I don't seem to gain anything by trying
to crush all the spider eggs in the vaults; all that does is sap my
strength because I get hit by too many hatched spiders when I stick
around and try to crush them all.

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Programmer/Analyst/Dino Jockey * GCS: !h s:+ !g au+ w+ C++$ v++ w+ U N++
* I'd rather be mining Crystite!! * W po+ t+@ Y+ j++ B-- e+++ u** r+++ y+++

3128. Looking for: Commodore composite monitor

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-08 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <3m6fnb$jvv@hustle.rahul.net>
Source record: 92802

Does anyone have an extra one lying around? Or maybe you know where I can find one? I'm tired of crappy output from the TV where much of the left side of the screen is not visible.

Are these really that hard to find? I wrote to comp.sys.cbm (the C= newsgroup) and had no responses.

I'd really like one of the better ones, like the 1084/1084s, but I'd consider buying any of them that are compatible with the 800XL. I will insist that all cables and power supplies (if any) are also included (unless you know a reliable source for them elsewhere).

As for price, well, probably about $40 on the low end and maybe double that or a bit more for the higher-end monitors--depending on the model, condition and parts included.

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Programmer/Analyst/Dino Jockey * GCS: !h s:+ !g au+ w+ C++$ v++ w+ U N++
* I'd rather be mining Crystite!! * W po+ t+@ Y+ j++ B-- e+++ u** r+++ y+++

3129. Re: SIO2PC Cable

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-08 00:00:00 UTC
From: cd827@cleveland.Freenet.Edu
Message-ID: <3m6g54$3dp@usenet.INS.CWRU.Edu>
Source record: 92803

In a previous article, kendrick@zippy.sonoma.edu (William Kendrick) says:

>It DOESN'T use RAM outside of the PC's base 640K (PC's suck, man.. they
>SUCK! :)). How does it handle 16MB disk images? It just accesses them
>off of the PC's drives (not very much slower, even with my slow-as-hell
>hard drive!.. of course, I don't think I've ever booted Ultra-Speed-using
>demos while they're in my PC'S RAM, only by accessing them "physically"
>from the Hard Drive... hmm... experiment time!).
>
>Anyway, (if you can't tell) even if you DO have enough RAM to load up
>an entire disk image into RAM, you can force it to access it only from the
>HD (which is what I do). Be careful not to screw up your files though!
>Sometimes the saftey of having a backup of a disk you're playing with
>still somewhere safe (not in the PC's RAM) and screwing around with a temp-
>orary copy (IN the PC's RAM) can be very handy! :)

I would think that using a disk cache program such as
SMARTDRV.EXE on the PC would increase disk accesses significantly
in this situation. I am also wondering, has anyone successfully
run the SIO2PC software from within OS/2 Warp? Setting that up
as a background task, and letting somebody else continue to use the
PC for other things seems like a neat thing to do.

Jeff

--
Jeff McWilliams -->classic Atari black-hole resident.
cd827@cleveland.freenet.edu

3130. Re: SIO2PC running under Windows (in bac

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-08 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9504081327591.DLITE.bjcorr@delphi.com>
Source record: 92804

>I wanna know.. what speed PCs CAN SIO2PC run on!? Can it even work on,
like,
>a 386 or 486!? At ALL!?
>
>-bill!
>
>
Well Mr. Kendrick I have SIO2PC running on a 386/33. Doesn't like Sparta's
ultraspeed though, barf and gag.
bjcorr@delphi.com

3131. Re: Piracy...Atari's worst enemy.

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-09 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3m7bil$9hf@news4.primenet.com>
Source record: 92672

The mortal bosco@host.yab.com wrote:

: Hi Eric! A funny thing about piracy, you would think that the PC base
: would (and is) rampant with piracy, but you don't see software companies
: threatening to discontinue PC software. But that was their arguement
: when it came to discontinuing Atari support. What a bunch of two-faced
: asses. (Bite me, Trip Hawkins! Your name will live forever in Atari
: infamy!)

Dude, 20,000 piraters in a userbase of 100 million isn't going to kill
all your profits.

But 1,000 piraters in a userbase of 20,000 or however many there were at
the waning days of commercial support for the Atari8 is enough of a
percentage to kill it bigtime.

It didn't help that the majority of Atari8 users were hacking teenagers
and with the clones, their userbase is skewed far more towards the adult
and businesses, groups which are far less apt to be interested in pirating.

It's commonsense to realize that pirating was more damaging to the
fractionalized 8-bit platforms than it is for today's clones.

And another thing, today's software often costs hundreds of dollars,
whereas no real software for the Atari8 ever cost that much, even
application software. Therefore software houses are getting back more
money with each sale than they ever have.

3132. Re: What's your highest colony score in M.U.L.E.?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-09 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <3m7fjf$6ia@hustle.rahul.net>
Source record: 92673

PATERSON, DAVID ANDREW (da_pate@pavo.concordia.ca) wrote:
: In article <3m6ep6$ii0@hustle.rahul.net>, ziggy29@rahul.net (Tim Irvin) writes...

[details of a game of M.U.L.E. deleted]

: > My question to you is: Have any of you beaten that? Has anyone made
: >it to $120,000? Can you ever get a message better than the one you get
: >about "living on estates" which you get for scoring $100,000+? (Oh, and
: >is there a message saying "the colony failed miserably" or something to
: >that effect? I've seen scores as low as $54,000 and even then, the
: >colony "succeeded...barely."

: My personal best is around $105k. That was against 3
: computer players. Playing "live"with thre others I've hit around 90k -
: would have done better, but they sat on me and refused to let me take any
: actions for the last two auctions (things got bitter, OK?)

Yow. I can imagine. My wife and I are usually a bit more cooperative
about that. Since the human players start out $200 in the hole, we are
in 3rd and 4th places. We each buy 4 energy units in the first auction
(the store starts with 8). We usually starve the computer players, which
are usually dumb enough to produce almost nothing but smithore and
crystite, assuming that *someone* will sell them food and energy... >:)

It wouldn't be a very happy household if I didn't sell her my extra
food when pests ate all of hers.

Your description of cutthroat sounds like the games I used to have with
two brothers and a friend in 5200 football.

We did cheat a bit in the last turn. I had a bunch of energy and she had
a bunch of food. In the last auction, I bought one food from her at
$250 and she bought one energy from me at $250, thus establishing a
ridiculously high price. (We still would have been over $110K without
that cheat.)

: I have deliberately sabotaged colonies as well. Try this: take four
: players and do nothing but gamble. In time (aoround 6 months) the colony
: aborts; you've failed. I have seen final colony totlal so low that there
: is no first founder.

I've never seen a colony abort...we've seen no first founder, though...
I think you need at least $60,000 to get one.

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****

* Programmer/Analyst/Dino Jockey * GCS: !h s:+ !g au+ w+ C++$ v++ w+ U N++
* I'd rather be mining Crystite!! * W po+ t+@ Y+ j++ B-- e+++ u** r+++ y+++

3133. Re: What's your highest colony score in M.U.L.E.?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-09 00:00:00 UTC
From: david@signus.demon.co.uk
Message-ID: <1995Apr9.043526.546@signus.demon.co.uk>
Source record: 92674

Tim Irvin (ziggy29@rahul.net) wrote:
: (the store starts with 8). We usually starve the computer players, which
: are usually dumb enough to produce almost nothing but smithore and
: crystite, assuming that *someone* will sell them food and energy... >:)

How to get *MOST* of the money:-

1. Select a two player game + 2 computer players
2. Mine crystite but don't *ever* sell to the shop
3. Wait for crystite to be a very low price
4. Keep the player with the crystite ready to sell and the player
without crystite ready to buy.
5. The computer players go into buy mode and run up to buy any
cheap crystite.
6. Send your other player up to buy the crystite, but *don't* sell it
yet. Keep pushing the price up, the computer players always match
your price. Just before the auction closes, back off your buyer
and sell your crystite to the computer players.

--
David Firth <david@signus.demon.co.uk>

3134. Re: Indus GT problems (Was: 1050 Problems)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-09 00:00:00 UTC
From: winston@merk.com
Message-ID: <D6rJM9.KA5@merk.com>
Source record: 92675

On Wednesday, April 5, 1995 at 16:26:06 GMT (10:26am EDT ?),
eyvind@pvv.unit.no (Eyvind Bernhardsen) wrote:

EB> Will these mechs work in an Indus GT? Mine has a problem with the
EB> track 0 sensor, and I'm getting tired of moving the head to track 0
EB> every time I insert a disk. (Suggestions for fixing the drive would
EB> be welcome too, since that $14.95 will probably be more like $50 once
EB> you add shipping).

I seem to recall one of the American computer clubs (was it PACE ?)
had an article in it about replacing a disk drive mechanism. It was either
a RANA or an INDUS. The article came as two parts. Apparently you would
order this generic drive mechanism from somewhere. There were some long
instructions involved such as "bend up pin 1" or "now turn the entire drive
over and carefully cut the black wire", etc. I think the article was about
replacing the INDUS drive because, if I remember correctly, the article
ended by saying that after you were finished, something called
"synchromesh" would no longer function. The article said that replacing
the mechanism would take about a half an hour. The article was quite long,
longer than the article about the Buckholtz RAM upgrade, even. I thought
it was quite interesting at the time, that you could replace one of the old
drives with a modern mechanism.

Does this sound familiar to anyone ?

3135. Re: Sweet 16

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-09 00:00:00 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <xg8-w8-.ftooned@delphi.com>
Source record: 92676

Hi All,

Just made it back from Canada... A well needed vacation I might add!! Sometimes it's better to just get out in the field and talk to people directly about what features a product should or shouldn't have. As everyone well knows, The Sweet 16, MIO II, and MARS 8 have encountered design problems, changes, delays, etc... I only hope that everyone can understand that even though they might be "separate" products, they all need to operate together, and not duplicate features (if possible).

I didn't expect the MARS 8 to be finished in the past few weeks, and that was accomplished by changing the SIMM on board to address '816 memory as opposed to banked-memory. There will be a jumper on-board to select whether the SIMM is active or not. The MARS 8 will also work with internal memory upgrades such as Rambo, Newell, or Wizztronics.

With the '816 memory going inside the computer now, I have opted to not include a socket on the MIO II. This way owners of Black Boxes and original MIO's will be able to use the memory without have to but an MIO II. For those of you that don't want a MARS 8 fear not, as Atari Classics will be featuring an upcoming article on how to add '816 memory to the PBI.

On another note, it has become obvious that the need for a high speed serial port is high for the Atari 8-Bits. I was toying with the idea of incorporating one into the MIO II, but that tends to conflict with the original goal of providing a "low-cost" IDE interface. Not to mention that people shouldn't have to purchase an MIO II to have a high speed serial port. Well, let's just say that the MIO II won't have a serial port, but... I will be making such a device available very soon. No details are available at present, but it will be soon, and it will be extremely cool...

Catalogs are being prepared, and will be shipping as soon as the MIO II's and MARS 8 goes into production. It will be very difficult to reach anyone here by voice for a while, but I always read E-Mail, and will be active here and on the FTe area on Genie.

Mike

3136. Re: Should Atari software be PD? (was Re: Atari8-CD exists ???)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-09 00:00:00 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <5i99Qkz.ftooned@delphi.com>
Source record: 92677

Matthias Belitz <belitz@genesis.informatik.rwth-aachen.de> writes:

>avaliable on a server (I can't agree with the things FTe does - MAC65 on
>which they don't do anything, cost's still 169,- DM here in Germany!!! And

Could you please tell me who is selling MAC/65 Carts for 169 DM??
With the current currency conversions between the US and Germany, it sounds
like someone is intentionally over-pricing these products.

Believe me, FTe is not charging more than $49.95 US plus shipping for
the OSS Carts.

Mike

3137. Re: FTe to release MARS 8 in May!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-09 00:00:00 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <xg+cgO9.ftooned@delphi.com>
Source record: 92678

Hi Dave,

I'll get ya a manual out sometime this week...

John, I left the file names intact on the disk... sounds like another quick change for the manual. <grin>

If anyone wants a catalog from FTe please E-Mail me a name and address, There hasn't been a single catalog sent out yet, but I've got a whole list of names here that will be getting the first one as soon as the MIO II and MARS 8 finish production.

Thanks to TAF for a great show! Sacramento is coming up in another couple weeks.

Mike

3138. Re: Piracy...Atari's worst enemy.

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-09 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <5Mx9w2x.ransom22@delphi.com>
Source record: 92679

<bosco@host.yab.com> writes:

>asses. (Bite me, Trip Hawkins! Your name will live forever in Atari
>infamy!)

Well, Trip got his comeuppance when he put all the energies of
Electronic Arts behind the Amiga. It went from being one of the best
software companies to being an unknown in short order. :)

-Joe
--

_____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

3139. The software problem

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-09 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <xM1-QS4.ransom22@delphi.com>
Source record: 92680

An Associated Press article that appeared in my local paper titled "Are we too dependent on software?" had some interesting ponts to make on the subject of the tremendous software bloat the PC world is experiencing.

In the article, it is noted (by Charles Simonyi, a software theorist at Microsoft corp, no less!) that software packages have been growing at an incredible rate for the past few years. The reason for this is competition, according to the article. That is, if ABC company doesn't add twelve new whiz-bang features (no matter how rarely used they will be in the real world), then XYZ company WILL, and ABC Company will be shortly out of business. So, ABC adds those features, then XYZ adds those PLUS a dozen more useless features, hen ABC adds those and more, etc., ad nauseum, in a never ending feature bidding war that ultimately results in slow, resource-hogging code that is CAPABLE of doing much, much more than the original software did, but which has only very few features which actually get USED beyond what was there when the program was first offered to the public.

It is also noted that as code size increases, the difficulty in finding bugs and eliminating them becomes much greater. Anyone who has ever written a significant amount of code can tell you that.

A few real-world examples are cited, such as the software problem tht delayed the opening of the Denver airport for 18 months, and the lines of code missing from the Pentium chip that resulted in a loss of a few hundred million dollars for Intel.

It's a serious problem.

As I have said before (and will undoubtedly say again), the problem is in the mind-set of the consumers. They're locked into that "More is better" idea. I've argued to the controller of the company I worked for that upgrading software like Lotus 1-2-3 for Windows, WordPerfect for Windows, and Paradox (our three most frequenly used applications) is not necessary just because the companies that produce them decide it is time to put out a new version. Still,this normally tight-fisted man insists on spending the huge sums necessary to replace all our licenses with the latest upgrades. Worse, those upgrades involve a lot of MIS dept. time,and the users end up having to learn to deal with the new bugs in the software,when they'd learned to work around the OLd bugs already. Sigh.

But, then I go home, flick on the Atari, boot up AtariWriter+,and type happily away. Nope,it isn't bug-free. And it isn't perfect. But, I can do my work withit, and never get surprised by a bug any more. I know how to work with it. The price I paid for it, spread out over

the years of usage, is virtually nothing now. I'd wager I am much more productive with it than my office mates are with WordPerfect right after the new version comes out. ;)

So there is definitely something to be said for not keeping up with the Joneses (or the Gates', as the case may be). I'm sure my fellow Atarians know better than most the benefits of sticking with what works best for them.

And, since the code size is very limited on the Atari, I'll never encounter as many bugs in a single package as I would on the MS-DOS platform. Debugging 64K of code is a VERY different process from debugging 1024K of code. :)

There is a point at which software does not need new features. A point at which it does the job, and further development is pointless from the user's standpoint. Fortunately for me, most of the software I use reached that point about ten years ago. :) No software bloat here. . .

I think I'll go play a game of Centipede. It runs well and seems bug-free, unlike Disney's The Lion King game, or SimCity 2000, or . . .

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

3140. Re: Complete & Essential Map!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-09 00:00:00 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D6rvMC.B1M@nntpa.cb.att.com>
Source record: 92681

In article <1995Mar28.161637@carleton.edu>,
Michael Current <mcurrent@carleton.edu> wrote:
>In article <6EE076554@east-01.novell.leeds.ac.uk>, CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK (R. GORE) writes:
>> The thing that does bother me though, copyright still exists on the
>> Atari 8-bit OS and BASIC code right? Then how and why can they
>> legally publish a complete listing of the OS source code. I have been
>> advised that even looking at copyrighted code is technically illegal,
>> something to do with 'reverse compiling' so I've been told?
>
>I can't imagine how looking at something could be illegal in itself. Unless
>it's something particular to UK copyright law. But yes, the Atari 8-bit OS and
>BASIC code aren't in the PD, and I seriously doubt TWAUG got permission from
>Atari to publish them. So they most likely published it illegally.
>

Actually, the practice of not having access to the original code
is not due to any illegalities, but rather due to the desire to
absolutely gurantee the lack of any possible copyright
infringement and lawsuits.

It is pretty much a given that given a pool of groups producing
software to a rather narrow specification (say duplicating
exactly the operation of an IBM PC BIOS, or any other
duppliaction effort), there will be much duplication of code. It
is not copyright infringement to duplicate however precisely
something someone else has done, provided one can prove beyond a
reasonable doubt that your product is a result of your own effort,
without knowledge of the duplicated product. How many ways are
there to take the byte in a specific register, and dump it to a
specific output register while setting and clearing certain
specific flags and or memory locations, for example.

Those, a great number of duplication efforts maintain two groups
of programmer types, one to develop the code, the other to decide
where it's results vary from that of the desired target. Buzzword
.. clean room development. The programmers have no access to the
original code whatsoever. Any duplication is then entirely
coincedental, and perfectly legal. Of course, this then leads to
the look and feel type of law suits. Darn lawyers always have to
get paid somehow.

--
Richard Dell

3141. Re: 800XE->ST Color Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-09 00:00:00 UTC
From: followel@ix.netcom.com
Message-ID: <3m8tdr$n4f@ixnews3.ix.netcom.com>
Source record: 92682

In <136631@cup.portal.com> Rick_Michael_Cortese@cup.portal.com writes:

>
>David; it's one of those things that is technically possible but
difficult.
>No one seems to be willing to commit to taking on the project & even if
>they did, expect a long development. The Atari GTIA only puts out
chroma
>& lum signals along with sync info. Several manufacturers make single
chip
>solutions to go from chroma=>RGB <BTW: What's a Sandcastle pulse?> but
>typically they need a handfull of inductors/filters/analog support
componets
>that scare most of us digital guys off. RGB monitors that'll sync down
to
>320x200 like the SC1224 are going to get to be hard to find, I don't
think
>anybody's even making one anymore. I doubt if there's 10 people in the
world
>that even have the combo of a spare RGB monitor & 800xl that they would
want
>to hook to it. Of those 10, I doubt if more then one or two would have
the
>technical expertise to duplicate a circuit someone else developed. Most
of
>projects that get done now just seem to be targeted for a wider slice
>of the Atari community.
>Rick
>

Rick,

10 people??! In the whole world?! Come on Rick. I think that number may be a little on the conservative side. I'd bet there are thousands of users world wide who have 8-bit computers and an ST with a color monitor. And out of those thousands there are probably more than 10 that would like to hook up the 8 bits, if it were possible. I'd also say that there were a lot more than 2 people who could build any circuit that was put in front of them. However, I do agree that it would be a fairly complex circuit with a fairly long development period. I may look into it myself, as, I just posted a similar message myself less than 2 weeks ago. Don't anyone hold your breath though. I won't have that much time to devote to it.

Sincerely,
- Byron Followell
followel@ix.netcom.com

3142. Re: Xfering tapes to disk.. q?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-09 00:00:00 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D6rxrt.C2D@nntpa.cb.att.com>
Source record: 92683

In article <D666zt.Aox@itex.jct.ac.il>,
Elad Bruck <bruck@brachot.jct.ac.il> wrote:
>Chris_F_Chiesa@cup.portal.com wrote:
>
>: run it across town to bob Puff? :-) I've also always thought it would be
>: cool to build an adapter circuit that would let me save/load Atari "cassette"
>: programs to/from "any" tape deck. Imagine my big ol' TEAC 7" reel-to-reel
>: feeding Pac-Man into my 800XL... :-))...
>
>How bout using DATs? Or Minidiscs or DCC or CD-R?
>
>(such an interface - SIO<-->standard audio RCA hookup - DOES exist!)
>

That is indeed what I did with my first Atari, a 400 purchased at
$400. I was too cheap to buy a cassette drive, and so wired an
interface for my standard stereo cassette deck.

Fairly straightforward, bearing in mind that Atari tape decks were
stereo, and used the second channel for possible audio
information. Other than audio buffering and such, one should use
a deck with logic controls of some sort, to implement the Motor
control line from the Atari.

I did have some trouble interchanging with standard Atari decks,
generally in getting the proper levels on the tape, but it worked
in record/play mode just fine.

Being a hardware overdoer, I included a demodulator and RS-232
output stream (standard 600 baud output), but that was often
unreliable. Never used it enough to really debug it.

--
Richard Dell

3143. Re: Atari8-CD exists ???

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-09 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <D6ryEC.9oo@news.magi.com>
Source record: 92684

DAG.HUGDAHL@flight.org (DAG HUGDAHL) wrote:
>
> Quoting from: Vladimir Jancarek <vjancare@magi.com>
>
> VJ>Tim is indirectly supporting my plea. If Atari soft was made freeware, many
> VJ>users (as Tim said) will buy software anyway because they are collectors.
> VJ>I am not a collector, I am user/player. I want to try them all (games).
>
> You probably should have added "without paying anything for them."
>
> -Dag-
>

That's right. I would pay for the titles I would keep. Don't tell me that
it wouldn't be great if you could try out most of the games ever made for
the 8 bit.

Vladimir
vjancare@magi.com

3144. Re: Looking for: Commodore composite monitor

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-09 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <136722@cup.portal.com>
Source record: 92685

Tim, your local as in Los Gatos right? I have a 1902 I picked up cheap
because it had a bad CGA input. Composite & split seem to work fine.
$20?
Rick

3145. Re: File fixer

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-09 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3m9e3s$2m3@nic-nac.CSU.net>
Source record: 92686

Itay.. you wrote that program! :) Optimizer or Optimize or something..
for TurboBASIC XL. I still have a copy somewhere. I rarely use it though,
as I never use any programs (ie, some assemblers) which spit out such horrible
binaries.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, Cooltris 2.

3146. Re: SIO2PC Cable

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-09 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <JgyfonA.lmcclure@delphi.com>
Source record: 92687

In a message dated 3-29-95, William Kendrick said:

"I'm fortunate enough (HAHAHAHA) to have such a slow
PC (an IBM 8086 / 4MHz-based PS/2 (model #25))..."

<nitpick mode on>

Actually, the Model 25 uses a 10Mhz 8086.

<nitpick mode off>

3147. Re: Should Atari software be PD? (was Re: Atari8-CD exists ???

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-09 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Bg69o-F.lmcclure@delphi.com>
Source record: 92688

In a message dated 3-31-95, Glenn Saunders:

"Down the road a year or so when Atari finally slips
into bankruptcy it will probably be possible."

A lot of people seem to have the misperception that Atari is teetering on the brink of financial ruin. In fact, Atari's recent losses have been rather small, and with the influx of money from the settlement by Sega, have recently disappeared altogther. (In the most recent quarter, Atari actually posted a profit, thanks mostly to the first installment paid by Sega).

Even if Atari did no better than they have the past couple of years, their is no reason to expect them to run short of funds any time during this century.

Also, unlike Commodore, which was up to its proverbial eyeballs in debt, Atari is virtually debt-free.

3148. Re: The software problem

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-09 00:00:00 UTC
From: junkster@chinook.halcyon.com
Message-ID: <3m9ldk$nt2@news1.halcyon.com>
Source record: 92689

Joe Walsh <ransom22@delphi.com> wrote:
>
>And, since the code size is very limited on the Atari, I'll never
>encounter as many bugs in a single package as I would on the MS-DOS
>platform. Debugging 64K of code is a VERY different process from
>debugging 1024K of code. :)

The scary thing that 64K of code is a *lot* of code. I wrote a big ol'
assembly program last year, with the source spread through 41 files. It
assembled to about 16K! I've found quite a few odd bugs in there and
I'm sure there are more I don't know about. When I hear about 250,000
line applications...yikes!

James Hague
junkster@halcyon.com

3149. Re: SIO2PC Cable

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-09 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3m9q87$q7r@nic-nac.CSU.net>
Source record: 92690

WHAT!? No way! :) THis PC can't be 10MHZ! I use 16MHZ MACs that go
WAY faster than this thing! :)

Oh well...

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, Cooltris 2.

3150. Re: Should Atari software be PD? (was Re: Atari8-CD exists ???

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-09 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3m9qdn$qae@nic-nac.CSU.net>
Source record: 92691

Atari has no cash debts, sure, but what about us poor, supportless users!
<cry cry>

Kidding of course...

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Why does Aeon Flux keep dying in every episode!?

3151. AR: Dungeon (boot-up problems)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-09 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <Ba1cQFB.jeking7@delphi.com>
Source record: 92692

Even though I owned an original copy of AR:Dungeon/City, I decided
to purchase yet another pack from American Technavision (prce was
right!).

Odd thing is suddenly, I'm having problems booting up with both sets
of disks.

I'm using the following hardware:

Atari 130xe (320k)
256k MIO
MUX ROM
MUX Cart
Happy 1050
Happy 810

I have the 1050 Happy disabled (booting with tht drive).

AR: continues to say "Enter Disk 1, side 1 in Drive 1). No matter
what I do, it continues to give me that message. Have both
my originals gone bad?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

3152. Re: FTe to release MARS 8 in May!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-09 00:00:00 UTC
From: jharris@cup.portal.com
Message-ID: <136742@cup.portal.com>
Source record: 92693

>One quick question: is the '816 128k+ version designed to use banked or
>linear RAM? Thanks.

Banked ram still. That will be addressed in the future.

Note that it can assemble code directly into anywhere in the 24-bit
linear address space, but the program and source code are still
restricted to 16-bit space.

Basically what is going on here, is that most of the source for MAE was
written a long time ago, and it's all 16-bit code, forcing it to
execute like a 16-bit program. It was pretty easy to add the 24-bit
addressing support for assembling, and now that I have that ability, I
can use it to rewrite sections of the assembler to be 24-bit aware
themselves. Time is still the limiting commodity though. :-(

John Harris - jharris@cup.portal.com

3153. Re: Sweet 16

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-09 00:00:00 UTC
From: jharris@cup.portal.com
Message-ID: <136743@cup.portal.com>
Source record: 92694

```
>>Linear RAM expansion will be available with the Mars 8 board.
>
>Be careful with the terminology. All 65816's address memory as 64K
>banks...

The 65816 does have full 24-bit addressing modes in addition to the
16-bit with bank select on the upper 8 bits. You are still limited
to 64K with the 16-bit X and Y index registers, but you can use
self-modifying code to adjust the address in the 24-bit opcode
directly. And you can always access memory anywhere in the 24-bit
address space without needing to change upper "bank select" byte.
You just can't index past 64K when using registers.

John Harris - jharris@cup.portal.com
```

3154. Re: ROT-13

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-10 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3mac4g$b9k@charm.magnus.acs.ohio-state.edu>
Source record: 92605

In article <3m1lb6$5ah@link.xs4all.nl>,
Mathy Van Nisselroy <mathniss@link.xs4all.nl> wrote:
>e >From: eyvind@pvv.unit.no (Eyvind Bernhardsen)
>e >Try to ROT-13 a file twice. If you end up with the original text, it
>e >works.
>
>Maybe not. If he uses the wrong methode of de/encodeing, the original and
>the double encoded files will be the same, but the "unreadable" file might
>not be ROT-13.

Ah, but the trick is that unlike the other encoding methods you
mentioned, rot13 is exactly the same algorithm to decode and encode.
There is no "un-rot13" -- it's all the same: just shift all the
letters halfway around (a becomes n, b becomes o.... l becomes y, m
becomes z). Shift them halfway around again, and you have the
original text.
If the rot13 program did the shifting wrong in any way, though, you
would not get the same thing out as you originally put in.

>You might think you using e.g. the ARC format, and you (and anybody who has
>your packer/depacker, can unpack it. But since it's not standard, other
>people can not depack it, because it is not in a standard format.

This part has nothing to do with rot13, but... ARC is a standard
(common, well-defined) format. I have UNARC programs on my Atari, my
DOS machine, and my Unix machine at work. It's just not as common now
as it once was, because others (e.g. ZIP) are better.
The problem of whether someone else can decode the thing simply
depends on whether that person has (or can obtain) a program to do so.
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

3155. Re: File fixer

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-10 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3macev$bai@charm.magnus.acs.ohio-state.edu>
Source record: 92606

In article <D6qGqJ.5M5@itex.jct.ac.il>, iT <bruck@brachot.jct.ac.il> wrote:
>I'm looking for a diskfile desegmenter, so a file made up of 255-byte
>chunks will be turned into one big loading block.
>Anyone who knows what I'm talking about, knows what I'm talking about.
>There shouldn't be a limit on file size!

ANALOG printed a program to do that back in its heyday (before LFP)...
the program was called Streamliner. I don't have my Big Box O'
Magazines handy to give you an issue number, but I think it was in the
30s or 40s.

I really need to catch up on my c.s.a.8 reading.....
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

3156. Help with 256k XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-10 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <10APR199501285077@pavo.concordia.ca>
Source record: 92607

My 800xl tends to lose 64k after it's been turned on for more than 15
minutes. At bootup, all is well. But by running the program XLETEST.BAS
in a constant loop I get the following result:

Six banks become inaccessible. It's all the banks where bit 2 would be
off ($D301= 161,169,193,201,229,237)

I've swapped PIAs to no effect. Any suggestions of what to try?
(Upgrade: 256XLE from Newell. RAM: 120ns from Siemens)

||| 6502 > 486
||| Dave Paterson
/ | \ DA_PATE@pavo.concordia.ca

3157. For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-10 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <10APR199501362204@pavo.concordia.ca>
Source record: 92608

Items for sale. All include s/h.

HARDWARE:

130xe. ECI/Cart ports irregular. Includes P/S and monitor
cable. $25.

SX212. 1200 baud modem. Includes P/S and SIO cable, plus
terminal program disk. $20.

SOFTWARE/BOOKS:

$5 each item, 3 for $10. All include docs. All software on disk.

Blue Max
Shamus Case II
Wargame construction Set
Dunzhin
Kennedy Approach
Silicon Dreams
Silent Butler
Spy vs Spy

Mapping the Atari 400/800 version
Compute!s 1st book of Atari Games
The Best Atari Software
101 Programming Surprises and Tricks for your Atari Computer

(I figure two full systems plus a bookshelf full of software and books is
enough!)

||| 6502 > 486
||| Dave Paterson
/ | \ DA_PATE@pavo.concordia.ca

3158. HyperIt! warning: DON'T run in SpartaDOS!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-10 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3mah5e$e9d@nic-nac.CSU.net>
Source record: 92609

Warning!!! I just got a message from John Harris saying that he ran
HyperIt! in SpartaDOS and it killed one of his hard drive partitions (he
says he can no longer write to it; hmm, I'm guessing he can at least still
read from it, which is very good! <whew!>)

Anyway, like I said to him in e-mail, please note the following things:

1) HyperIt! can NOT run under Atari DOS because it uses subdirectories
2) HyperIt! has had some trouble running under MyDOS 4.50, but it can
be done
3) HyperIt! is being developed under, and is currently runnable only FROM
MyDOS, more specifically, 4.53 and compatible (if there IS a 5.0,
I WANT it!)
4) HyperIt! can NOT run under SpartaDOS because of subdirectory access
incompatibilities (maybe), memory conflicts (maybe), and file listing
differences (probably not). So far, the one note I've received about
success/failure with running it under SpartaDOS has been this one, so..
DON'T try it!
5) NEVER run -BETA- software off of a hard drive, ESPECIALLY if it isn't
for the DOS you're using!!! :)

Thanx, John, for warning me about this, and I'm terribly sorry for the trouble!
(I tried my best to state that it's a MyDOS program, but, some of you Sparta
users are about as stubborn as some of use MyDOS users! heheh!)

Later!

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Soon: My WWW page, Cooltris 2.

3159. Re: Help with 256k XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-10 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3mah90$e9o@nic-nac.CSU.net>
Source record: 92610

Did you test all the chips/wiring/etc. IN the Newell itself? If it seems to regularly be bit 2, and it's not the PIA, it's gotta be something in the wiring..

unless of course, you can't access ANYthing when you try to access those certain 6 banks...

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

3160. Re: File fixer

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-10 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <10APR199501094146@pavo.concordia.ca>
Source record: 92611

In article <D6qGqJ.5M5@itex.jct.ac.il>, bruck@brachot.jct.ac.il (iT) writes...
>I'm looking for a diskfile desegmenter, so a file made up of 255-byte
>chunks will be turned into one big loading block.
>Anyone who knows what I'm talking about, knows what I'm talking about.
>There shouldn't be a limit on file size!
>
The program you're looking for is called Streamliner, I believe. It came
out in a later issue of ANALOG. That problem is primarily due to MAC/65
disk version assemblies; I believe that the cart version produces more
linear code.

||| 6502 > 486
||| Dave Paterson
/ | \ DA_PATE@pavo.concordia.ca

3161. Re: Sweet 16

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-10 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9504100208591.DLITE.bjcorr@delphi.com>
Source record: 92612

> <3m2g2i$22c@nic-nac.CSU.net>
>Lines: 3
>
>Could someone post a list of FTE products and their prices? Thanks.
>-scott tirrell
>btw, Dave- I have an IDE drive in my Falcon so "hah!" ;-) Seriously,
>being able to hook up an IDE drive to an 8-bit sounds very cool.
>
In this vein, I just recieved Bob Wolley's SLCC articles on how to hook up an IDE drive to the 8bit, very interesting and not too daunting it seems. I am working on it now and will let you all know how it goes. I am actually trying to do a 2.5" IDE inside my 1200XL. We'll see.

Apparently Bob has done another series on how to mount a 3.5" floppy INSIDE a 1200XL! I have to get this!

bjcorr@delphi.com

3162. Eprom programmer

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-10 00:00:00 UTC
From: cp576@cleveland.Freenet.Edu
Message-ID: <3maltb$9mf@usenet.INS.CWRU.Edu>
Source record: 92613

Would anyone be interested in plans to build an EPROM
programmer that uses only 4 74LSxxx ICs and one joystick port?
It uses a 74LS299 (or 74LS323), two 74LS164's and (probably)
a 74LS132. It may be a little slower than other EPROM reader/
programmers because data is clocked serialy out one serial
port but it is cheap that way. Of course you'll need a 5V
power supply, and a 12.5, 22V, etc. supply depending on the
EPROM types. "Probably means, I didn't have one, I am using
a 74LS02 (quad nor gate) with a 74LS244 ahead which has schmitt
trigger inputs. The 74LS132 is a schmitt trigger inp NAND gate.
I couldn't find schmitt trigger NOR gate :-(. Too Technical?

Problems I have and have had:

I need an EPROM eraser, the problem being I can buy a lot of
EPROMS before investing $40-$50 in one. Anyone know of a cheaper
source, parts to build one? What about other UV sources like
mineral lights. What wavelength is required to erase them.

Anyone know enough about EEPROMS. Timing characteristics and
how they are electronically erased. I would like to support
them. I have read 2764s and 27128s. 27256s, 27512s, and possibly
2732 support should be easy to add - just some switches.
The software currently supports the large eproms by programming
in 16K chunks.

I was having problems reading data back through the joystick port.
Placing a small capacitor between the data and ground seems to
practically eliminate it. I thought I seen some letters on
similiar problems with the EPROM programmer in ANTIC with some
models. Could it be caused by crostalk in wires or within the
computer? I know RS232 interfaces specify a certain slew rate.
What is the maximum rate through the joystick ports? Timing
is not critical since communication is syncronious. I want too
make sure the connection is good, because the slightest error
on output when programming an eprom could cause an error.

Ken Siders
cp576@cleveland.freenet.edu

3163. Atari ST Midi software

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-10 00:00:00 UTC
From: mercury30@aol.com
Message-ID: <3mah4o$2i4@newsbf02.news.aol.com>
Source record: 92614

For Sale: For the Atari ST, Band In A Box with styles & song disks. Also
a top of the line MIDI sequencing program is also included in this bundle.
$45 shipped to you. A great MIDI package! Email Mercury30@aol.com

3164. Holy smokes, Atari folks!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-10 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950410030219.4151H-100000-100000-100000@PEAK.ORG>
Source record: 92695

Golly Jeepers, wally! I miss the net for about a week or so, and find the flame wars just a-flamin'!!!

All the rage about Atari vs. Commodore software being free.....

A thread calling "Hutch" a (something)-head.... Holy cow...what brought that on?

I don't feel very special....things were jumping so ardently without me.... (sniffle)

James

3165. 50/60 MHz problem - any software?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-10 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3mb86k$913@crchh327.bnr.ca>
Source record: 92696

Is there a program which will fix the frequency problem with some of
the programs from Europe?
I have some demos and the screen sorta flickers. I suppose there isn't
such a thing since the TV is used as a monitor. I have a bootable program
for ST but the monitor can handle both frequencies.
Anybody knows about possible fixes?

Vladimir
vjancare@magi.com

3166. Re: Quest for 80 columns

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-10 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <3mbcr8$ms8@butch.lmsc.lockheed.com>
Source record: 92697

In article <Zg39wC6.ransom22@delphi.com>, Joe Walsh <ransom22@delphi.com> says:
>
[my plea for help deleted]
>
> Well, if you have DOS 2.5, youcan run its SETUP.COM program,
>select option 3 (Set up an AUTORUN for boot), then select option 1 under
>that (the RS232 (R:) drivers for the ATARI 850 Interface Module are loaded
>and made active.)

This did work. I also noticed that it just produces a small object
file which will initialize R:.

> This will write an AUTORUN.SYS file that will do this. Then,
>just go to the DOS menu, and copy (append) your FT80 or other term
>program to this AUTORUN.SYS file.

I wasn't sure what this meant until I dug through some manuals and
instructions I had for other applications.

> Finaly, reboot with this disk in the drive and your 850 turned
>on, and the drivers should load automatically just prior to you term
>program loading.

Yep. I've got FlickerTerm working now. It's quite hard to read, but
at least it's a VT-100 emulation using 80 columns...

--
Tim Irvin
ziggy29@rahul.net

3167. Will Atari work with any modem?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-10 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3mbfof$ah0@crchh327.bnr.ca>
Source record: 92698

I want to try to use my Atari with an external modem.
Can I use the printer intergace cable+another cable to my modem?
Is there any chance of this working?

Thanks for any info.

Vladimir
vjancare@magi.com

3168. Re: Help with 256k XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-10 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <10APR199512130081@pavo.concordia.ca>
Source record: 92699

In article <3mah90$e9o@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu (William Kendrick) writes...
>Did you test all the chips/wiring/etc. IN the Newell itself? If it seems
>to regularly be bit 2, and it's not the PIA, it's gotta be something in
>the wiring..
>
>unless of course, you can't access ANYthing when you try to access those
>certain 6 banks...

I haven't checked the Newell itself. When I try to access, say, bank 165, I access instead bank 161 (that is to say, bit 2 never goes high). The test program works like this: set PORTB to each bank value, write that value to four locations within the bank. Compare the results, and report any errors.

||| 6502 > 486
||| Dave Paterson
/ | \ DA_PATE@pavo.concordia.ca

3169. Re: Eprom programmer

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-10 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <10APR199512171933@pavo.concordia.ca>
Source record: 92700

In article <3maltb$9mf@usenet.INS.CWRU.Edu>, cp576@cleveland.Freenet.Edu (Kenneth L Siders) writes...
>
>
>Would anyone be interested in plans to build an EPROM
>programmer that uses only 4 74LSxxx ICs and one joystick port?

Yes!

>Problems I have and have had:
>----------------------------
>I need an EPROM eraser, the problem being I can buy a lot of
>EPROMS before investing $40-$50 in one. Anyone know of a cheaper
>source, parts to build one? What about other UV sources like
>mineral lights. What wavelength is required to erase them.
>
>Ken Siders
>cp576@cleveland.freenet.edu
>
A question: how do you find all this time? The RVerter clone, the game Mr Fish, and now this?

8\) <- my eyes bulging

||| 6502 > 486
||| Dave Paterson
/ | \ DA_PATE@pavo.concordia.ca

3170. Re: 50/60 MHz problem - any software?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-10 00:00:00 UTC
From: cmwagner@gate.net
Message-ID: <3mboeo$1pjp@tequesta.gate.net>
Source record: 92701

Vladimir Jancarek <vjancare@magi.com> wrote:
: Is there a program which will fix the frequency problem with some of
: the programs from Europe?
: I have some demos and the screen sorta flickers. I suppose there isn't
: such a thing since the TV is used as a monitor. I have a bootable program
: for ST but the monitor can handle both frequencies.
: Anybody knows about possible fixes?

It's 50Hz and 60Hz. There isn't much of a solution, as I recall the 50Hz machines can execute more code per screen update and the 60Hz machines can't execute as much as the 50Hz machines, so some of the screen is not totally updated and it causes screen flickering. Euro machines have an easier time hacking 60Hz demos/games, because like I said their machines can execute more code in each 50Hz cycle.

(Or do I have it totally backwards? -- I don't think so, but I could).
(I checked it, 60Hz is shorter than 50Hz, as far as time goes).

--
cmwagner@gate.net http://www.gate.net/~cmwagner

3171. ATari 130XE stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-10 00:00:00 UTC
From: travolta1@aol.com
Message-ID: <3mbt27$8lr@newsbf02.news.aol.com>
Source record: 92702

```
Atari 130XE
1050 disk drive with US doubler
810 disk drive......

Make me an offer.....

Travolta1@aol.com
```

3172. Can anyone Help me out?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-10 00:00:00 UTC
From: n9048506@henson.cc.wwu.edu
Message-ID: <1995Apr10.210631.21035@henson.cc.wwu.edu>
Source record: 92703

I want to download shareware/freeware software off of the net and run it on the atari 800xl system which I picked up at a local thrift shop. Hardware components include a 800xl and rana 1000 disk drive which I believe to be capable of double density. The problem is that I do not have a dos boot disk to go with the machine. According the the atari 8bit faq It is posible to write to my mydos formated disks and run those programs after I boot up mydos on the atari side. My question is, is it possible to create a mydos boot disk from an Ibm drive using special software? If not, could some kind soul please mail a copy of mydos that would work with the program myutil or util. I will gladly send you a disk and postage or reimburse you. Thanks in advance.
Michael Simpson n9048506@henson.cc.wwu.edu

3173. Re: Sweet 16

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-10 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3maq05$4oh@news4.primenet.com>
Source record: 92704

It's important that the high speed serial interface be SIO-driven. This will allow those who run MUXes to have high speed modems. Otherwise they are stuck in 2400-buad HELL unless they have a BB on every slave.

Also, I am not in for a MARS8 because I'd want to use a 1450 or 1200XL as my main machine. That, combined with me having a BB/FB leaves me in tough shape as far as finding a method of adding 24-bit linear memory.

I've heard rumors of wiring in 24-bit memory into a 1200XL but no specifics. The only solution I can think of right now is to MUX the 14 or 1200XL and the use the PBI (hack a PBI on the 1200) for the 24-bit memory, THEN I'd be screwed for the serial.

See the problem?

My advice is to buy the rights to the R:P: from Bob Puff since he won't manufacture it...

3174. Re: 50/60 MHz problem - any software?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-11 00:00:00 UTC
From: bosco@host.yab.com
Message-ID: <3mcrtk$gbu@news.yab.com>
Source record: 92615

Vladimir Jancarek <vjancare@magi.com> wrote:
: : Is there a program which will fix the frequency problem with some of
: : the programs from Europe?

Chad Wagner replied:
: It's 50Hz and 60Hz. There isn't much of a solution, as I recall the 50Hz
: machines can execute more code per screen update and the 60Hz machines
: can't execute as much as the 50Hz machines, so some of the screen is not
: totally updated and it causes screen flickering. Euro machines have an
: easier time hacking 60Hz demos/games, because like I said their machines
: can execute more code in each 50Hz cycle.

To which Bosco went and made a sandwich and then replied:

The programmers in Europe should take this 60/50mhz problems into
account. This would make all their software compatable with all 8-bits.
Some of them apparently have done so, like the Hi-Tech Team and Bewesoft.

Are you programmers listening?

John Collins
(in NTSC-land)

3175. Re: File fixer

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-11 00:00:00 UTC
From: aramos@cis.ohio-state.edu
Message-ID: <3md1mkINNlki@anaconda.cis.ohio-state.edu>
Source record: 92616

```
>In article <D6qGqJ.5M5@itex.jct.ac.il>, iT <bruck@brachot.jct.ac.il> wrote:
>>I'm looking for a diskfile desegmenter, so a file made up of 255-byte
>>chunks will be turned into one big loading block.
>>Anyone who knows what I'm talking about, knows what I'm talking about.
>>There shouldn't be a limit on file size!
>

OSS' Mac/65 Toolkit includes such a program: UNIFY.COM. I don't know if
it's public domain or not, though.

My first c.s.a.8 post in six months...whoa. Hi guys!

-Tony R.

--
Tony Ramos : inter\active
286 E.13th Ave : ramos.15@osu.edu, tony_ramos@fitch.com
Columbus, OH 43201 : *** computer-mediated environments ***
(614)299-9529 : *** interface ** image synthesis ***
```

3176. CX85 Keypad?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-11 00:00:00 UTC
From: RiSKy@ix.netcom.com
Message-ID: <3mcthh$clj@ixnews3.ix.netcom.com>
Source record: 92617

I am currently attempting to build a home security system using my
Atari 800. I would like to use my old cx85 keypad as the mechanism
to arm/disarm the system. My problem is that I cut off the "joystick"
plug from the keypad about 8 years ago (when my Atari lived in my car!)
and do not remember the mapping of the 9 wires back to the joystick
port pins.
Can anyone help me map the wht,gry,vio,blu,grn,yel,orn,red,brn wires?
Any help would be greatly appreciated!...

3177. Re: ATARI -> PC (x1541, SIO2PC)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-11 00:00:00 UTC
From: junkster@coho.halcyon.com
Message-ID: <3md27n$1up@news1.halcyon.com>
Source record: 92618

Artem Aleksandrovich Koutchine <koutchin@mail2.sas.upenn.edu> wrote:
>
>I just wanted to ask ya WHY IS THAT SIO2PC CABLE IS SO EXPANSIVE ?
>I mean, look at x1541 cable .. it is easy to build and easy to use.

The price for the SIO2PC kit includes more than the cost of the parts.
It includes the shareware fee for the SIO2PC software and the service of
getting all the parts together in a coherent kit. I know that many
people are now capable of hacking their own cables together, but I
couldn't have. And I doubt they'd be doing so if Nick hadn't done it
first and written the software to go with it. If nothing else, consider
the payment thanks for making an Atari 8-bit <-> PC connection possible.

James Hague
junkster@halcyon.com

3178. Re: File fixer

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-11 00:00:00 UTC
From: gholder@emory.edu
Message-ID: <3md33s$424@moe.cc.emory.edu>
Source record: 92619

In article <3macev$bai@charm.magnus.acs.ohio-state.edu>,
rfunk@magnus.acs.ohio-state.edu (Rob Funk) writes:

>In article <D6qGqJ.5M5@itex.jct.ac.il>, iT <bruck@brachot.jct.ac.il> wrote:
>>I'm looking for a diskfile desegmenter, so a file made up of 255-byte
>>chunks will be turned into one big loading block.
>>Anyone who knows what I'm talking about, knows what I'm talking about.
>>There shouldn't be a limit on file size!
>
>ANALOG printed a program to do that back in its heyday (before LFP)...
>the program was called Streamliner. I don't have my Big Box O'
>Magazines handy to give you an issue number, but I think it was in the
>30s or 40s.
>
> -- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

I always used UNIFY by Bill Wilkerson. Was in COMPUTE!, would guess in the
'84-'86 era. It made a HUGE difference in load times for my compiled Basic
progs, and a significant difference (handful of sectors anyway) in the OBJ
size.

Gary Holder

3179. Re: 50/60 MHz problem - any software?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-11 00:00:00 UTC
From: cmwagner@gate.net
Message-ID: <3mdc57$38ei@tequesta.gate.net>
Source record: 92620

bosco@host.yab.com <bosco@host.yab.com> wrote:
: The programmers in Europe should take this 60/50mhz problems into
: account. This would make all their software compatable with all 8-bits.
: Some of them apparently have done so, like the Hi-Tech Team and Bewesoft.

They are going to need a good reason to give a damn. I know European
programmers for the Commodore didn't give a damn. I think a good reason is
that the userbase for this machine is diminishing quickly, and if they want
to target the entire userbase then they should come out with two version
NTSC and an PAL version. They can write it totally for NTSC code and
just throw in several NOPs to reduce flicker/etc.

--
cmwagner@gate.net http://www.gate.net/~cmwagner

3180. Old Messages

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-11 00:00:00 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9504112359.AA26386@emh.kunsan.af.mil>
Source record: 92621

Is it just my imagination, or is almost every message getting put in
the digests two or three times?

--
Clay Halliwell | ATARI XL/XE DO + THE
ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
Lonersoft ... Solutions you don't want, for problems you don't have!

3181. Re: [--- ARGV ---]

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-11 00:00:00 UTC
From: cp576@cleveland.Freenet.Edu
Message-ID: <3md7q8$b90@usenet.INS.CWRU.Edu>
Source record: 92622

```
>From: winston@merk.com (Winston Smith)
>Subject: [--- ARGV ---]
>Date: Thu Apr 6 08:13:42 1995
>
>Does anyone know how to make an ARGV parameter vector array call
using
>DEEP BLUE C, ACE C, CC8 NO-NAME, or CC65 ?
>Is an ARGV call even possible with these C compilers?
>
>I notice that an ARGV call doesn't appear to generate a compile
error of
>any kind, but neither does it appear to work, either....
>
>Is there an existing syntax for an ARGV call under these
compilers, or do you
>have to design your own parsing routine ? (If there is a
built-in function
>than I would rather use that, but there appears to be no
mention of ARGV
>in any of the documentation. This is most curious....
Anybody ? Thanks.
>
>
CC65 supports arguments from the command lines from DOSXL and
Sparta-Dos (at least for the disk version of Sparta). I think
you have to be sure "NOARGC" is not defined before the "main"
function. (This should be the default unless its DEFINEd earlier).
If it is defined, then main won't receive the argument count.
It works like it does with most C compilers.
In my tests with a non-cli dos it returned 0 for argument count.
Under Sparta Dos, it returneda 1 with no parameters. (The first
parameter "argv[0]" is the command name. CC65 also has a function
to prompt for the command line. You can call "readargs" if argc
is <2 in case the person is using a DOS that doesn't have a
command line, or forgot to type arguments. (This is in the "IF"
statement below). This statement isn't necessary for Sparta or
DOS XL. If it doesn't work with the cartridge version of
Sparta-Dos, some changes to the RUNTIME may be necessary.
if CC65 reads your command line it should work since CC65 uses
the same routines.

I can't comment on the other C compilers.

------------------------------------------------------------------
```

```
int i;
char argbuf[200]; /* only needed for non-cli DOS's */

#undef NOARGC

main(argc, argv)
int argc;
char * argv[]; /* or char ** argv */
$(
printf("Argument count=%u\n\n",argc);

/* Only necessay to support non-cli based DOSs */
if (argc<2) $( argc=readargs("enter args>",argbuf,argv+1)+1; $)

/* read and print each argument */
for (i=1;i<argc;i++)
printf("%s\n",argv[i]);

while (1); /* infinite loop */
$)
```

Ken Siders
cp576@cleveland.freenet.edu

3182. Re: ST<->8bit file transfers...

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-11 00:00:00 UTC
From: u.kummerow@tbx-2.berlinet.in-berlin.de
Message-ID: <5jgDsChb3KB@talktalk.tbx-2.berlinet.in-berlin.de>
Source record: 92623

Hallo !

If you have a *PC-Computer,* too (or a friend has this computer), I think
you can do the follwing way, because the (740kB ?) Disk of the ST is
compatibel to the (older) 1,44MB/(740KB) Disk of the PC !

It works only, if you have a ATARI1050 with "special" for DD-Disks.

Your *5,25" Disk with Atari-8Bit-DD-format* is the importent thing:

ST to PC-1,44MB , PC-1,44MB to PC-5,25 Disk with ATARI-format, 8Bit (5,25)

*"ESC*PE"* : The *best Parfuem* for Computer-User ?

Visit Maledieven/Fitschi so long they exist...

3183. 50/60Hz problems.

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-11 00:00:00 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <156E31235F0@east-01.novell.leeds.ac.uk>
Source record: 92624

There are very few games with running problems caused by the 50/60Hz situation. It is correct that the European PAL 50Hz machines do have slightly more time for the VBIs than the NTSC 60Hz machines do.

It would seem there is more likely to be a problem with European sourced software working with US machines rather than the other way round. Indeed this has been observed with some European demos and I know of two commercial software titles that have problems. These are One Man & His Droid, a budget game from Mastertronic. This one apparently has a fine title screen but when the game starts the screen rolls vertically making it impossible to play. The other game is a horizontally scrolling shoot em up from Tiger Developments, the name escapes me for the moment, however the author did tell me he rewrote the VBI after he heard about the problem, so its not really a problem any more. The sad thing is Tiger Developments have disappeared, all my efforts at contacting them have be in vein. Oh well..

As to whether a multi-sync monitor or even a multi-standard TV would cure the problem? I don't think so, to me it seams as though the problem lies with the timing within the computers video display circuits. After all the computer doesn't know what its connected too video display wise, it just feeds out a signal which it hopes/assumes is being picked up by suitable equipment, thats if an Atari can hope or assume!!

Richard Gore
chmrig@leeds.ac.uk

3184. New Atari Classics Out

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-11 00:00:00 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2F8A8997@POST0.LAAFB.AF.MIL>
Source record: 92625

I received the second issue of the New Atari Classics yesterday (10 Apr). It was 40 pages including covers. It was dated Jan/Feb '95. There were several nice advertisements in it. Haven't really read the articles in detail. Anybody know what the word is on the "disk?"

Rick Reaser

3185. Re: 50/60Hz problems.

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-11 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3me2ml$lnm@crchh327.bnr.ca>
Source record: 92626

CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK (R. GORE) wrote:
>
> There are very few games with running problems caused by the 50/60Hz
> situation. It is correct that the European PAL 50Hz machines do have
> slightly more time for the VBIs than the NTSC 60Hz machines do.
>

I remember when having many games, I had a lot of problems with them.
All of those games were from Europe and I used them on US machine.
The games I remember had problems was H.E.R.O (flickering) and International
Karate - disk version (running faster, music faster). And there were
more but I don't remember. Now I have a demo which is supposed to be the
best ever produced for Atari 8 bit (digitized speech, cool music and
animation) but the pictures are flickering. There could be verions of
the games mentioned above made for 60 Hz systems and you probably have
them but it is just an example.

[...some stuff deleted ..]

> As to whether a multi-sync monitor or even a multi-standard TV would
> cure the problem? I don't think so, to me it seams as though the
> problem lies with the timing within the computers video display
> circuits. After all the computer doesn't know what its connected too
> video display wise, it just feeds out a signal which it hopes/assumes
> is being picked up by suitable equipment, thats if an Atari can hope
> or assume!!

You are absolutely right.

It is not a big deal to get a computer from Europe. The problem is to get
a cheap multisystem TV or multi-sync monitor for that computer. Well,
perhaps it would also be cheaper to get a small TV from Europe as well.

> Richard Gore
> chmrig@leeds.ac.uk

Vladimir
vjancare@magi.com

3186. New Atari Classics Out

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-11 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3me2po$lnm@crchh327.bnr.ca>
Source record: 92627

REASERRL@POST2.LAAFB.AF.MIL (Reaser, Richard L., LtCol CFR) wrote:
>
> I received the second issue of the New Atari Classics yesterday (10 Apr).
> It was 40 pages including covers. It was dated Jan/Feb '95. There were
> several nice advertisements in it. Haven't really read the articles in
> detail. Anybody know what the word is on the "disk?"
>
> Rick Reaser

Where can I get a copy of it??????????

Vladimir
vjancare@magi.com

3187. Atari 400 system FS in Chicago

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-11 00:00:00 UTC
From: mrt2@ellis.uchicago.edu
Message-ID: <D6vLw4.Kqp@midway.uchicago.edu>
Source record: 92628
Cross-posted to: uchi.forsale,chi.forsale,comp.sys.atari.8bit,misc.forsale.computers.other.systems

I am selling the following Atari 8-bit products (as a block, see bottom for
the gory details):

Atari 400 computer w/48K memory, owner's guide

Atari 410 Program Recorder w/manual
Cassettes: Eastern Front 1941 (w/docs, the original APX release)
Energy Czar (w/docs)
Kingdom (w/docs)
Galactic Chase (w/docs)

Atari 1050 Dual-Density floppy drive, w/owner's guide
Disks: Infocom's SUSPENDED (in original "big box", i.e., w/cool mask)
Sierra On-Line's ULYSSES & THE GOLDEN FLEECE (w/docs)
Electronic Arts' BILL BUDGE PINBALL CONSTRUCTION SET (w/docs)
Infocom's INFIDEL (in "original" packaging)
Infocom's HITCHHIKER'S GUIDE TO THE GALAXY (w/docs & toys)
Atari DOS 3 (w/manuals--Introduction to the Atari DOS
Atari DOS Reference Manual)
Cartridges: Pac-Man + manual
Asteroids + manual
Music Composer + manual
Star Raiders + manual
Demon Attack + manual
Pilot language + manual, ref. card
Super Cobra + manual
Assembler Editor + manual, errata sheets
Basic + ref. manual

Miscellaneous documentation from Atari, Atari Users' Group
Atari serial I/O cable (for use w/1050)
TV RF adapter ("computer/game" box)
3 Atari Joysticks, 2 Slik Stik joysticks

Books: "Mapping the Atari", Ian Chadwick
"Atari Basic", Albrecht, Finkel & Brown
"Advanced Programming Techniques for your Atari", Linda Schreiber
"Your Atari Computer", Lon Poole
"Adventures with the Atari", Jack Hardy
"Atari Sound & Graphics", Moore, Lower & Albrecht
"Dr. C. Wacko's Miracle Guide to Designing and Programming Your Own
Atari Computer Games", Heller, Johnson & Kurcina

Non-Atari Stuff: IBM PC Compact Printer (never used w/Atari, but someone might
be able to get it to work)

Note: of the 2 power supplies (one w/the 400, one w/the 1050), only one works; I will include both however. Also, whoever buys this gets the Missile Command cartridge manual FREE! :) (I don't know where the cart went, though)

Official stuff:

-I make no guarantees about how well/if this stuff works, it came from my parents' house this past weekend and hasn't been used in many, many years.

-I'd _really_ rather sell this stuff as a block, so unless you're willing to offer me some tremendous amount of money for one thing, please don't ask.

-If you live in the Chicago area and can pick this stuff up, great, otherwise I'll have to charge for shipping (most likely UPS)

-I'm going to do this auction-style; all bidders will be kept secret, but the highest bid takes it.

-Bids do NOT include shipping costs.

-Bidding will be ended on April 23, 1995 at midnight.

First bid at $75. Any takers?

Mike Thayer
m-thayer@uchicago.edu
(312) 643-4267
--

Mike Thayer	"Moose bites Kann be verry Nassty...."
Rocket-Scientist-In-Training	"No really! My sister was carving her ini-
Univ. of Chicago Physics Dept.	tials in the Moose when it bit her..... "

3188. Re: 50/60Hz problems.

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-11 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <D6vM3z.G3D@cs.vu.nl>
Source record: 92629

Vladimir Jancarek <vjancare@magi.com> writes:
>CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK (R. GORE) wrote:

>> There are very few games with running problems caused by the 50/60Hz
>> situation. It is correct that the European PAL 50Hz machines do have
>> slightly more time for the VBIs than the NTSC 60Hz machines do.

That's not the only problem. PAL screens have more scanlines and therefore
display lists can be longer (measured in scanlines occupied) which causes
flickering on NTSC displays.

[...]

>It is not a big deal to get a computer from Europe. The problem is to get
>a cheap multisystem TV or multi-sync monitor for that computer. Well,
>perhaps it would also be cheaper to get a small TV from Europe as well.

If you do this, also keep in mind that the current differs. 110V vs. 220/230V.
You can probably get around this by using a US power suply on a European
Atari 8-Bit computer. (I assume that the output of US PS used in the US
is the same as a European PS used in Europe). Offcourse, the European TV set
also needs a 110V to 220/230V transformer...

On the same subject, I need to know if I'm right that if my TV can display
both 50Hz and 60Hz Atari 1040STE screens, it will also be capable of displaying
NTSC 60Hz output of a US Atari 8-Bit? The answer to the question if the
50/60Hz toggle of the ST also toggles between PAL and NTSC is also enough :)
(Hmm, I should be asking this on c.s.a.st too :)

Bye,
Ivo

3189. Re: Quest for 80 columns

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-11 00:00:00 UTC
From: chaos@oo.com
Message-ID: <D6vL0t.Bow@iag.net>
Source record: 92630

Tim Irvin (ziggy29@rahul.net) wrote:
: Okay, gang, I've got the interface, modem, and BobTerm in place.
: BobTerm has been great for file transfers. What I really would like is
: 80 columns. I know of a few, according to the FAQ, which (if the
: FAQ is correct) don't need an XEP-80. So far, I haven't been very
: successful at using it for anything except ftp'ing software. And
: have I been prolific at that! :)

: First of all, BobTerm has its own 850 initialization program in
: it which starts automatically when you boot it. The other comm
: software packages I've tried--FlickerTerm and OmniCom--don't seem
: to have that, and I don't have an 850 initialization program laying
: around anywhere. Can it be found via ftp? On UMich, perhaps? And
: what would it be called?

: Also, I tried Ice-T 1.0, but when I followed the directions which
: are given when you first boot up, I get a garbage graphics screen
: which consists of pixels of many different colors, mostly bright.

: In a nutshell--I want something which will run 80 columns and
: emulate a VT-100 without additional hardware. And if the other
: programs I've tried will work if I had the 850 handler, where can
: I find it? I still have to use the Windoze box for my 'net stuff
: (except for ftp) since all the mail and news software seem to want
: to format everything in 80 columns for the VT-100...

: --
: Tim Irvin
: ziggy29@rahul.net

bleah, drop those other term programs, Ice-T is the best program
for 80 cols on the atari 8-bit. sure, it has some drawbacks, but but for
crisp legibility of the letters, theres nothing better.

And i know what yer problem is when you boot up ice-t..are you
holding down the OPTION key when you fire it up? if not its gonna come up
a bunch of gibberish. Put ice-t on a disk, dame it auto-run sys or
wotever, and hold down option and fire the sucker up.

i dont even KNOW how you people use flicker term. <shudder>

3190. Re: 50/60Hz problems.

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-11 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3me7qa$ne8@crchh327.bnr.ca>
Source record: 92631

ipoorten@cs.vu.nl (Ivo van Poorten) wrote:

[... some text deleted...]

> On the same subject, I need to know if I'm right that if my TV can display
> both 50Hz and 60Hz Atari 1040STE screens, it will also be capable of displaying
==> NTSC 60Hz output of a US Atari 8-Bit? <===
> The answer to the question if the 50/60Hz
> toggle of the ST also toggles between PAL and NTSC is also enough :)
> (Hmm, I should be asking this on c.s.a.st too :)
>
> Bye,
> Ivo

I don't think you can do that. As an STE owner myself, I used this booting
program which will load even a self-booting games (used it on Silkworm IV
which had this stupid intro screen getting stuck and not letting me
further - with that boot prg it works) and if I connected my computer
to TV, the picture was scrolling up or down.
Again, as someone mentioned before, the output from 8 bit is like an
output from a VCR and try using US VCR in Europe (forget the speeds).
IT just wouldn't work unless your TV is multisystem which I doubt.

Also, it is Atari monitor which toggles between the frequencies!
Most of the programs/games detect the system automatically, that is
why you might think it will work for 8 bit.

Vladimir
vjancare@magi.com

3191. Re: 50/60Hz problems.

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-11 00:00:00 UTC
From: cmwagner@gate.net
Message-ID: <3meb8r$1igm@tequesta.gate.net>
Source record: 92632

R. GORE <CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK> wrote:
: It would seem there is more likely to be a problem with European
: sourced software working with US machines rather than the other way

Well I didn't know for sure about European machines, but I know for fact
that because they have more VBI time and they can code more inbetween it
causes flicker on NTSC machines.

: As to whether a multi-sync monitor or even a multi-standard TV would
: cure the problem? I don't think so, to me it seams as though the
: problem lies with the timing within the computers video display

It is in the video circuits. If they made the machine to only work with
a monitor and made a switching power supply then they could have done it,
but with that kind of money spent they would have committed suicide
against Big Blue.

--
cmwagner@gate.net http://www.gate.net/~cmwagner

3192. Re: 50/60Hz problems.

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-11 00:00:00 UTC
From: cmwagner@gate.net
Message-ID: <3mebcq$1igm@tequesta.gate.net>
Source record: 92633

Vladimir Jancarek <vjancare@magi.com> wrote:
: It is not a big deal to get a computer from Europe. The problem is to get
: a cheap multisystem TV or multi-sync monitor for that computer. Well,
: perhaps it would also be cheaper to get a small TV from Europe as well.

This is quite a bit of money to invest in shipping, but I guess to some
it is well worth it. I guess you would need a 60Hz -> 50Hz AC power
converter as well, since it is the root cause of the problem.

--
cmwagner@gate.net http://www.gate.net/~cmwagner

3193. Re: 800XE->ST Color Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-11 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3medoa$ne8@crchh327.bnr.ca>
Source record: 92634

Rick_Michael_Cortese@cup.portal.com wrote:
>
> Byron; I'll admit I could be off a little on my estimate, but I'm guessing
> there's only maybe 2,000 active 8 bit users. I can't recall the exact

2000 not counting estern Europe.

> Rick

One suggestion. Hook up your Atari to VCR. That will at least split
sound and video and you can work from there. I know you will have to
use VCR every time but it might be easier to make a converter for the
video signal than direct from computer.

Vladimir
vjancare@magi.com

3194. 50/60Hz problems.

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-11 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3medu3$ne8@crchh327.bnr.ca>
Source record: 92635

cmwagner@gate.net (Chad Wagner) wrote:
>
> Vladimir Jancarek <vjancare@magi.com> wrote:
> : It is not a big deal to get a computer from Europe. The problem is to get
> : a cheap multisystem TV or multi-sync monitor for that computer. Well,
> : perhaps it would also be cheaper to get a small TV from Europe as well.
>
> This is quite a bit of money to invest in shipping, but I guess to some
> it is well worth it. I guess you would need a 60Hz -> 50Hz AC power
> converter as well, since it is the root cause of the problem.
>
> cmwagner@gate.net http://www.gate.net/~cmwagner

To get the transformer is not a problem here. I've done it when I used
XF551 DD I brought from Europe. It was $20.

Vladimir
vjancare@magi.com

3195. What types of Atari tape decks are there?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-11 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3meeg9$ne8@crchh327.bnr.ca>
Source record: 92636

Hi everyone!

I need some info on tape decks. Someone is offering me Atari 1010.
I remeber having 1020. Was there such a thing as 1020? I remember
the one I had was the same color as XE computer. Is 1010 the old
one (made for XL) ?

Thanks

Vladimir
vjancare@magi.com

3196. Re: Old Messages

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-11 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3meg40$jq9@nic-nac.CSU.net>
Source record: 92637

"Is it just my imagination, or is almost every message getting put in
the digests two or three times?"

It's just your imagination.

It's just your imagination.

It's just your imagination.

:)

Actually.. I've noticed that too.. it hasn't happened lately that I've noticed
though (thank heavens!)

-bill!
nachos

3197. Re: For Sale: 800XL with extras, $40 plus shipping

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-11 00:00:00 UTC
From: captdoug@ic.net
Message-ID: <3me5b7$p02@condor.ic.net>
Source record: 92638

```
In article <3m19jn$cfb@dns1.NMSU.Edu>, wayfare@acca.nmsu.edu (Wayfare)
says:
>
>Includes Power supply, joystick, tv connector, and Star Raiders game
>cartridge all in good condition. Shipping UPS ground is $6, or for
safest
>route, First Class US MAIL is $12.
>
>--
>wayfare@acca.nmsu.edu

--
I am interested in the Atari 800XL if you still have it leave me
email and we can get in touch with each other.
```

3198. Re: New Atari Classics Out

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-11 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <3mec6h$88i@news.xmission.com>
Source record: 92639

Reaser, Richard L., LtCol CFR (REASERRL@POST2.LAAFB.AF.MIL) wrote:
: I received the second issue of the New Atari Classics yesterday (10 Apr).

Dont mean to complain, but I thought the new issue sucked! It had too
many articles about garbage and not enough substance. I'd like to see
more hardware hacks and less "short stories".

Who else received the new AC?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

3199. Where to get SpartaDOS X ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-11 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3mekps$ne8@crchh327.bnr.ca>
Source record: 92640

WEll, the title says it all.
Which vendor has it?

Vladimir
vjancare@magi.com

3200. Re: 800XE->ST Color Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-11 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <136829@cup.portal.com>
Source record: 92641

Byron; I'll admit I could be off a little on my estimate, but I'm guessing there's only maybe 2,000 active 8 bit users. I can't recall the exact percentage, but I think Ben @ AC said only something like 1/4 of the user base had access to some form of telecommunication. That leaves 500 people that can even hear the news there's a circuit available. Of those, I'd bet less then 1/2 even own an ST with monitor, let alone a spare one they'd want to leave hooked up to their 8 bit. I happen to have a spare one, & my intention is to hook it to a Jaguar. It's been my experience that most people are not really comfortable working under the hood of an 8 bit, less then one in ten would be a good guess. It's no big thing, I consider myself a little bit of a hardware guy, but I can understand others don't have the time or desire to take a soldering iron in hand. I'm *trying* to make the switch myself to design stuff that plugs into the 8 bit vs getting solder to the mother board just so I can find somebody to give stuff to rather then pulling parts & throwing stuff out. A lot of people just seem to prefer resturants over a home cooked meal<g>.
Rick

3201. Re: Commodore floppy drives on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-11 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <R46eodX.lmcclure@delphi.com>
Source record: 92642

In a message dated 4-7-95, Andrew Heller said:

"(I only use the 1702 monitor cause Phillips made it)"

<nitpick mode on>

Actually, if you check the labeling on the back of you 1702 closely, you
should find the manufacturer indicated, and it won't be Philips.

<nitpick mode off>

3202. Re: What types of Atari tape decks are there?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-11 00:00:00 UTC
From: fbnx@aol.com
Message-ID: <3mf7ro$54q@newsbf02.news.aol.com>
Source record: 92643

Vladimir Jancarek <vjancare@magi.com> writes:

>I need some info on tape decks. Someone is offering me Atari 1010.
>I remeber having 1020. Was there such a thing as 1020? I remember
>the one I had was the same color as XE computer. Is 1010 the old
>one (made for XL) ?

As far as I know, Atari sold two tape drives: the 410 (there were a few varieties of 410, but the color was the same as the 400 and 800), and the 1010 (same color as the 1200XL, 600XL, etc.). The 1020 looked an awful lot like the 1010, but it was a 4-pen plotter, not a program recorder.

If you've got to get a tape drive, definitely go for the 1010. I've had some problems with my 410, but the 1010 has performed flawlessly. Slow, but flawlessly.

Mark Frattarola
fbnx@aol.com

3203. Help, my Mercenary disk quit!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-11 00:00:00 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3mfb4g$mte@news2.delphi.com>
Source record: 92644

My Mercenary disk quit working. Anybody got this one?

-Bry

3204. Re: What types of Atari tape decks are there?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-11 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950411224126.2361B-100000@moose.erie.net>
Source record: 92645

On 11 Apr 1995, FBNX wrote:

> Vladimir Jancarek <vjancare@magi.com> writes:
>
> >I need some info on tape decks. Someone is offering me Atari 1010.
> >I remeber having 1020. Was there such a thing as 1020? I remember
> >the one I had was the same color as XE computer. Is 1010 the old
> >one (made for XL) ?
>
> As far as I know, Atari sold two tape drives: the 410 (there were a few
> varieties of 410, but the color was the same as the 400 and 800), and the
> 1010 (same color as the 1200XL, 600XL, etc.). The 1020 looked an awful
> lot like the 1010, but it was a 4-pen plotter, not a program recorder.
>

Atari also sold an XC12 tape drive in limited quantities. THis
onewas gray to match the XE's.

3205. Re: Eprom programmer

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-11 00:00:00 UTC
From: jharris@cup.portal.com
Message-ID: <136859@cup.portal.com>
Source record: 92646

>Would anyone be interested in plans to build an EPROM
>programmer that uses only 4 74LSxxx ICs and one joystick port?

Absolutely! I have Bob Puff's programmer, and it is completely
incapable of burning reliable chips when using 256's and above.
I'm having to use a different computer to burn ROMs, and would
love to get a new Atari solution.

>A question: how do you find all this time? The RVerter clone, the game
>Mr Fish, and now this?

I must have missed something here too! Do you have an RVerter
clone? I may need several of these also.

John Harris - jharris@cup.portal.com

3206. Thanks for Flickerterm

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-11 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Apr11.230218.5120@wariat.UUCP>
Source record: 92647

I've seen(heard) some people don't like the 80 column display of
Flickerterm. I've seen, oh maybe 3 or 4 people say they prefer Ice-T.
Well, I'm gonna say I prefer Flickerterm's display. I don't know if
this is because I'm using a monitor that displays it better or what,
but I find Flickerterm's 4 bit characters much more legible than the 3
bit chars. of Ice-T. This is not to put Ice-T down at all. I'm
greatful we 8-bitters have two, count 'em, two new 80 column term
programs. Thanks, Mr. Halliwell for Flickerterm. (Also, it is free, as
far as I remember, whereas Ice-T is strongly shareware fee type.)
(But, actually I don't use either, I use a 80 col XT with Procomm
Plus.)
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

3207. Re: Piracy...Atari's worst enemy.

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-11 00:00:00 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3mdubo$927@dux.dundee.ac.uk>
Source record: 92648

Joe Walsh (ransom22@delphi.com) wrote:
: <bosco@host.yab.com> writes:
:
: >asses. (Bite me, Trip Hawkins! Your name will live forever in Atari
: >infamy!)
:
: Well, Trip got his comeuppance when he put all the energies of
: Electronic Arts behind the Amiga. It went from being one of the best
: software companies to being an unknown in short order. :)

Eh??!! Did they f***!

What the world needs is a new age.
What the world doesn't need is New Age.

Graeme Fenwick:-

email gfenwick@mcs.dundee.ac.uk
homepage http://www.mcs.dundee.ac.uk:8080/~gfenwick/index.html
(includes link to Atari XL/XE page)

3208. Re: 400/800 cart list

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-11 00:00:00 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3mdv28$927@dux.dundee.ac.uk>
Source record: 92649

DAVID DAVIES (MBITDC9306@titan.newi.ac.uk) wrote:
: Hmm ... This brings me a little question. I know that NTSC 2600VCS
: carts won't run on PAL systems. Is the same true of Atari 8-bit
: carts?

: Actually, I guess not since people do import carts from the States.
: Anyone know for certain?

Well, I've never seen any specifically PAL carts for the 8 Bit Atari, and all
of mine seem to have US stuff in them. Mind you, so does my PAL 800XL, my UK
1050 etc etc....

That really p****d me off, all the guarantee cards had US addresses on them.
Did Atari assume all their users lived in the US or Canada?

Nowadays, I have nothing but contempt for Atari- they have done nothing to
deserve praise, and if their had been any justice, they'd have gone down with
that other pile of **** Commodore. At least Atari owners have less to lose
if their company goes down- C= were still selling the Amiga (we all hoped there
would be a buy out soon after), but Atari only sell machines for about 2 weeks
these days, then bring out something else which also fails miserably...

What the world needs is a new age.
What the world doesn't need is New Age.

Graeme Fenwick:-

email gfenwick@mcs.dundee.ac.uk
homepage http://www.mcs.dundee.ac.uk:8080/~gfenwick/index.html
(includes link to Atari XL/XE page)

3209. Re: Eprom programmer

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-12 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9504120152591.DLITE.bjcorr@delphi.com>
Source record: 92555

>
>
>Would anyone be interested in plans to build an EPROM
>programmer that uses only 4 74LSxxx ICs and one joystick port?

In a word YES!!!!
bjcorr@delphi.com

3210. Re: Can anyone Help me out?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-12 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9504120152592.DLITE.bjcorr@delphi.com>
Source record: 92556

>I want to download shareware/freeware software off of the net and run it
>on the atari 800xl system which I picked up at a local thrift shop.
>Hardware components include a 800xl and rana 1000 disk drive which I
>believe to be capable of double density. The problem is that I do not
>have a dos boot disk to go with the machine. According the the atari
>8bit faq It is posible to write to my mydos formated disks and run
>those programs after I boot up mydos on the atari side. My question is,
>is it possible to create a mydos boot disk from an Ibm drive using special
>software? If not, could some kind soul please mail a copy of mydos that
>would work with the program myutil or util. I will gladly send you a disk
>and postage or reimburse you. Thanks in advance.
>Michael Simpson n9048506@henson.cc.wwu.edu

Give me an address!
bjcorr@delphi.com

3211. Re: Old Messages

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-12 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <12APR199501390483@pavo.concordia.ca>
Source record: 92557

In article <3meg40$jq9@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu (William Kendrick) writes...
>"Is it just my imagination, or is almost every message getting put in
>the digests two or three times?"
>
>It's just your imagination.
>
>:)

Just a note: if you do see multiple postings on usenet (not in the digest, though) save copies and send the headers to your newsadmin. Mine is looking at the problem; it's happening in a number of groups. My guess is that as the 'net continues its rapid growth, teething problems like this will increase.

||| 6502 > 486
||| Dave Paterson
/ | \ DA_PATE@pavo.concordia.ca

3212. Re: Commodore floppy drives on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-12 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3mfq4k$19gt@hearst.cac.psu.edu>
Source record: 92558

```
Lonnie McClure (lmcclure@delphi.com) wrote:
: In a message dated 4-7-95, Andrew Heller said:
:
: "(I only use the 1702 monitor cause Phillips made it)"
:
: <nitpick mode on>
:
: Actually, if you check the labeling on the back of you 1702 closely, you
: should find the manufacturer indicated, and it won't be Philips.
:
: <nitpick mode off>

ER magnavox? (I don't have it here with me...)

:

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
------------------------------------------------------------------------------
Carts: 2600 111; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600 1; 2600A 2; 2600JR 1; Sears SVA1 1; SVA2 1; 5200 2; 7800 2;
Lynx 1; 800 3; 1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 w/Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.
```

3213. Re: What types of Atari tape decks are there?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-12 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3mfq6q$19gt@hearst.cac.psu.edu>
Source record: 92559

Dennis McGuire (mcguired@moose.erie.net) wrote:

: Atari also sold an XC12 tape drive in limited quantities. THis
: onewas gray to match the XE's.

and the XC11...whatever that was...

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---
Carts: 2600 111; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600 1; 2600A 2; 2600JR 1; Sears SVA1 1; SVA2 1; 5200 2; 7800 2;
Lynx 1; 800 3; 1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 w/Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

3214. AR - The Dungeon question

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-12 00:00:00 UTC
From: ime@zombie.hancad.co.at
Message-ID: <3mfu9g$8lk@hancad.hancad.co.at>
Source record: 92560

I've a little question about AR-Dungeon.
How did you got across the river on Level 2 ?
I tried to give the skeleton about anything I had, at different
times (23.55, 0.00, 0.05) but he only took me down the damn river.

Please reply me via email at ime@hancad.co.at

Thanx a lot

3215. Re: Quest for 80 columns

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-12 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3mfum9$dm1@news4.primenet.com>
Source record: 92561

The mortal chaos wrote:
: bleah, drop those other term programs, Ice-T is the best program
: for 80 cols on the atari 8-bit. sure, it has some drawbacks, but but for
: crisp legibility of the letters, theres nothing better.

: i dont even KNOW how you people use flicker term. <shudder>

Ice-T is blit blit blit and blit is slow, no matter what you do.

For anyone with a 14.4, FlickerTerm is the only way to go either you will
waste time online waiting for screen redraws.

If someone is at 9600 or less I guess Ice-T is the way to go. I think it
maxes out around 9600 (which is the fastest blit so far--the oldies
barely did 2400).

3216. Atari/Commodore CLOSEOUT SALE update-4/12

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-12 00:00:00 UTC
From: Lawrence Estep <71450.1050@CompuServe.COM>
Message-ID: <3mhh4n$78n$1@mhadg.production.compuserve.com>
Source record: 92562
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,misc.forsale.computers.other.misc,misc.forsale.computers.other.software

FOR SALE - ATARI/COMMODORE ACCESSORIES

(2) Atari CO17945 9v AC power supply (NEW) $7.50/ea. (1010/1020/1050,etc.)
Computer to TV switch box for Atari game and computer systems $1.50
Atari 2600 joystick w/stand (USED) $4.00

FOR SALE - NINTENDO ACCESSORIES

Nintendo Zapper light gun (NEW) $7.50

FOR SALE - ATARI 8-BIT SOFTWARE

GAMES:

Adventure Master (CBS) $5
Astrology (Antic APO167) $3
Chessmaster 2000 (Software Toolworks) $5
Computer Baseball (SSI) $3
Crypts Of Plymbous (Cosmi) $3
Elektraglide (Mastertronic) $3
Encounter at Questar IV (Artworx) $3
F-15 Strike Eagle (Microprose) $5
Flight Simulator II cartridge (Atari)
Forbidden Forest (Cosmi) $3
Lords Of Conquest (Elec. Arts) $5
Ninja (Mastertronic) $3
Pensate (Penguin) $3
Touchdown Football (Elec. Arts) $5
Winter Challenge (Thunder Mtn.) $5

UTILITIES:

Get Rich! Insurance Planning (Arrays) $4
Megafont II/II+/Font Sim. package (XLent) $4

FOR SALE - COMMODORE 64/128 SOFTWARE

F-15 Strike Eagle (Microprose) $5.00
The Filer (Spinnaker) $3.00
Bop 'N Rumble (Mindscape) $5.00
Pensate (Penguin), Computer Baseball (SSI) $3.00 each

Bruce Lee $2.00
USED: Professional Gambler (Load & Go) $2.00

Brand new software (software/docs only-no packaging):
Beyond The Black Hole (Software Toolworks) $5.00

Clubhouse Sports (Mindscape) $4.00
Chessmaster 2000 (Software Toolworks) $5.00
Crime Stopper (Hayden Software) $2.50
Crypts Of Plumbous (Cosmi) $3
Dig Dug (Thunder Mountain) $3.00
Double Dragon II:The Revenge $3.00
Forbidden Forest (Cosmi) $3
General Knowledge Builder (Disk-count Software) $2.00
Mind-Roll (Epyx) $3.00
Ninja (Mastertronic) $3.00
Navcom 6 (Cosmi) $2.50
Payday (Gametek) $5.00
Robocop (Data East USA) $5.00
Shoot 'Em Up Construction Kit (Accolade) $5.00
Take Down (Gamestar) $3.00
Thing On A Spring (Epyx) $2.50
20 Solid Gold Entertainment Hits (Cosmi) $5.00

ALL C-64/128 SOFTWARE LISTED ABOVE ONLY $50.00 + shipping

I will consider other package offers, and COD shipping is available.

All items include original docs unless noted, and some are new in original shrinkwrapped boxes. Inquire for specifics on any programs.

Shipping charges based on size of order.
If interested, please contact Lawrence Estep at 71450,1050 on CompuServe or 71450.1050@COMPUSERVE.COM on Internet.

--

Lawrence Estep / 71450.1050@COMPUSERVE.COM
Remember...Friends Don't Let Friends Drive Drunk!!!

3217. Re: What types of Atari tape decks are there?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-12 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3mgepe$3o8@crchh327.bnr.ca>
Source record: 92563

heller@akh104.rh.psu.edu (Andrew K. Heller) wrote:
>
> Dennis McGuire (mcguired@moose.erie.net) wrote:
>
>
> : Atari also sold an XC12 tape drive in limited quantities. THis
> : onewas gray to match the XE's.
>
>
> and the XC11...whatever that was...
>
>
> --
> Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
> --
> Carts: 2600 111; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
> Systems: 2600 1; 2600A 2; 2600JR 1; Sears SVA1 1; SVA2 1; 5200 2; 7800 2;
> Lynx 1; 800 3; 1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 w/Pen & 3d
> ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
> cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

Yes, XC12 was the one I had. Any ideas where to get one? Anybody?

Vladimir
vjancare@magi.com

3218. Disk compression programs exist?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-12 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3mggrv$3o8@crchh327.bnr.ca>
Source record: 92564

Hello.
Anybody familiar with .MSA compression on ST? Is there anything like
that for the 8 bit?
Thanks

Vladimir
vjancare@magi.com

3219. 1010 & 1020

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-12 00:00:00 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <16EB2460FF9@east-01.novell.leeds.ac.uk>
Source record: 92565

The 1010 was a data recorder, but the 1020 was a four colour (color depending on who you are) printer/plotter. They both had similar cases and where styled cream/brown to match the XL series of computers.

I suppose when I say was I really mean is, since there are still many of them in use and I don't think Atari has sold the 'copyright' on the number as they did with the 400 (to IBM I believe)!

In the UK the 1010 was notorious for having weak buttons, usually the play button snapped after several months use.
Other data recorders include the 410 (two versions, one with and one without a pause button), PHONEMARK (not made by Atari), XC11 which only lasted a few weeks and XC12 which is basically a Phonemark but receives its power from the computer.

SpartaDOS X, is I believe available from Fine Tooned Engineering priced at around $50, e-mail ftooned@delphi.com for more details.

Finally I would just like to point out Tube Baddies and Black Lamp are now ready for shipping. Anybody who has placed an order, your copy(s) will be mailed as soon as possible after this saturday.

Richard Gore
chmrig@leeds.ac.uk

3220. Re: Thanks for Flickerterm

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-12 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <3mgmnt$l3s@butch.lmsc.lockheed.com>
Source record: 92566

In article <1995Apr11.230218.5120@wariat.UUCP>, Russ.Gilbert@apk.wariat.org (Russ Gilbert) says:
>

>(But, actually I don't use either, I use a 80 col XT with Procomm
>Plus.)

Actually, we have two machines, the 800XL and a 486/33 Windoze box. Usually I use the 486 for my on-line stuff and certainly for surfing the Web. I rarely use the 800XL for communications except for (a) file transfers and (b) when my wife is using the other machine.

Question for those in the know: Does FlickerTerm look much better on a monitor with split video than it does on a regular TV? (I hope)

--
Tim Irvin
ziggy29@rahul.net

3221. Alternate Reality hint books

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-12 00:00:00 UTC
From: jgem@aol.com
Message-ID: <3mi7i8$sjp@newsbf02.news.aol.com>
Source record: 92567

I have the complete hint book for Alternate Reality, The Dungeon along
with the full size maps to the game, I bought these things years ago when
I first got the game because it was just too hard to play. The book tells
you EVERYTHING you need to know about the game and came right from
Datasoft. The maps show all secret areas and where the monsters are at.
This was the second adventure game I ever played, the first was
AR the City, and I still consider it one of the best I ever played right
up untill today. I dont know what it was but you thought you were right in
there with the dungeon denizens!
I wont sell the orginal copy of the book but I will make a quaility copy
of it and the maps
for 10 dollars. I also have the six page hint booklet for AR the City.

3222. Re: Thanks for Flickerterm

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-12 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3mh5ev$bo4@nic-nac.CSU.net>
Source record: 92568

"Does FlickerTerm look much better on
a monitor with split video than it does on a regular TV?"

ANYthing using thin pixels in high-res (320 across) mode will benefit
from using split video (chroma/luma; all you need is luma, and that's all
that most 8-bits put out without hacking (btw, I want this hack!)),
so both FT80 and Ice-T should look at least a bit better than normal.

As for the flicker, I've found that with my (current busted <sigh>) C=1084
monitor, that things like APACView and ColrView look a LOT nicer when you
turn the contrast way down (the flicker can sometimes almost disappear!)
so I'm sure that FT80 should look VERY nice if you do that on top of using
split video. I don't recall ever having tested this. I WOULD be testing
it soon, except the fact that:

1) My SX212 which I just got back does NOT work with Atari's at all..
Back when I fried my XMM801 printer, 1200XL and probably to a degree
one of my 1050 drives, I guess I killed my SX212. I couldn't test it
because I had only the 1200XL's to test it on. It DOES however
work with my friend's Amiga and my PC.

2) My P:R:Connection still needs a modem cable! (WHY are they not
standard!? Argh!) Someone is supposed to be sending me one, but...
it's taking a while. Oh well.

I'll have to (finally) resubscribe to _AC_ and get some back issues and
what-not to see some PUBLISHED reviews.

-bill
kendrick@zippy.sonoma.edu

3223. Where to get SpartaDOS X ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-12 00:00:00 UTC
From: Michael.Fitzpatrick@flight.org
Message-ID: <100_9504121226@flight.org>
Source record: 92569

```
Try Fine Tooned Engineering or Toad Computers. Maybe you could make an offer
and a user would be willing to part with one. In either case good luck and I
hope you enjoy as much as I enjoy my SDX cart.
---------------------------- -//- ----------------------------
Internet: Michael.Fitzpatrick@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------
```

3224. Re: Commodore floppy drives on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-12 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3mhj81$glg@hearst.cac.psu.edu>
Source record: 92570

Bill Marcum (bmarcum@iglou.iglou.com) wrote:
: In article <3mfq4k$19gt@hearst.cac.psu.edu>,
: Andrew K. Heller <heller@akh104.rh.psu.edu> wrote:
: >Lonnie McClure (lmcclure@delphi.com) wrote:
: >: Actually, if you check the labeling on the back of you 1702 closely, you
: >: should find the manufacturer indicated, and it won't be Philips.
: >:
: >: <nitpick mode off>
: >
: > ER magnavox? (I don't have it here with me...)
: >
: I have a 1701, and according to the label on the back it was made by
: Victor Company of Japan (JVC) in April 1983.

The point I was trying to make was that COMMIEDIED didn't create it.
And thats all that matters. (So I'm biased. I think the C64 is a stupid
machine...ugly too.. but thats me)
--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---
Carts: 2600 111; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600 1; 2600A 2; 2600JR 1; Sears SVA1 1; SVA2 1; 5200 2; 7800 2;
Lynx 1; 800 3; 1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 w/Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

3225. Re: Thanks for Flickerterm

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-12 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3mhjfg$glg@hearst.cac.psu.edu>
Source record: 92571

Russ Gilbert (Russ.Gilbert@apk.wariat.org) wrote:
: I've seen(heard) some people don't like the 80 column display of
: Flickerterm. I've seen, oh maybe 3 or 4 people say they prefer Ice-T.
: Well, I'm gonna say I prefer Flickerterm's display. I don't know if
: this is because I'm using a monitor that displays it better or what,
: but I find Flickerterm's 4 bit characters much more legible than the 3
: bit chars. of Ice-T. This is not to put Ice-T down at all. I'm
: greatful we 8-bitters have two, count 'em, two new 80 column term
: programs. Thanks, Mr. Halliwell for Flickerterm. (Also, it is free, as
: far as I remember, whereas Ice-T is strongly shareware fee type.)
: (But, actually I don't use either, I use a 80 col XT with Procomm
: Plus.)

I always used Kermit65 in 80 column mode. are any of the new programs
better than this?
--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---
Carts: 2600 111; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600 1; 2600A 2; 2600JR 1; Sears SVA1 1; SVA2 1; 5200 2; 7800 2;
Lynx 1; 800 3; 1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 w/Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

3226. Re: AR - The Dungeon question

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-12 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3mhji2$glg@hearst.cac.psu.edu>
Source record: 92572

Mollnhuber Adolf (ime@zombie.hancad.co.at) wrote:
: I've a little question about AR-Dungeon.
: How did you got across the river on Level 2 ?
: I tried to give the skeleton about anything I had, at different
: times (23.55, 0.00, 0.05) but he only took me down the damn river.

: Please reply me via email at ime@hancad.co.at

: Thanx a lot

Its a copper piece at midnight... right before midnight.. I don't know
if 0:00 works...
--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
----
Carts: 2600 111; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600 1; 2600A 2; 2600JR 1; Sears SVA1 1; SVA2 1; 5200 2; 7800 2;
Lynx 1; 800 3; 1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 w/Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

3227. wtb: Slimline XL supplies.

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-12 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3mhjr2$glg@hearst.cac.psu.edu>
Source record: 92573

Looking for the slimline XL power packs (matched to the XL cases) the
black and black and the white and black. If anybody wants to sell me
one or trade for the more common Vented black one..let me know..

I just like the Style of these...

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
----
Carts: 2600 111; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600 1; 2600A 2; 2600JR 1; Sears SVA1 1; SVA2 1; 5200 2; 7800 2;
Lynx 1; 800 3; 1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 w/Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

3228. Re: 1010 & 1020

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-12 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3mhjnp$glg@hearst.cac.psu.edu>
Source record: 92574

R. GORE (CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK) wrote:
: The 1010 was a data recorder, but the 1020 was a four colour (color
: depending on who you are) printer/plotter. They both had similar cases
: and where styled cream/brown to match the XL series of computers.

: I suppose when I say was I really mean is, since there are still many
: of them in use and I don't think Atari has sold the 'copyright' on the
: number as they did with the 400 (to IBM I believe)!

: In the UK the 1010 was notorious for having weak buttons, usually the
: play button snapped after several months use.

2 versions of the 1010 as well..pause keys were reversed...
also..the darn keys broke all the time..although someone said
some brand revision didn't have this problem.

The 1010 always upset me 'cause it didn't have a power key. Other than
that it was one damn accurate drive! I worship that thing compared to the
410. Anybody know how good the XC ones were?

: Other data recorders include the 410 (two versions, one with and one
: without a pause button), PHONEMARK (not made by Atari), XC11 which
: only lasted a few weeks and XC12 which is basically a Phonemark but
: receives its power from the computer.

The 410 had 3 models. A 410P surfaced in cannada (it looks like the
sharp 410 (not the rounded edge one..but the square one) but has
and external power pack...).

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---
Carts: 2600 111; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600 1; 2600A 2; 2600JR 1; Sears SVA1 1; SVA2 1; 5200 2; 7800 2;
Lynx 1; 800 3; 1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 w/Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

3229. Need help!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-12 00:00:00 UTC
From: jim.graham@cccbbs.cincinnati.oh.us
Message-ID: <8A7447D.08310010D9.uuout@cccbbs.cincinnati.oh.us>
Source record: 92575

I have a book/disk called 'Your 8 Bit Atari Comes Alive'. After completing the pendulum experiment, I managed to lose the program for that experiment. If someone has this book and disk will you please send me the listing for the file called PENDULUM via E-Mail?
Thanks, Jim Graham

3230. Re: Commodore floppy drives on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-12 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <D6wxB6.3AH@iglou.com>
Source record: 92650

```
In article <3mfq4k$19gt@hearst.cac.psu.edu>,
Andrew K. Heller <heller@akh104.rh.psu.edu> wrote:
>Lonnie McClure (lmcclure@delphi.com) wrote:
>: Actually, if you check the labeling on the back of you 1702 closely, you
>: should find the manufacturer indicated, and it won't be Philips.
>:
>: <nitpick mode off>
>
> ER magnavox? (I don't have it here with me...)
>
I have a 1701, and according to the label on the back it was made by
Victor Company of Japan (JVC) in April 1983.
--
Bill Marcum bmarcum@iglou.com
"Trap yourself in a room full of glee, and have nothing in the room but a
bucket and a mop, and an illustrated book about birds, you see alot out
there, but don't be scared." (Paul Weiss)
```

3231. Re: Where to get SpartaDOS X ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-12 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <D6wyME.4F3@iglou.com>
Source record: 92651

In article <3mekps$ne8@crchh327.bnr.ca>,
Vladimir Jancarek <vjancare@magi.com> wrote:
>WEll, the title says it all.
>Which vendor has it?
>
Fine Tooned (ftooned@delphi.com)

--
Bill Marcum bmarcum@iglou.com
"Trap yourself in a room full of glee, and have nothing in the room but a
bucket and a mop, and an illustrated book about birds, you see alot out
there, but don't be scared." (Paul Weiss)

3232. Re: File fixer

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-12 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <D6wxrr.3Ms@iglou.com>
Source record: 92652

If you're writing programs in assembler, the KASM assembler at
atari.archive creates object files without breaking them into segments.

--
Bill Marcum bmarcum@iglou.com
"Trap yourself in a room full of glee, and have nothing in the room but a
bucket and a mop, and an illustrated book about birds, you see alot out
there, but don't be scared." (Paul Weiss)

3233. Items for Trade

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-12 00:00:00 UTC
From: ATOTH@vax.clarku.edu
Message-ID: <1995Apr12.034049.26892@black.clarku.edu>
Source record: 92653

I'm much more the video game buff and I like some of the cartridges available on the 400/800. I'm willing to trade the following for games I don't have. I don't presently have these items w/ me, but I can get them in a month when I return home. If there is any interest I would like to make a deal before then.

1050 Disk Drive: MINT, orig box, instructions, travel inserts, boxed power supply, even silica gel is in there.

810 Tape Deck: MINT, same as above, just like new

800 Computer: Again barely used, no box but has orig styrofoam, unopened manual, no RF switch but have the cardboard box, basic, etc.

??? The thing that lets you hook in serial cables w/ power supply, tan

1010 (?): 4 color plotter, don't know if it works as I have no software, orig p/s

Some educational software, I remember having fraction action w/ orig box.

Any offers, I'm not so sure I want to trade away, but I'm always willing to listen, especially for the serial cable thing, the plotter, and the 800.

-alex atoth@vax.clarku.edu

(I forgot, the only carts I have now are: Qix, Miner 2049, Fast Eddie, Caverns of Khafka tapes, Zaxxon [will trade this too], pacman, star raiders, I think thats it)

3234. Mercenary disk not working.

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-12 00:00:00 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3mfnvi$1gm@news2.delphi.com>
Source record: 92654

I posted this before, but it never showed up on my reader---

I am looking for someone who has the game Mercenary cause my disk won't load.

-Bry

3235. Hello

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-13 00:00:00 UTC
From: mbrown@ersys.edmonton.ab.ca
Message-ID: <Xg1i4c2w165w@ersys.edmonton.ab.ca>
Source record: 92576

I just wanted to post a little trivial information about my Atari past and ask a few questions about the current Atari 8-bit situation.

I've owned an Atari 800XL since 1985 and have also owned an 800, 600XL and a 30 megabyte hard drive/MIO combination at one time (I since regret selling the hard drive and MIO).I still enjoy playing a few games on my 256K 800XL with a US Doubled 1050 drive. My kids enjoy the older games as well (definitely easier for the younger kids to figure out than the more complex games found on my PC and Mac). I used to collect the Antic and Analog mags/disks (now since gone I hear).

So, my questions concern: ICD?! What's happened with them and are their products available anymore?

OSS: I've got the MAC/65 and Action! carts (both excellent), but I would assume they are also no longer available...

How often is a FAQ on the 8-bitters posted to the newsgroup?

Well, it's good to be back in touch with the 8-bit crowed - it was my first real computer and still holds a special place inside.

Up The Irons!

--
Michael Brown mbrown@ersys.edmonton.ab.ca
Edmonton Remote Systems Serving Edmonton/Northern Alberta since 1982

3236. Re: 800XE->ST Color Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-13 00:00:00 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3mjffs$4ff@news2.delphi.com>
Source record: 92577

I also am trying to get a good RGB hack going and I have found that SC1224's are cheap and plentiful. It's just that GTIA's chroma output is so hard to accurately measure for the purposes for 'cleaning up' the signal. A hack that just puts the composite picture on an RGB monitor isn't worth it to me. One that makes the 8bit look like an RGB computer would be. Anyone got a GTIA schematic? :)

-Bry

3237. FS: Okimate color printer and tons of software

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-13 00:00:00 UTC
From: jgem@aol.com
Message-ID: <3mi9fo$t7p@newsbf02.news.aol.com>
Source record: 92578

Okimate 10 thermal color printer for Atari computers in original box with one black ink cart and three color carts, two still in there boxes. Makes great color pics but it is slow. Comes with cables, printing software, and some thermal paper. This will also work on Commodore 64 computers if you have the right printing module. 65$shipped. I also have a TON of Atari software of every sort and and allot of the old Atari magazines and their software. Drop me a line if your looking for something hard to find and I'll be happy to see if I have it for you.
thanks,
Jgem

3238. Binary Load/Hardware Compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-13 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <3mhvrj$eec@dartvax.dartmouth.edu>
Source record: 92579

I was thinking the other night about the problem of some binary load programs being incompatible with some systems based on OS revision, CTIA, etc., and came up with a cool idea.

First some background:

Am I correct in understanding the binary load format in that you can, at any point, include an initialization vector that the load routine will JSR to before loading the rest of the program? And you can have multiple initialization routines?

If that's correct, then you could prepend an initialization routine to any binary load file that checks the OS revision, available memory, cartridge status, DOS version, GTIA presence, etc. This could be compared with a list of known incompatibilites for the program, producing error messages for problems. It could even check the return address from the JSR to get an idea if the load routine is going to be overwritten by the load, triggering a crash. If it's really clever, it could see what sector was last read and take over the load itself if a conflict is detected.

The big problem is that this makes all the load files larger. One solution would be to provide a program that removes the compatibility tester--it wouldn't be too hard to do, if it was done carefully. For those of us using SIO2PC, the extra space consumed on our hard drives isn't that significant.

So is it feisable?

--PC (who *really* doesn't have time to write this)
--
Luke Skywalker: "My name is Luke Skywalker. You are my father. Prepare to die!"
Darth Vader: "Stop saying that!"
Luke Skywalker: "You are my father. Prepare to die!" [Oops, wrong movie.]

3239. Re: Thanks for Flickerterm

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-13 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <13APR199500245554@pavo.concordia.ca>
Source record: 92580

In article <3mhjfg$glg@hearst.cac.psu.edu>, heller@akh104.rh.psu.edu (Andrew K. Heller) writes...
> I always used Kermit65 in 80 column mode. are any of the new programs
>better than this?
>--
>Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu

I personally swear by Flickerterm. Its VT100 is better than any PC implementation I've seen, it has only one problem at 9600 (scrolling messages of over, say, 6k make it start to drop a few chars) and is tiny compared to Kermit. I only keep kermit around because the system I use only supports kermit and zmodem for uploads... and there's no atari8 send zmodem yet.

||| 6502 > 486
||| Dave Paterson
/ | \ DA_PATE@pavo.concordia.ca

3240. Thanks for Flickerterm

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-13 00:00:00 UTC
From: atari8@netcom.com
Message-ID: <atari8D6yqDv.L5@netcom.com>
Source record: 92581

Quoting Russ.Gilbert@apk.wariat.o

R >I've seen(heard) some people don't like the 80 column display of
R >Flickerterm. I've seen, oh maybe 3 or 4 people say they prefer Ice-T.
R >Well, I'm gonna say I prefer Flickerterm's display. I don't know if

I've found that FlickerTerm works best on my Magnvox80 (green screen)...
In the evening (slightly darkend room) you can't even see the flicker...The
1702 on the otherhand is almost unwatchable.

---
* PabQwk 2.0 #9 * Delete C:? (Y)es (O)k (F)ine by me

3241. Re: Thanks for Flickerter

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-13 00:00:00 UTC
From: atari8@netcom.com
Message-ID: <atari8D6yqDy.M5@netcom.com>
Source record: 92582

Quoting ziggy29@rahul.net

z >Question for those in the know: Does FlickerTerm look much better on
z >a monitor with split video than it does on a regular TV? (I hope)

Yes, though I still believe it looks best on my mono Magnavox80. Next best
seems to be a split video monitor (with the color turned down...if its color).

---
* PabQwk 2.0 #9 * a Classic die-hard and proud of it!

3242. Re: 50/60Hz problems.

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-13 00:00:00 UTC
From: smrgoodw@reading.ac.uk
Message-ID: <3mio1m$ape@susscsc1.rdg.ac.uk>
Source record: 92583

CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK (R. GORE) wrote:
> As to whether a multi-sync monitor or even a multi-standard TV would
> cure the problem? I don't think so, to me it seams as though the
> problem lies with the timing within the computers video display
> circuits. After all the computer doesn't know what its connected too
> video display wise, it just feeds out a signal which it hopes/assumes
> is being picked up by suitable equipment, thats if an Atari can hope
> or assume!!

I believe there is a hardware memory location labelled "PAL" which determines whether you are on an NTSC or PAL *Atari computer*. I'd have to check properly on the details but I am certain that this is in Mapping The Atari.
This isn't a cure but you could conceivably program your timing on the basis whether you have an NTSC/PAL computer assuming you'd have 60/50 Hz correspondingly.

- Joel G.

3243. Re: AR - The Dungeon question

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-13 00:00:00 UTC
From: smrgoodw@reading.ac.uk
Message-ID: <3miojj$ape@susscsc1.rdg.ac.uk>
Source record: 92584

In article 9m@news.xmission.com, jeking@xmission.xmission.com (James King) writes:
>How do you pray in AR:? I just bought from American TechnaVision brand
>new (already had the games <originals>, but wanted FRESH copies) boxed
>sets of City, Dungeon, but havent had time to play yet..
>
>I've been bad and cheated every once/while and used an editor to help my
>characters survive. Kind of defeats the purpose, doesnt it?
>
>I'll try without the editor and my pre-made maps.
>

Praying can only be done in the Chapel. What bothers me about it is that
time stands still when you do it.

- Joel G.

3244. Re: 50/60Hz problems.

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-13 00:00:00 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FDNWADVEUp@stingray.manawatu.gen.nz>
Source record: 92585

>On the same subject, I need to know if I'm right that if my TV can display
>both 50Hz and 60Hz Atari 1040STE screens, it will also be capable of displaying
>NTSC 60Hz output of a US Atari 8-Bit? The answer to the question if the
>50/60Hz toggle of the ST also toggles between PAL and NTSC is also enough :)
>(Hmm, I should be asking this on c.s.a.st too :)

A PAL ST can show 50 or 60Hz, but _not_ NTSC. If it suddenley switched to
NTSC when changing to 60Hz, then I wouldn't be able to see it on my TVs.
AFAIK, there's more to the difference between PAL & NTSC, than just 10Hz.

>
>Bye,
> Ivo
>

Richard.

--

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

3245. News to email gateway

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-13 00:00:00 UTC
From: det@mailgate.compd.com
Message-ID: <797803059snx@mailgate.compd.com>
Source record: 92586

Hi
Can anyone tell me if there is a news to email/digest gateway for
this news group. If so what is the address and procedure for subscribing
Please email me on my address: det@mailgate.compd.com as I don't have
access to this news group. Thankyou.

Dave.

--
Std. disclaimer..... My own opinions are not those of my employer
+---+
| David Twist Post Design Services Hardware Support |
| Computing Devices Company Ltd, Castleham Road |
| St. Leonards On Sea, East Sussex, UK TN38 9NJ |
| Tel: 44-(0)1424-853481 Fax: 44-(0)1424-851520 |
+---+

3246. Re: 1010 & 1020 & XC12

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-13 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3mj47o$f4r@crchh327.bnr.ca>
Source record: 92587

heller@akh104.rh.psu.edu (Andrew K. Heller) wrote:

> The 1010 always upset me 'cause it didn't have a power key. Other than
> that it was one damn accurate drive! I worship that thing compared to the
> 410. Anybody know how good the XC ones were?
>
> Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu

I've had 2 XC12s. I remember that there was a small default with the
moving part in which the cassete was inserted. The piece, which locked
the compartment with tape in it, locked a little bit higher than it was
supposed to, causing it to look like it was slightly open. That had an
effect on loading accuracy. In the few days I had to load games using
a regular speed tapes, I had to put a heavy book on top of the player to
close it better. Many people fixed that problem by adding a little plastic
piece so the cover had to be lower to close. With Turbo installed it wasn't
a problem at all.

Vladimir
vjancare@magi.com

3247. State of the 'Net

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-13 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <v01510104abb2e9d0a234@[137.22.11.119]>
Source record: 92588

This file is off-topic here, but I found it extremely interesting and I hope you do too. I hope it's length doesn't offend. Let me know.

A few of the comments are aimed directly at those of us connected to the Internet through MRNet (Minnesota), but the vast majority of this file may be of interest to anyone.

I did NOT write this. It was written by:

Dennis Fazio, executive director
Minnesota Regional Network
(612) 342-2570
dfazio@MR.Net

Hang onto your Packets: The Information Superhighway heads to Valleyfair
or
Building a high performance computer system without reading the instructions.

March 14, 1995

Preface:

We are now in the midst of an immense transition on the Internet: The implementation of a new structure that has been in the making for several years. It was publicly mapped out two years ago with the release of a solicitation for proposals by the National Science Foundation (NSF solicitation 93-52) for four separate components of a new American national backbone architecture. The effects of this transition will be felt over the next few months and repercussions of it will evolve over the next few years. There is a potential for profound effects on the immediate needs and requirements of all MRNet members and subscribers: namely, stable and reliable Internet access. Because there may be difficulties and disruptions in these services and many periods of wild ups and downs (not all that different from a roller coaster ride at the nearby Valleyfair amusement park), I am writing to give you some background of how we arrived at this point and what might be expected in the near term.

This description will be part history and part personal observation. It is not intended to be a comprehensive scholarly description, but rather my observations based on watching things over the past year or so and some recent events that have confirmed some of my fears and also my enthusiasms.

Ancient and Recent History:

The Internet, as we know it up to this point, has a long history (in technology industry terms), going back to research with the ARPAnet and introduction of the first early backbone to connect the NSF sponsored

supercomputer centers in the mid 1980s. The core of the national Internet we are all familiar with had its start with the awarding of a 5-year cooperative agreement in 1987 to Merit, the Michigan state networking organization, and its partners MCI and IBM. This was to provide a national backbone network service with a bandwidth of 1.5Mbit/sec, and several access points around the country. Merit provided the expertise in managing a network service, including routing, IBM provided the core backbone routing equipment and MCI facilities were used for the trunk lines.

This system was originally research and education based and mostly higher education institutions and research corporations were the users. A system of regional and state networks (like MRNet) grew up around this core and provided access to the user organizations in their areas. Most all of these regional networks were nonprofit public-service based organizations that had grown out of major research universities.

The popularity of the system grew at a steady pace, primarily with financial help from the National Science Foundation, championed by the director of the NSF Division of Network Communications and Research Infrastructure (DNCRI) Steve Wolff. DNCRI provided funding to higher education and regional networks to help with connectivity. The system evolved into an orderly structure of a high-speed backbone (the NSFNET backbone service), mid-level networks and campus and corporate networks where the end-users were attached. Routing and management was centered at Merit and policies and procedures evolved for the smooth operation and growth of the system.

As the popularity of such a system increased, some people saw it would be worthwhile to provide access to this system as a business opportunity. Entrepreneurs, with experience gained from regional network operation or similar networking services provision, established new businesses to get in on a new opportunity. The first generation of these were Performance Systems International (PSI) which was spawned out of NYSERNet in New York, and Alternet, a service of UUNet Technologies in Virginia, which had considerable experience in UUCP network services among others.

In 1991, the Merit/IBM/MCI partnership was reformed with the creation of a new nonprofit corporation, Advanced Networks and Services (ANS) in which the founding partners entrusted the operation of the NSFNET backbone service. ANS formed a for-profit subsidiary, ANS CO+RE (Commercial + Research&Education) to offer full commercial traffic on its backbone. This was somewhat controversial, since ANS had the advantage of the NSF subsidy of about $10 million/year to operate the NSFNET backbone service. The concept of NSF-sponsored research/educational-only traffic and commercial traffic running on the same wires was a difficult concept for many to accept and ANS was considered to have an unfair competitive advantage over PSI, Alternet and now Sprint (who was also entering into the commercial backbone service). This resulted in much discussion on several mailing lists, self-appointed crusaders for justice, an Inspector General report and a congressional hearing. None of this had much of an effect on anything in the end, however.

Plans were underway at that time to upgrade the NSFNET backbone from its T1-based (1.5Mbit/sec) bandwidth to a T3-based (45Mbit/sec) service. This required new designs in routing equipment and interfaces and the transition was a somewhat lengthy one, stretching over several months with some degree of technical difficulty, since setting up a T3-based high-performance backbone service with high levels of production traffic was, at that time, on the leading edge of technology. There were a number of small disruptions in service as the network stabilized and Merit and ANS learned how to deal with these new technologies and rapidly growing levels of participants and traffic.

However, there was a critical advantage to that transition, in that it was being designed and engineered by people who had considerable experience in operating such a system, and the new service would be provided by those same people. There was no handoff to any new organizations. The same group operated both the T1 and T3 backbones during the transition and the T1 backbone was always there as a fallback (though its ability to actually handle the traffic load was lacking at that point).

As the five year cooperative agreement period advanced to its conclusion, the NSF engaged a small team to come up with a new agreement or set of agreements to bring the national backbone system into a new structure. The NSF observed that its sponsorship of the backbone service, once considered an area of advanced technology and research, was now operating as a commodity service with several commercial networks in place. The NSF was set to move on to other advanced network technology projects and worked to come up with a way to withdraw from the established networking services and allow the commercial free market to carry on. However, NSF did have a responsibility to the educational and research activity it had been sponsoring for so long, so it did not intend to just walk away. Rather, it worked to come up with a scheme to facilitate an orderly transition to the new system.

The coalescing of this scheme was a lengthy process and considerable public input was solicited, especially from the mid-level network community. This resulted in the publishing of a solicitation for proposals. It requested proposals for four areas that would comprise the new national Internet structure:

1. NAPs - Network Access Points.

The NSF proposed to sponsor a number of exchange points where national backbone providers (also called Network Service Providers or NSPs) could meet and exchange traffic. The NAPs would fulfill this function, and were intended to be a level 2 service; i.e. they would operate at the data link layer and carry the network layer (TCP/IP) traffic that was managed by the backbone operators who connected there. The idea behind this structure was to establish a limited number of interconnect points for the commercial backbones. NSF's stake was to guarantee full connectivity for the research and education community. Without the sponsorship of a core set of meet points, backbone providers would likely set up a hodgepodge of bilateral connect points, potentially resulting in routing chaos. The NAP operator is to provide the exchange facility. It is up to the individual NSPs that

connect to the NAP to work out bilateral exchange agreements with the other NAP connectees.

2. Routing Arbiter.

This would be an independent organization that would operate route servers at each of the NAPs. These servers would contain the database of routes to ease the transfer of traffic among the backbone providers that met at the NAPs.

3. vBNS - Very-High-Speed Backbone Network Service

This would be the one new backbone network that the NSF would sponsor. It was intended to be a leading-edge research network operating at a minimum bandwidth of 155Mbit/sec with later upgrade to 622Mbit/sec. There would be a strict acceptable use policy on this network: It could only be used for meritorious high-bandwidth research activities. There could be no production traffic such as general file transfers, remote logins, Web browsing or email. That was to travel on the commercial backbones.

4. Inter-regional connectivity

These would be a series of awards made to the academic regional networks (the group that built the original Internet). Since access to the ANS-operated NSFNET had no gateway access charge, there would be a large expense shock to the regional nets and their clients when they now had to pay hefty access fees for 45Mbit or above gateways onto the commercial backbones. The NSF proposed to award the regional nets a subsidy, declining to zero over a four year period, to ease the transition to higher fee levels or growth that would support the costs of commercial backbone access.

Many organizations spent the summer of 1993 responding to this solicitation and by August of that year, they were all in. Independent review panels made recommendations to NSF staff and in February of 1994, the first series of awards were made:

1. NAPs

The NSF awarded 3 priority NAPs. One in the New York area, one in Chicago and one in the San Francisco Bay area (California NAP)

a. The NY NAP was awarded to Sprint, who proposed an interim FDDI ring with routers, to be substituted by an ATM switch when they felt the technology ready.
b. The Chicago NAP was awarded to Ameritech and Bellcore. Ameritech is the Regional Bell Operating Company in the Great Lakes area. Bellcore is the research arm of the Regional phone companies. Ameritech proposed to install an ATM switch system using an AT&T Globeview-2000 switch.
c. The California NAP was awarded to Pacbell and Bellcore. Pacbell also proposed the immediate installation of an ATM switch system using 2 Newbridge 36150 units.
d. A fourth semi-offical NAP, called the DC NAP also is being put inplaced. It is built and operated by Metropolitan Fiber Systems (MFS) in the

Washington DC area. MFS is evolving its facility from its current Ethernet meet point, to an FDDI system.

2. Routing Arbiter

This award went to a joint team of Merit (the routing manager of the current NSFNET) and the Information Sciences Institute (ISI) of the University of Southern California. ISI will do most of the work on routing management systems and Merit will implement the route servers and route server database.

3. vBNS

This award went to MCI, who is implementing this service now as a 155Mbit/s ATM service. Connections to the five NSF-sponsored supercomputer centers and the NSF priority NAPs are under way and service is expected to be available by April 1, 1995.

4. Inter-regional connectivity

A series of awards was made to several regional networks who chose Network Service Providers (NSPs) to carry their traffic to the NAPs and other backbones. Most (7-8) of the regionals chose InternetMCI. Two or three chose SprintLink and one chose ANS.

Now What:

This brings us to where we are today: Smack in the middle of the transition from the old NSFNET to the new structure. You will notice that this moves the national structure from a primary R&E T3 backbone with several growing parallel commercial backbones to a more complex system of multiple commercial backbones with major exchange points. Previously, the ANS/NSFNET was really the center of the national Internet. There will no longer be a single national central backbone; indeed, traffic on the current T3 ANS/NSFNET would soon be reaching the point of saturation. There is no current production technology that can provide a single replacement network backbone to carry the required traffic.

What, Me Worry?

You may notice that this newer complex scheme has no single authority overseeing the implementation. The success of the construction depends upon the mutual cooperation of multiple phone companies, (both regional (Regional Bell Operating Companies or RBOCs) and national long-distance (IntereXchange Carriers or IXCs), Academic and commercial research institutions, equipment manufacturers and regional network providers. The National Science Foundation does not see it as its role to manage the new national Internet structure. Merit is responsible, via the existing cooperative agreement, for the smooth running and handoff of the existing system, but not the management of the building of the new structure.

This new system is a massive complex assembly of components and subsystems that must be put in place by multiple independent organizations, most of them fierce competitors of each other, on a strict schedule (funding for the

existing NSFNET terminates irrevocably on April 30, 1995) AND THERE IS NO PROJECT MANAGER.

There are also potential sources of problems in the implementation of the components by the major players. The greatest risk comes at the NAPs. A NAP is really a high-performance computing system, with multiple I/O channels, sophisticated hardware and software, and a need for operational procedures that are well planned and understood. I used to be involved in the design and development of high-performance computing systems and there were a couple of fundamental axioms you followed if you didn't want to fall flat on your face:

1. Don't change technology and architecture at the same time. The developmental risks of trying to do two major things at once is too great.
2. Build a prototype that you plan to discard. This is required of any major systems development project, either hardware or software. The rule is, plan to build a prototype, because if you don't, you will end up building it anyway; it will be called version 1.0 or model 100 and will be a lot more expensive.

Half of the NAP operators violated these axioms. There is a major architectural change in these new systems. It will take the NAP operators time to figure out how to manage a major switching system with multiple high-bandwidth backbone operators depending upon it and pouring traffic into it. It will also take a while to work this into the grand new national system. This is the architectural change. The NAP operators may potentially have to deal with new technologies to implement the high-bandwidth needs of managing the exchange of such large volumes of IP packets. This is the technology change. There is also the issue of inexperience. With the exception of MFS, none of the NAP operators has ever done this kind of thing before.

MFS, in DC, has some experience at managing a meet point. It has operated the Metropolitan Area Ethernet in the East (MAE-East) for a year or two. This is an informal exchange point where most of the NSPs meet to exchange traffic. They have chosen to build on this experience and expand the technology from Ethernet to FDDI, not a great technological leap. This is a fairly safe approach.

Sprint, in NY, has never operated a proto-NAP, but will learn how. It has chosen to implement the new architecture, but build a prototype out of current technology. They will then migrate it to ATM after experience is gained at both NAP operation and when ATM technology is more proven. They are building a prototype.

Ameritech Advanced Data Services in Chicago had determined that it doesn't need a prototype and was going to use ATM from the start. Ditto with Pacbell in California.

Well, it turns out that there are problems with both the ATM technology in a high-bandwidth high-volume production application and with some of the

interface equipment required to be used with the ATM equipment. (Surprise, surprise - a new unproven technology has some kinks yet.) Ameritech, at the last minute in January decided to build a prototype after all and ordered an FDDI ring and some Cisco 7000 routers to build a limited prototype.

Pacbell ran into the same problems, but planned to blast on with its initial plans, convinced that they would make it work in time.

OK, Everybody Jump:

Beginning in Dec '94 and throuth Jan-Feb '95, most of the regional networks began to move their traffic onto their new NSP backbones. The problem was, the NAPs weren't fully ready. MAE-East, a 10Mbit ethernet, for a while became the center of the US Internet, since it was the only working meet-point for a large number of NSPs. Fortunately, MAE-East evolved into MAE-East+, an FDDI version, more capable of handling the traffic volumes.

As of this time (mid March) the Chicago NAP is still not operational. The Pacbell NAP had already been written off as a reliable exchange point by most. The Sprint NAP is up, but not everyone is connected there yet. The key players, MCI, Sprint and ANS are, however and traffic between the MCI-connected regionals and Sprint customers is traversing the Sprint NAP. Traffic load through it is high because of the lack of operational status of the other two NAPs.

Since, in January, Pacbell was still planning to go ahead with the ATM system which many were convinced would not work, and not build a prototype, the manager of the NASA Science Internet decided to build one for them. NASA is installing a DEC Gigaswitch at its Ames facility and inviting any NSP or other entity to wire into it. It will be called MAE-West. This will provide a critical exchange point for the west coast. Most of the western regional networks are sending traffic to the east coast for exchange onto other backbones. Packets from one Seattle company to another can travel to Washington and back to reach their destination; not an optimal situation.

Pressure was brought to bear on Pacbell, and I believe they have agreed to install FDDI equipment to finally construct a prototype. How this now fits in with the new MAE-West is unclear.

So, When Does the Ride Start? Are we gonna crash?:

The transition is underway now. All MRNet traffic now travels via CICNet infrastructure onto the InternetMCI national T3 backbone. Within a month or two, our traffic will travel directly via T3 link to InternetMCI. Traffic to SprintLink, PSI, Alternet or other customers transits the exchange points, which at the present are either MAE-East+ or the NY NAP.

Over the next month or so, we are likely to see the Chicago NAP come up and the MAE-West facility come up. The Pacbell NAP may also be working within a short time also. These new exchange points will take a lot of pressure off the few exchange points now working.

The primary reason for this long background and explanation is to let you know that there are likely to be disruptions in Internet service, either regional or national, that will affect your operations. It is important that you realize this and be prepared to cope with it. There are things beyond MRNet's control that will occur as these systems come together. These problems will be either partial or total as the systems come online and start carrying heavier traffic loads. There are likely also to be disruptions on the major NSP backbones as they become accustomed to carrying such large production loads. None of the equipment now in place has ever been put in large-scale use under such heavy traffic loads. The people who are operating these facilities, in some cases, are new at the job. The transition is not complete and a lot is yet to come as the NSPs, NAPs, Routing Arbiter system, etc. gets put into place and shaken out.

As you can see, there is an immense potential for disasters all over the place, with no project manager, NAP operators who are inexperienced, NAP technology that is not ready for prime-time, NSPs who have varying levels of experience, network routers that are being stressed into new performance territory and several other trip points. However, all is not dark. This is, after all, the Internet - a system that grew up on lack of central authority and management. Indeed, the fact that we have traveled this far into the transition with only minor derailments is very encouraging and we will probably come through in the end with only minor scrapes and bruises.

There are a lot of new people, but a lot of the people who built the Internet as we now know it are still in action and providing expert guidance. All players from the smallest state networks to the largest phone companies have a lot at stake in success. The Internet is a critically important resource and it will be made to work because so many need and want it to work. The mutually beneficial unmanaged cooperative culture of the Internet is strong (use the Force, Luke) and even the new players are moving according to its informal ethereal containment fields.

Designers and operators have broken the rules about project management and system development, and the technology is quirky and unpredictable. But it is somehow coming together. It will likely be a rough and bumpy ride, hence the whimsy of the title of this article, and we should be prepared for that. It might take six months to a year to feel a new sense of stability and reliability, but it will be worth it. This new structure will provide a new basis for the growth of the Internet that we may not be able to imagine yet. If you are willing to hang on with us, we'll do our best to get you through.

If you have any questions or would like additional background details, please write or call me directly or contact any of the MRNet engineering staff.

Dennis Fazio, executive director
Minnesota Regional Network
(612) 342-2570
dfazio@MR.Net

Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

3248. Re: Alternate Reality hint books

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-13 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <3mjd08$6c3@butch.lmsc.lockheed.com>
Source record: 92589

In article <3mi7i8$sjp@newsbf02.news.aol.com>, jgem@aol.com (Jgem) says:
>
>I have the complete hint book for Alternate Reality...

>I wont sell the orginal copy of the book but I will make a quaility copy
>of it and the maps
>for 10 dollars. I also have the six page hint booklet for AR the City.

Not only a ripoff (ten bucks for a few *copied* pages??) but a copyright
infringement to boot!

Ah, capitalism...ya gotta love it... :)

--
Tim Irvin
ziggy29@rahul.net

3249. AMP

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-13 00:00:00 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9504141042.AA07459@emh.kunsan.af.mil>
Source record: 92590

Someone was asking about the actual cheat code to get Advanced Music Processor to pop up in 32X Star Wars Arcade. Well, here it is:

Pause the game anytime during play:
Timer Reset - Left, Down, A, C, Down, Up
Freeze Timer - Down, B, B, Up, Right, Left
Piano Mode (Sound Test) - Up, Right, Left, A, Down, C

Note: These codes require a 6-button controller, because there is no way to pause the game on a 3-button controller (ahh, those guys as Sega are regular geniuses, ain't they?).

Could someone send me a copy of Advanced Music Processor (NOT "Antic Music Processor")? The only AMP programs I have are an assortment of hardwired player programs ("Passionately", etc...). I'd like to send a screenshot to the magazine that originally published the cheat.

--
Clay Halliwell | ATARI XL/XE DO + THE
ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
Lonersoft ... Solutions you don't want, for problems you don't have!

3250. Re: 800XE->ST Color Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-13 00:00:00 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3mjf4b$4b1@news2.delphi.com>
Source record: 92591

Vladimir Jancarek <vjancare@magi.com> writes:

>One suggestion. Hook up your Atari to VCR. That will at least split
>sound and video and you can work from there. I know you will have to
>use VCR every time but it might be easier to make a converter for the
>video signal than direct from computer.

>Vladimir
>vjancare@magi.com

Why? Most Ataris output Audio/Video already.

-Bry

3251. Re: 800XE->ST Color Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-13 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3mjnfn$hre@crchh327.bnr.ca>
Source record: 92592

BRYEDEWAARD@news.delphi.com (BRYEDEWAARD@DELPHI.COM) wrote:
>
> Vladimir Jancarek <vjancare@magi.com> writes:
>
> >One suggestion. Hook up your Atari to VCR. That will at least split
> >sound and video and you can work from there. I know you will have to
> >use VCR every time but it might be easier to make a converter for the
> >video signal than direct from computer.
>
> >Vladimir
> >vjancare@magi.com
>
> Why? Most Ataris output Audio/Video already.
>
> -Bry
>

Where? My 130 XE has one output to TV and one to monitor. Well, if
you use the one for monitor than perhaps you are right.

Vladimir

3252. Re: Thanks for Flickerterm

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-13 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3mjvde$kt1@news.primenet.com>
Source record: 92593

The mortal Andrew K. Heller wrote:

: I always used Kermit65 in 80 column mode. are any of the new programs
: better than this?

Even Kermit will lose characters at 2400 after more than a screenful of
continuous text.

I think anyone over 1200 baud should consider Ice-T and anyone from 9600
on up should consider FlickerTerm.

I know a lot of people get turned off by the flickering, but FlickerTerm's
font is more readable. Things like 8 and 0 are a lot easier to
distinguish with 4-bits... And not only is FlickerTerm useful for VT100
but also for ANSI calling as the font is the IBM subset, such that most
character graphics come through well, and the novel use of PMGs! for a
bold-mask is nothing short of genius. Clay deserves credit for breaking
the speed barrier open on 80 collumns, essentially getting from 75-90% the
text throughput that Bobterm can do. This was definitely solely needed in
this day and age of dirt cheap fast modems.

Those who thought you couldn't drive 80 collumns beyond 2400 were proven
dead wrong. Ice-T is also an acheivement, but blitting will always have
an upper threshold in throutput which is lower than that of textmode writes.

People should also realize that prior to the flurry of activity on this
front, there was next to no development of 80 collumn terminals for the
Atari. These programs really were necessary not only to fill a gap, but
to prove that the Atari8 still had power which creative programmers could
get from it--where others had not.

3253. John Harris and Bill Kendrick

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-13 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Apr13.180911.17170@wariat.UUCP>
Source record: 92594

A couple things. I left K65 as also another new 80 column term. It has kermit protocol, but somebody said it doesn't work so great above 1200 baud.
Bill, I think you and I discussed closing ALL channels before any possible exit from a program. Especially with ACTION! and SpartaDOS. I told you one of my programs (in ACTION! I think) trashed Tom Hunt's hard drive. Now this has happened to John Harris's hard drive. So Bill, did you make ABSOLUTELY certain you didn't leave any channels dangling open?
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

3254. Re: NEW graphic adventure game

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-13 00:00:00 UTC
From: ckormos@delphi.com
Message-ID: <xiydQ-r.ckormos@delphi.com>
Source record: 92595

I want it now. Where do I send the $20. Please don't make me wait. Where have you been all my life? Would you like to meet my sister?

3255. Re: Wanted to Find!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-13 00:00:00 UTC
From: ckormos@delphi.com
Message-ID: <xizcoJo.ckormos@delphi.com>
Source record: 92596

I have a copy of Dunzhin, but that Kaiv title I've never even heard of.
Since you are back into the scene are you aware there are many recent games
from Europe, probably better than any 8-bit stuff you've ever seen before?
Charley
Master of 1600 Atari Games

3256. Re: The software problem

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-13 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <5A2+gJk.ransom22@delphi.com>
Source record: 92597

James Hague <junkster@chinook.halcyon.com> writes:

>The scary thing that 64K of code is a *lot* of code. I wrote a big ol'
>assembly program last year, with the source spread through 41 files. It
>assembled to about 16K! I've found quite a few odd bugs in there and
>I'm sure there are more I don't know about. When I hear about 250,000
>line applications...yikes!

Absolutely! :)

Which brings up another point. With programs that big, it becomes
a necessity to have programming teams, rather than lone virtuosos. This
not only leads to more bugs, it decreases the quality of the product in
other,more subtle ways. Any time you have a group of people together, you
get group dynamics operating. That means, among other things, that
someone(s) is going to dominate, and others are going to submit. This
in turn means that some good ideas are not going to be implemented,
simply because of the position in the group (dominant or submissive) of
the person who suggests them. Still others won't be suggested at all,
for fear of rejection and/or ridicule.
yet another problem of the "bigger is better" syndrome in
commercial software . . .

-Joe
--

---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

3257. Re: ROT-13

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-13 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <5A29AVv.ransom22@delphi.com>
Source record: 92598

Rob Funk <rfunk@magnus.acs.ohio-state.edu> writes:

>If the rot13 program did the shifting wrong in any way, though, you
>would not get the same thing out as you originally put in.

I dunno if this is what you meant, but I'll mention it just for
clarification just in case anyone other than myself got this impression
from your statement above:
ROT13 works the same backwards and forwards. If one program
rotates forward in the alphabet 13, the recipient's program could rotate
it forward OR backward, and still get the correct original letter . . .

-joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

3258. Re: Quest for 80 columns

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-13 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <xG494-u.ransom22@delphi.com>
Source record: 92599

Tim Irvin <ziggy29@rahul.net> writes:

>> Well, if you have DOS 2.5, youcan run its SETUP.COM program,
>>select option 3 (Set up an AUTORUN for boot), then select option 1 under
>>that (the RS232 (R:) drivers for the ATARI 850 Interface Module are loaded
>>and made active.)
>
>This did work. I also noticed that it just produces a small object
>file which will initialize R:.

Good!

>> This will write an AUTORUN.SYS file that will do this. Then,
>>just go to the DOS menu, and copy (append) your FT80 or other term
>>program to this AUTORUN.SYS file.
>
>I wasn't sure what this meant until I dug through some manuals and
>instructions I had for other applications.

Sorry about that. I should have typed out the command. I got
lazy. I am glad you had the manuals on hand. :)

>> Finaly, reboot with this disk in the drive and your 850 turned
>>on, and the drivers should load automatically just prior to you term
>>program loading.
>
>Yep. I've got FlickerTerm working now. It's quite hard to read, but
>at least it's a VT-100 emulation using 80 columns...

Glad you have it running! :)
As for the readability, perhaps it is just my particular setup,
but this works very well for me: Follow the instructions about using
low lighting (I have a 40-watt bulb inmy desk lamp, and if that is the
only light in the room, that works well), then set the background
to blackest black, and the foreground the the lightest (yet still
readable) white. The flicker disappears! :)

-Joe
--
____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

3259. Re: If you build it, they will come !

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-13 00:00:00 UTC
From: pkormany@quibble.eecs.wsu.edu
Message-ID: <D6yy80.K1q@serval.net.wsu.edu>
Source record: 92600

All this back-biting over 15-year-old atari warez piracy is just plain silly. Software piracy as a semi-organized institution/ practice has been going on since the first 2 people in the same area code got compatible computers. Right now, Mac and PC piracy, on boards, on the net, and everywhere else you can think of is running rampant and there is no way to stop it. These systems, which have millions of users pirating software might actually be hurting the software industry. The last 3 or 4 remaining atari-8 warez boards certainly are not.

Let's get real here. The church stopped giving mass in Latin in 1965 and atari dropped 8 bit support in 1992. The 8 bit is as dead as Latin and it won't 'rise again'.

The least we, as museum curators, could do is to create a library somewhere with ALL the cracked 8 bit games, and all the apps so that anyone wishing to reminisce about the past for a moment can do so in some luxury.

Another argument altogether is the preservation of the machine and its code for the sake of history. Just like in M.U.L.E. when the store buys your antique computer for $200. When the last atari 8 bit pirate dies, and his children don't even realize they have to hook up his ancient computer to a TV, the entire legacy will die and nobody will remember. In three or four hundred years liberals will curse humanity for letting all this software, all this history and knowledge go to waste.

Just think how much it saddens you when you hear about great masterpieces being destroyed by barbaric assaults etc.. This is now happening to all the old games we loved so much back in the Reagan years. Is it in anyone's interest to see this pirated software extinguished? How many classics have been lost forever already?

Legal or not, I stand in support of liberation for all atari 8 bit warez. If nothing else, I implore anyone out there who is reading this to maintain your library of warez in a fashion that will be as permanent and long lasting as possible.

Long live the king!

3260. 8-bit & ST Monitor?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-13 00:00:00 UTC
From: Jeff.Thomas@balmybeach.gryn.org
Message-ID: <dbb_9504142240@tor250.org>
Source record: 92601

```
F > Does anyone out there know if I can use my 8-bit Atari with my
F > Atari
F > ST's monitor? I figure, if the Jag can use it, the 8-bit should be
F > able
F > to as well. Does anyone have the pin outs for the 8-bit and ST monitor
F >
F > jacks?

If someone was willing to build a composite to RGB converter then yeah, it
probably would be possible. I've done some digging into this topic, and
it's not all that far fetched an idea. However I'm no hardware hacker so
I won't be building one anytime soon.

Later...

... OFFLINE 1.52
--
| Fidonet: Jeff Thomas 1:250/422
| Internet: Jeff.Thomas@balmybeach.gryn.org
```

3261. Re: ROT-13

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-14 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3mkhh9$i6j@charm.magnus.acs.ohio-state.edu>
Source record: 92505

In article <5A29AVv.ransom22@delphi.com>,
Joe Walsh <ransom22@delphi.com> wrote:
>Rob Funk <rfunk@magnus.acs.ohio-state.edu> writes:
>>If the rot13 program did the shifting wrong in any way, though, you
>>would not get the same thing out as you originally put in.
>
> I dunno if this is what you meant, but I'll mention it just for
>clarification just in case anyone other than myself got this impression
>from your statement above:
> ROT13 works the same backwards and forwards. If one program
>rotates forward in the alphabet 13, the recipient's program could rotate
>it forward OR backward, and still get the correct original letter . . .

Sorry I wasn't so clear. By "way" I didn't mean "direction", just
something wrong somewhere in the translation algorithm. (is rot13
sophisticated enough to be called an algorithm?)

Hmmm.... the Tao of Rot13....
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

3262. Ace of American BBS

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-14 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <3mkonf$it0@news.xmission.com>
Source record: 92506

Can somebody out there please send me the current BBS # for the Carina Support BBS, Ace of America?

In addition, is anybody out there selling their Carina 2.5 BBS package? GLENN S.???

3263. R-time8 and SDX Carts wanted

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-14 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <3mkoqt$it0@news.xmission.com>
Source record: 92507

Have an extra SDX or R-time8 to trade?? Contact me!

3264. Re: 800XE->ST Color Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-14 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <50x9gHl.lmcclure@delphi.com>
Source record: 92508

In a message dated 4-9-95, Byron Followell said:

"However, I do agree that it would be a fairly complex
circuit with a fairly long development period."

Actually, there was a issue of Modern Electronics from a few years ago that had an article detailing a composite to analog RGB convertor. One of the first stages of the circuit split the composite input into chroma and luma signals, meaning that stage could be eliminated for use with the Atari 8-bit.

At the time the article was published, the estimated cost of the completed convertor was around $90, as I recall. Whether the cost of the components has decreased significantly in the interim is another matter.

3265. Atari Dos

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-14 00:00:00 UTC
From: pruittj@world.std.com
Message-ID: <D70I6D.BK4@world.std.com>
Source record: 92509

Hi
I am trying to get my 1200 XL up and running.

I found a 810 disk drive for it for a good price..
The Dos 2.5 did not work but it copied games and a sorts of things just fine.

Is this Dos 2.5 disk not working a problem?
Were would I find a new one?

Thanks

John

3266. 1200XL and a hard drive.

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-14 00:00:00 UTC
From: pruittj@world.std.com
Message-ID: <D70IHJ.CCA@world.std.com>
Source record: 92510

Hi would like to know about building a hard drive for the 1200XL.
Does any one know how to build one?

Also how many devices can you hook up to the 1200XL?
810 disk drive
a hard drive
and a tape drive?

3267. Re: 800XE->ST Color Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-14 00:00:00 UTC
From: followel@ix.netcom.com
Message-ID: <3mlvt0$g2e@ixnews4.ix.netcom.com>
Source record: 92511

In <50x9gHl.lmcclure@delphi.com> Lonnie McClure <lmcclure@delphi.com>
writes:

>Actually, there was a issue of Modern Electronics from a few years ago
that
>had an article detailing a composite to analog RGB convertor. One of
the
>first stages of the circuit split the composite input into chroma and
>luma signals, meaning that stage could be eliminated for use with the
>Atari 8-bit.
>
>At the time the article was published, the estimated cost of the
completed
>convertor was around $90, as I recall. Whether the cost of the
components
>has decreased significantly in the interim is another matter.
>

Sounds great! It would save us all loads of time in circuit design and
it sounds just like what some of us are looking for. You wouldn't
happen to have a copy of this article or know which issue it was from
would you?

- Byron Followell
followell@ix.netcom.com

3268. Re: The DEMO version of F.R.E.E. is available! NEW!NEW!NEW!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-14 00:00:00 UTC
From: followel@ix.netcom.com
Message-ID: <3mm052$g49@ixnews4.ix.netcom.com>
Source record: 92512

In <1995Apr14.103634@ccr.jussieu.fr> bleroy@ccr.jussieu.fr (Bertrand LE ROY) writes:
>
>If you want to use F.R.E.E. with PC X-former, please say so because for the
>moment you can only use the first disk: you can't swap disks 'on the fly' and
>F.R.E.E. for the moment uses only the first drive.
>But I am working on a special version that accepts to use any present drive,
>and this will enable you to use F.R.E.E. with PC X-former 2.5.
>For this I need one or two weeks (I have other activities, sorry). Thanks for
>your patience.
>Of course, the 'normal' version is AVAILABLE.
>
>Should I put the binary uuencoded disk images of the DEMO in this newsgroup?
>
>Bye. I hope that you will enjoy F.R.E.E.

You can swap disks on the fly with the registered version of PC-XFormer. It's only with the unregistered demo versions that you can't swap disks. Just FYI.

- Byron Followell
followel@ix.netcom.com

3269. Re: John Harris and Bill Kendrick

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-14 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3mmc5g$91v@nic-nac.CSU.net>
Source record: 92513

Hmmmmmmmmmmm..... good question. I usually close channels right when I'm
done with them, but also have close-all routines before an exit to DOS usually.

Oh well, time to check my source code!
-bill
kendrick@zippy.sonoma.edu

3270. Re: 1200XL and a hard drive.

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-14 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <D71AIA.EL9@iglou.com>
Source record: 92514

Since the 1200XL does not have a PBI, the easiest way to add a hard drive is by using an IBM compatible computer and an SIO2PC cable (see the FAQ for more information). The 1200XL, like any Atari 8-bit, can have up to 4 floppy drives; they can be Atari 810, 1050, XF551, or various third-party drives. You can have a tape drive in addition to floppy and hard drives, but you probably won't want to use tape unless you have a favorite game that isn't on disk or cartridge.

--
Bill Marcum bmarcum@iglou.com
"Trap yourself in a room full of glee, and have nothing in the room but a bucket and a mop, and an illustrated book about birds, you see alot out there, but don't be scared." (Paul Weiss)

3271. Re: Hello

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-14 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <D71B0y.Eno@iglou.com>
Source record: 92515

You have been out of touch for a while! :) ICD bought the rights to OSS software several years ago. Then in 1992 or 93, ICD decided to stop making any products for the 8-bit computers. Just a year or two ago, Fine Tooned (ftooned@delphi.com) acquired the rights to the ICD and OSS products, and began developing some new products (see messages in this newsgroup about MARS8, MIO II, and Sweet 16). Fine Tooned also released a shareware version of Spartados 3.2, and they sell the Sparta X cartridge developed by ICD.

--
Bill Marcum bmarcum@iglou.com
"Trap yourself in a room full of glee, and have nothing in the room but a bucket and a mop, and an illustrated book about birds, you see alot out there, but don't be scared." (Paul Weiss)

3272. I'm READY!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-14 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <HGtjvQ7YaKZd083yn@ibm.net>
Source record: 92516

After not using my 8-bit for the past 3 years, I'm ready to put it back into service. I've just moved into a house that has enough room so I can set it up right beside my 486DX2-66.

I need to ask a few things first:

- I purchased an Action! cartridge a while back, but it didn't come with any documentation. If any one could point me to some docs (especially reserved words and their uses) I would much apprieciate it. Also, if anyone knows of some good tutorials on using it, that would be great too. I'm a proficient programmer in Atari basic, and I know Pascal, which seems to help a lot in the little I've done in Action!

- I was think about building the SIO2PC myself, but after buying the parts, I realized that it is a project that is a *little* above my skill level. If anyone could volunteer to build me one, I would make it worth their while. I do have all the parts.

Well, that's it for now, and I hope to hearing from someone!!

TIA,

==
R y a n 'G o z a r' C o l l i n s

"If you don't try to live in the future, then you're stuck | rlcolli@ibm.net
living in the present" -----------------

"What if you're an Athiest who hates sex?" - Question asked in an Education class on teaching Abstinence in the schools.
//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\
==

3273. GAMES FOR SALE - NEW

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-14 00:00:00 UTC
From: aturco@netcom.com
Message-ID: <aturcoD71n61.70r@netcom.com>
Source record: 92517

Thanks to those who responded to our original posting under this topic.
It was a greater interest than we had expected. Now, for those who did
not happen to see it, but might be interested, here is a list of what
is still available. If you know of others that might be interested we
appreciate your passing this list on.

A

New Atari 8 bit software

COMPUTER GAMES PLUS
1839 E. Chapman Ave.
Orange CA. 92667

phone (714) 639-8189
fax (714) 538-1707

email aturco@netcom.com

Who are we? We have been Atari dealers since 1980. We started with
Atari 8 bit. Our first ads were in Antic and Analog magazines, and in the
beginning we were solely a mail order company. We now have a retail store too.

The merchandise listed here is all NEW unopened inventory that
has been in our stock since release. These titles have had various
price reductions through the years, and we have again reduced them
for this list. The prices reflect quantity on hand. The more expensive
titles are probably our last copies.

We hope you find something of interest.

$15 -disk- Anti Sub Patrol (Rocklin)
5 -cart- Basic Computing Language (cart only) (Atari)
30 -cart- Basic XE (OSS)
20 -disk- Battle Of Antietam (SSI)
5 -disk- Blade Of Blackpool (Sirus)
3 -cass- Blue Max (Synapse)
5 -disk- Boulder Dash (First Star)
5 -disk- Bruce Lee (Datasoft)
15 -disk- Checkers (Odesta)
15 -disk- Cosmic Balance II (SSI)
15 -disk- Crossfire (On-Line)
20 -cart- Demon Attack (Imagic)
10 -cart- Donkey Kong (Atari)
10 -disk- Drelbs (Synapse)
5 -disk- Dropzone (Microdata)
2 -cass- Eastern Front (Atari APX)

18 -disk- Eastern Front (Atari APX)
3 -cart- ET Phone Home (Atari)
5 -disk- Fort Apocalypse (Synapse)
10 -cart- Gateway To Apshai (Epyx)
10 -disk- Gunslinger (Datasoft)
20 -disk- Gettysburg (SSI)
5 -disk- Hard Hat Mack (EA)
2 -disk- Instedit (Atari APX)
5 -disk- Invasion Orion (Epyx)
5 -cart- Miner 2049er (no box) (FREE with any $15 total purchase) (Big 5)
10 -cart- Miner 2049er (with box) (Big 5)
25 -disk- Mirax Force (fabulous high speed British game) (Tynesoft)
5 -cart- Missile Command (Atari)
15 -disk- Movie Maker (EA)
10 -disk- Murder On The Zinderneuf (EA)
5 -cart- Oil's Well (Sierra On Line) {great game}
3 -disk- One On One (EA)
10 -disk- Panzer Grenadier (SSI)
5 -disk- Pacific Coast Highway (Datasoft)
10 -disk- Pinball Construction Set (EA)
5 -disk- Preppie (Adv. Int) {like Frogger}
5 -cass- Principles Of Accounting (Atari)
25 -disk- Party Quiz (Suncom) {inc 4 controllers-great party game}
10 -disk- Racing Destruction Set (EA)
1 -cass- Rescue At Rigal (Epyx)
15 -disk- Rebel Charge At Chickamauga (SSI)
10 -disk- Return Of Heracles (FREE with any $40 total purchase) (Quality)
3 -disk- Sands Of Egypt (Datasoft)
25 -disk- Scott Adams - all 12 text adventures plus hint book
10 -book- Scott Adams - hint book for 12 adventures
15 -disk- Scott Adams - Saga 2 Pirate Adventure (graphic version)
10 -disk- Scott Adams - Saga 3 Mission Impossible (graphic version)
10 -disk- Scott Adams - Saga 4 Voodoo Castle (Graphic version)
10 -disk- Scott Adams - Saga 6 Strange Odyssey (Graphic version)
10 -disk- Sea Dragon (Adventure International)
10 -cart- Shamus (Synapse)
15 -disk- Shiloh (SSI)
5 -disk- Snooper Troops - Case 1 (Spinnaker)
1 -cart- Super Breakout (Atari)
10 -cart- Submarine Commander (Thorne EMI)
2 -disk- Timewise (Atari)
1 -cass- Trivial Pursuit (Domark)
3 -disk- Ulysses & Golden Fleece (On-Line) {early Sierra}
3 -docs- Universe Products Guide (Omnitrend)
1 -cass- Upper Reaches Of Apshai (add-on for Temple Of Apshai) (Epyx)
3 -disk- Upper Reaches Of Apshai (add-on fro Temple Of Apshai) (Epyx)
10 -disk- Video Vegas (Baudville)
10 -disk- Wargame Construction Set (SSI)
10 -disk- Warship (SSI)
10 -disk- Wizard & Princess (On-Line) {adv. #2 by Ken & Roberta Williams}

10 -disk- Worms (EA)
5 -disk- Zaxxon (Datasoft)
10 -disk- Zeppelin (Synapse)
10 -book- Technical Reference Notes (400/800) {massive, over 1" thick}
25 -hard- Atari 1027 LQ Printer {never opened, but sold as is}
2 -misc- vinyl cover for 1010 recorder
2 -misc- vinyl cover for 600XL

power supplies
3 - CO16353 9v dc
3 - CO10472 9v dc
3 - 901017 20v ac
3 - CO17539 9.5v ac

Atari 5200 games
5 - Real Sports Football
10 - Countermeasure

payment: you can pay by check or charge card (Visa or Mastercard). If you are going to send a check please send email first and we will confirm that the titles you want are still in stock. We will then hold them for one week for your check to arrive. Please expect a two week delay for check clearance before your order is shipped.
If you prefer to pay by charge card you can call your order in or send the charge card info by email. If you are going to use email we need the full card number and the expiration date. And, of course, give us your shipping address and phone number.

There is a single shipping charge of $5 on all orders within the United States. If you are outside the USA we will quote you actual shipping once we can confirm your order. We can ship anywhere.

COMPUTER GAMES PLUS
1839 E. Chapman Ave
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phone (714) 639-8189
fax (714) 538-1707

email aturco@netcom.com

For anyone in Southern California who would like to visit our shop, the hours of operation are noon-6pm Tue-Fri and noon-3pm on Sat.

B
A

--

3274. ***** 520 STFM system For Sale *******

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-14 00:00:00 UTC
From: gathings@cs.utk.edu
Message-ID: <3mktoolNNgtc@duncan.cs.utk.edu>
Source record: 92602
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

```
F O R S A L E

Item Desc Asking Price

Atari 520 stfm $120 (shipped )
with user manuals
(this is the model with
the internal floppy )

Will throw in
communication software
and st314 (720k DSDD drive )
for FREE

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando
```

3275. The DEMO version of F.R.E.E. is available! NEW!NEW!NEW!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-14 00:00:00 UTC
From: bleroy@ccr.jussieu.fr
Message-ID: <1995Apr14.103634@ccr.jussieu.fr>
Source record: 92603

F.R.E.E. is a new graphic adventure game.
It features a hundred full-screen graphics 15 beautiful drawings, five disk sides filled with text and images, a menu and windows based user interface (95% of the game can be played with the joystick), automatic mapping, etc.

And you can have the first two disk sides of F.R.E.E. for free (ha!ha! Very funny)
Just send a mail to
bleroy@moka.ccr.jussieu.fr or fabien@ssnet.com
Or look for it at your favorite FTP site. I will try to spread it as fast as I can, but your help is welcome.
As the Sirius Cybernetics Corporation commercials say:
SHARE AND ENJOY!

The complete commercial version is also available for $20 or 100 french francs or the equivalent in your currency (but of course we prefer dollars or francs) from:
Fabien Royer
3211 Society Drive
CLAYMONT, DE 19703
USA
or:
Bertrand Le Roy
72 rue des Landes
78400 CHATOU
FRANCE

If you want to use F.R.E.E. with PC X-former, please say so because for the moment you can only use the first disk: you can't swap disks 'on the fly' and F.R.E.E. for the moment uses only the first drive.
But I am working on a special version that accepts to use any present drive, and this will enable you to use F.R.E.E. with PC X-former 2.5.
For this I need one or two weeks (I have other activities, sorry). Thanks for your patience.
Of course, the 'normal' version is AVAILABLE.

Should I put the binary uuencoded disk images of the DEMO in this newsgroup?

Bye. I hope that you will enjoy F.R.E.E.

3276. Flickerterm and Ice-T (was Re: Thanks for Flickerterm)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-14 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3mkh7b$i5d@charm.magnus.acs.ohio-state.edu>
Source record: 92604

In article <3mhjfg$glg@hearst.cac.psu.edu>,
Andrew K. Heller <heller@akh104.rh.psu.edu> wrote:
> I always used Kermit65 in 80 column mode. are any of the new programs
>better than this?

YES!!

I just tried both Ice-T and Flick this week, and was impressed with both. Since I was having trouble using the 486 to put them on a disk that the Atari could read, I re-downloaded them from the archive with my 2400bps modem. However, it took much longer than it should have to do that: Bobterm doesn't work all that well with Unix, especially with a 40-column screen; Kermit showed more character lossage than I've ever seen before (must be an example of software rot). I switched between them a few times, eventually getting the files d/l-ed to my ramdisk.

Then I tried each new program out, and I was amazed. Flick is annoying to look at, especially with inverse-video characters, but it is fast. Ice-T looks a lot like Kermit, but better -- I like the smooth and easy transition between term mode and command mode, and the drop-down menus are nice. Flick's user interface reminds me of Procomm for MS-DOS. This is a bad thing.

I'm surprised nobody's mentioned the keyboard handling of the two programs. Flick uses the keyboard much like Kermit, such as arrow keys being shift-control- up, down, <, >. Ice-T is vastly superior here, using (gasp!) the real Atari arrow-key combinations. After using Ice-T for a while, then switching to Flick, I got momentarily confused whenever I tried to type a tilde -- Ice-T uses the Atari key for that, while Flick (like Kermit) uses it for flow control. You can imagine the results.

As I said before (and as mentioned in its docs), Flick's inverse-video is horrible. However, it does do bold quite nicely -- as far as I know, a feature unique among Atari term programs.

One bug in Ice-T bothered me: after running Lynx on the machine I was connected to, scrolling broke. At the bottom line, everything just kept reprinting on the bottom line; at the top, I got 2 lines before everything kept reprinting on the same line. My solution was to exit to DOS, load ICET.BAK, then signal the remote machine to redraw the screen.

Overall, at 2400 I definitely give the edge to Ice-T. Flick is a close second, and the old Kermit and Bobterm are far behind.

As far as I'm concerned, the only reason to stay with Kermit is for
kermit file transfers. (Hint hint, Itay :-)

--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

3277. Re: WANTED: Rally-X for Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-15 00:00:00 UTC
From: sysop@aos.win.net
Message-ID: <145@aos.win.net>
Source record: 92518
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

In article <3mnjlb$s69@blackice.winternet.com>, Allison Butler (sydtech@winternet.com) writes:
>Was a version of this classic ever released for the Atari 8-bits? The
>closest I've got is a game called Parallax, which is a grid/maze shoot em
>up. It's close, but not close enough....
>
>Thanks!
>Scott
>

Rally-X was hot! Those little smoke screens we're cool.. Why the heck was this machine overlooked by developers? Hmm, should be able to pick up a full size for 100 bux? I'll try looking for one.. If anyone is in the detroit area, wanna tag along with me on a machine auction?? I went to an auction last month, prices are UNREAL.

--
Robert McNaughton (sysop@aos.win.net)President, PC Advantage Inc.
Advantage Online Systems 810-784-9114/9115 Excalibur Sysop Support
Developer/Distributor of Quality Software and Screens

3278. WANTED: Rally-X for Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-15 00:00:00 UTC
From: sydtech@winternet.com
Message-ID: <3mnjlb$s69@blackice.winternet.com>
Source record: 92519
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Was a version of this classic ever released for the Atari 8-bits? The closest I've got is a game called Parallax, which is a grid/maze shoot em up. It's close, but not close enough....

Thanks!
Scott

3279. flush drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-15 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3mo622$73g@news.primenet.com>
Source record: 92520

There is a utility floating out there somewhere that will totally erase drives by writing nulls I guess, to it.

I forget the name of it, but I really need it.

Bob Puff's formatting routines don't do a good enough job of getting rid of what's underneath. Formatting Sparta over MYDOS and vice versa can often lead to problems.

My drive is such a mess I'd really like to purge some partitions and start over. I've got this flaky on my main MYDOS partition that when it boots I get popped into a weird directory and I can't run anything unless I first change directory to 1: It's like 2 directories on one drive.

3280. WTB/Trade: Power Supply for 1050, some other questions/comments

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-15 00:00:00 UTC
From: lymang@cybernetics.net
Message-ID: <lymang-1504950656430001@dsnine.cybernetics.net>
Source record: 92521

Hi everyone! Having finally gotten around to sorting through my piles of equipment, it turns out I've got a 1050 floppy drive with no power supply. I read through the newbie 8 bit faq, and the regular faq, and checked every single power supply I have, and it's just not there. Here's what I'd like to know: Does anyone have a power supply for sale out there, cheap, or does anyone want to trade? I have a 600XL, that seems to be working, and two 810's, also a power supply for a 5200. In addition, I need to find a serial interface, I guess, if I want to download files on my Mac from the Internet and transfer them via null modem cable to the Atari. At least, that was my understanding after reading the FAQ. It has been a LONG time since I used an Atari, but I'm glad I have decided to get back into it.

Another question: has anyone else found an 'alternate' power supply for the 1050? I would be more than willing to go out to Radio Shack or whereever and buy an alternate power supply, but I must admit to a bit of confusion after reading the power supply section in the FAQ. Thanks, BTW, for the FAQ, it allowed me to identify all my Atari pwr sps.....

Lyman

--
Lyman C. Green, Jr. lymang@cybernetics.net lymang@uswsay.glaxo.com
http://www.cybernetics.net/users/lymang/lyman.html

3281. Re: 1010 & 1020

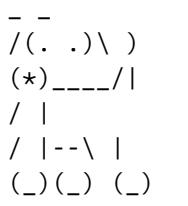
Newsgroup: comp.sys.atari.8bit
Date: 1995-04-15 00:00:00 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FDPIEHVCUp@stingray.manawatu.gen.nz>
Source record: 92522

In <3mhjnp$glg@hearst.cac.psu.edu> Andrew K. Heller wrote :
>R. GORE (CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK) wrote:
>
>: In the UK the 1010 was notorious for having weak buttons, usually the
>: play button snapped after several months use.
>
> 2 versions of the 1010 as well..pause keys were reversed...
>also..the darn keys broke all the time..although someone said
>some brand revision didn't have this problem.

In NZ, we were able to get replacement keys that someone molded out of some kind of "junk" metal, and they worked just fine, and still would too if it weren't for the fact that I have pretty much everything on disk now that I used to have on tape.

Richard =8-]

--



Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

3282. Re: Ace of America BBS

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-15 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <3mokk2$dek@news.xmission.com>
Source record: 92523

In article <3mng17$t5b@news.primenet.com>, krishna@primenet.com (Glenn Saunders) says:
>
>I've noticed, Jim, that sometimes you get all interested in this or that,
>for one reason or another, but Carina is a piece of software you should
>avoid using.

True.. I like to create projects for myself now and again -- keeps me occupied on snowy nights/
weekends.

>It is buggy, slow, and is by far the most stagnant of the BBS programs in
>current use today. Which is a real shame because it has a lovely command
>line interface which deserves to be ripped from it and put to use in a
>sleek new Basic XE environment.

I'm aware of Carina's problems, but simply wanted to TRY it, not worship or
rewrite it! <grin>

>He's good with that, making claims. That's about all he is is a bullshit
>artist. The only thing he ever followed through on in my days with
>Carina was the fairly simple PC Pursuit networking software (and for
>those who perk up hearing this, let me repeat that PC Pursuit no longer
>exists as a service, something like it has popped up but I forget the
>name of it.).

Ouch! How did the next 6 paragraphs come about? Sheesh! You're still holding
a grudge, arent you? <grin>

3283. Re: Flickerterm and Ice-T (was Re: Thanks for Flickerterm)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-15 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3molsi$cs8_001@acs.ohio-state.edu>
Source record: 92524

In article <3mndbe$t5b@news.primenet.com>,
krishna@primenet.com (Glenn Saunders) wrote:
>So you have to understand that there was some logic behind this. I use
>^^ constantly in my internet sessions. I don't know about others. If
>you use vi or emacs (bleah) as your editors maybe this isn't as much of a
>concern.

I understand the logic, but I like Ice-T's logic better.
bleah to vi, but not emacs. :-)
Pico is merely tolerable for me.

I use the arrow keys constantly (even when I use Pico), and only rarely use
^_ and ^^.

>How doe Ice-T generate ^^ and ^_ and the like? Or CAN it?

Ice-T uses control-6 for ^^ (which makes perfect sense -- that's what you
hit on other keyboards) and control-: for ^_ (which doesn't). It looks to
me like ^_ and ~ are the only ones not on a fairly mnemonic key, but I
think the arrows more than make up for that (and I think ~ is better on the
Atari key than on the other possibilities I've seen). Sorry, but I'll take
normal arrow keys over obvious ^_ and ^^.
Ice-T can also easily generate `, {, }, ^@, ^[, ^], and ^? with the obvious
keystrokes. (Well, ` isn't quite as obvious as the others, but it's
control-7.)

------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

3284. Are there "arrow keys" in Flickerterm?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-15 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <3moroi$68k@hustle.rahul.net>
Source record: 92525

The subject says it all...editing notes and mail is a real pain without
'em...I didn't see any reference to them on the help...

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Programmer/Analyst/Dino Jockey * GCS: !h s:+ !g au+ w+ C++$ v++ w+ U N++
* softball '95: 1 game, 0-1, .667 * W po+ t+@ Y+ j++ B-- e+++ u** r+++ y+++

3285. Ace of American BBS

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-15 00:00:00 UTC
From: Terry.Streeter@flight.org
Message-ID: <828_9504151230@flight.org>
Source record: 92526

```
Try this #:(407)747-9176
I think this is the old # for the carina bbs sales/service.
---------------------------- -//- ----------------------------
Internet: Terry.Streeter@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------
```

3286. Re: Are there "arrow keys" in Flickerterm?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-15 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3mp68a$44@charm.magnus.acs.ohio-state.edu>
Source record: 92527

In article <3moroi$68k@hustle.rahul.net>, Tim Irvin <ziggy29@rahul.net> wrote:
> The subject says it all...editing notes and mail is a real pain without
>'em...I didn't see any reference to them on the help...

Shift-control-up/down
Shift-control- < / >

Since the keyboard doesn't send any codes for
shift-control-left/right, the greater-than/less-than keys were used
instead, just like in Kermit.
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

3287. F.R.E.E. Demo

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-15 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3mp59f$a0h@nic-nac.CSU.net>
Source record: 92528

I've gotten the demo version of F.R.E.E. to work! (The author accidentally sent me a ST Xformer / PC Xformer .XFD files but named them .ATR's and I had to prepend the 16-byte header to them.)

It's a pretty cool game. I've seen The Pawn for the Atari, and must say that this game has a much nicer, simpler to use interface (although SOME commands are NOT listed and selectable with the joystick/arrow keys! Remember this when you play it!).

Both games, however, had some standard responses. I was amused when, while playing The Pawn, somebody said something like "How the hell should I know?", but then VERY disappointed when it seemed that ALL characters would react like that, unless they knew. With F.R.E.E., things like "It won't move, anyway" get said all the time, but at least they aren't vocal responses from the game's characters! :) (Actually, to tell the truth, I've only seen two characters, one didn't say anything and was more or less an idiot, and the other made me leave right away because I was naked.)

To compare F.R.E.E. (and The Pawn) to ANY of the files I've seen at UMich under the "Adventure" directory would be ridiculous, because those are most often pretty lame (compared to "today's standards") text-based adventures who would say something like "you see a chair and a table" and if you ask it (once you figure out the correct command :)) to "examine the chair", it would end up claiming there WAS no chair! :)

(Oh, I must say I was quite happy with the Pawn when it let me put stuff inside of a wheel-barrow and with F.R.E.E. when I put a bunch of inventory in one room, left, and came back and it was still there. For some reason, I was being pessimistic and thinking it wouldn't let me do something like that.)

As for F.R.E.E.'s graphics, it's usually quite nice, although more cartoony than the Pawn (but of course, the "F" in F.R.E.E. stands for "Funny" :)), because at times pictures in the Pawn look as though they were converted from scanned photographs and then touched up.

Anyway, I suggest ANYone out there, whether you like adventure games a lot or not, to go get the demo version of F.R.E.E. and try it out. (And while you're at it, tell me how to get some CLOTHES!) I'm not POSITIVE I'd spend $20 for it, but $20 isn't very much any more. :)

Thanx to Bertrand Le Roy and the other two authors/etc. for such a cool looking game!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

3288. NEW ATARI 8-BIT SUPPORTING HOME PAGE!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-15 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3mp96a$cio@nic-nac.CSU.net>
Source record: 92529

Ok, it's been FAR too long and my Atari stuff isn't getting much bigger
as of late, so it's time to finally publically announce my home page!

Bill Kendrick's Home page: http://zippy.sonoma.edu/~kendrick

From within, I have the following "areas" which would be of interest to
Atarians:

New Breed Software's Home Page
With a catalog of Atari and IBM software
A list of upcoming titles from New Breed Software (currently all 8-bit!)
The latest version (currently still ASCII text) of my emulator FAQ
A blurb on Branch Always Software's Atari 8-bit and ST Emulators
Information about ADOS (none yet, but some of the conceptual docs I've
written are there)
Other Home Pages
Including Atari 8-bit home pages
Other Atari home pages (Lynx, Jaguar, ST, stores)
Other home pages..
Other stuff..

If you have access to a Mac, MS Windows or X-Windows machine which is hooked
up to the Internet (either via some direct like or via PPP and a high speed
modem) and you have or can get NetScape, MacWeb, Mosaic or some other graphical
Web browser, you'll get to see the nifty graphics! (Currently no screen
shots, but a lot of iconics, especially for games and demos). I currently have
no sound files up either.

If you have access to a Unix or VAX machine, try running the program "lynx"
from your shell and you'll get a text-based representation.

Have fun! And if you drop by, please leave me a note as I haven't added
one of those cool counters yet. :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3289. Re: NEW ATARI 8-BIT SUPPORTING HOME PAGE!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-15 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3mp9ah$cob@nic-nac.CSU.net>
Source record: 92530

Oh, I forgot to mention.. if you want to make a link from your page
directly to my New Breed Software page, the URL is pretty straight-forward:

http://zippy.sonoma.edu/~kendrick/nbs/nbs.html

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3290. What happened to the phones at FTe??

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-15 00:00:00 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <5A+8oH+.ftooned@delphi.com>
Source record: 92531

Hi All,

My lease has expired, and I'm going to be shuffling things around
here at FTe for the next few weeks. (I had completely forgot about the
lease running out...) The phones will be off, until things get resituated.

I'll be sending out the catalogs once the "new" info is available.

Not to worry! I'll be checking in here at least once a week, to
keep tabs on the situation.

Man, I've gotten hammered here with E-Mail over the past two
weeks! Thanks for taken the time to request product info... I was beginning
to think that there was only a few people still out there. I mean, I've
gotten more mail in the past two weeks than I have in the past 4-5 months.

I may not be able to make an appearance at the Sacramento Show,
due to the very recent changes...

Once again, Thanks for the support! It's gonna be a really cool
summer for the Atari 8-Bits!!

Mike

3291. Hard disk recovery files

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-15 00:00:00 UTC
From: cooley@nevada.edu
Message-ID: <3mpc8s$dj@news.nevada.edu>
Source record: 92532

hello there. I'm looking for recovery files for hard disks. I'm using an MIO board, and the drive sounded bad soon before the whole directory got messed up. I have used a file, i think its called HDRECVR.COM, but I don't know what I did with it. Could someone point me in the right direction, like an ftp site, where i can get this or any files to recover my directory?

i'd appreciate it a lot!

thanks!

.s

3292. Re: If you build it, they will come !

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-15 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3mnclo$t5b@news.primenet.com>
Source record: 92533

The mortal Peter Kormanyos - EECS (EE331) wrote:

: Legal or not, I stand in support of liberation for all atari 8 bit
: warez. If nothing else, I implore anyone out there who is reading
: this to maintain your library of warez in a fashion that will
: be as permanent and long lasting as possible.

It is far too early to put up the banner of piracy for the sake of
preservation.

Wait until the nails are in the coffin.

Obviously many individuals already have SuperArchivers and are
keeping their protected disks from going bad from age.

Don't try to rationalize warez boards.

You will find yourself with more enemies than friends and possibly get in
trouble with the law as a result.

A friend of a friend of mine ran an IBM pirate board and got in serious
trouble because of it. Just because there is a proliferation of
lawbreakers doesn't mean you are going to get away with it.

All it takes is one taddletale to put your ass in a sling, and if you
think companies like Atari Corp. or Sierra Online or Activision don't
care about you because it's just 8-bit software, think again.

3293. Re: Flickerterm and Ice-T (was Re: Thanks for Flickerterm)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-15 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3mndbe$t5b@news.primenet.com>
Source record: 92534

The mortal Rob Funk wrote:

: I'm surprised nobody's mentioned the keyboard handling of the two
: programs. Flick uses the keyboard much like Kermit, such as arrow
: keys being shift-control- up, down, <, >. Ice-T is vastly superior
: here, using (gasp!) the real Atari arrow-key combinations. After
: using Ice-T for a while, then switching to Flick, I got momentarily
: confused whenever I tried to type a tilde -- Ice-T uses the Atari key
: for that, while Flick (like Kermit) uses it for flow control. You can
: imagine the results.

The keys in and around the arrows have ASCII values. Control ^ for instance, is a key used in the PICO editor to mark text blocks. So instead of moving these special characters elsewhere which would have been harder to remember, he allowed the control keys to be WYSIWYG and use shift control for the arrows. Due to the keyboard system, shift control left and right arrows can not be read, so < and > had to be substituted.

So you have to understand that there was some logic behind this. I use ^^ constantly in my internet sessions. I don't know about others. If you use vi or emacs (bleah) as your editors maybe this isn't as much of a concern.

How doe Ice-T generate ^^ and ^_ and the like? Or CAN it?

3294. Re: 1200XL and a hard drive.

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-15 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3mner1$5fm@nic-nac.CSU.net>
Source record: 92535

Hey Bill.. all Ataris can have up to >8< physical drives or MORE!

Most DRIVES themselves allow being numbered from only 1-4, not 1-8, but some do and I think there's a fix for at least the 1050 to allow it's numbering to go up to 8.

(BTW, this is what I've heard, I could be wrong (re: most drives..etc.))

Also, the 1200XL can get a PBI port added to it with a bit of work.

ALSO, some hard drives can be controlled with joystick ports/SIO (I KNOW jstick, I'm guessing on SIO).

Also, there's a Woolley hack to add an IDE hard drive INTERNALLY into a 1200XL.

Finally, SIO2PC is GREAT as an in-between, but I'm not planning on keeping it forever! :) Too slow! Too small .. I only have a 20MB HD on my PC, and a lot of that is taken up already! I may stick to boot-disk-based games which I rarely play on the SIO2PC, but for development and the types of things I WANT to do, a standard-speed SIO2PC (ie, not hyper-speed) drive and a small, 256K RAMdisk are too little! :(

I need MORE memory! I need an MIO2 or MIO or BlackBox! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

3295. Re: Ace of American BBS

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-15 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3mng17$t5b@news.primenet.com>
Source record: 92536

The mortal James King wrote:
: Can somebody out there please send me the current BBS # for the Carina Support BBS, Ace of America?

: In addition, is anybody out there selling their Carina 2.5 BBS package? GLENN S.???

I've noticed, Jim, that sometimes you get all interested in this or that, for one reason or another, but Carina is a piece of software you should avoid using.

It is buggy, slow, and is by far the most stagnant of the BBS programs in current use today. Which is a real shame because it has a lovely command line interface which deserves to be ripped from it and put to use in a sleek new Basic XE environment.

Forem XEP is the one to try if you are into BBS programs written in an interpreted language such as BASIC. Forem XEP's nice wide programming environment make it even easier and more fun than writing tiny swap files in PRO! (which to me only reminds me of ancient drum memory in MINIcomputers rather than machines which routinely have 256K or more banked RAM in it which is used at best only for ramdisks). Such is the legacy of writing for the LCD of 64K machines.

The current plight of Carina is the direct result of bad decisions, bad programming, and illogical biases courtesy of David Hunt (who has a fitting alias of The Shadow). He started out with a distrust for 9600 and 14.4 modems which probably persists to this day. Such that he has a psychotic lack of understanding of the necessity to support high speed modems. Add that to the fact that he has a MIO and a distrust of the Black Box so even if he were running PRO! He'd probably experience problems running 14.4s with compression enabled and you pretty much have a doom-scenario here as far as the odds of Carina ever supporting more than 2400 baud reliably.

He's made a couple forays into highspeed. He came on and posted that suddenly his board now supported high speed modems but I tried logging on and got the same old 2400 baud throughput so his head is up his ass as far as his claims.

He's good with that, making claims. That's about all he is is a bullshit artist. The only thing he ever followed through on in my days with Carina was the fairly simple PC Pursuit networking software (and for those who perk up hearing this, let me repeat that PC Pursuit no longer exists as a service, something like it has popped up but I forget the name of it.).

He made a verbal agreement with Tom Hunt to have him rewrite MOE, the machine language core of Carina. This came to nothing when Shadow failed to send Tom the sourcecode to MOE 2.5. Shadow eventually found the sourcecode but kept it to himself, citing at the time that he really wanted to do all the work himself. This coming from someone who admits he is a little shaky on his machine language and doesn't believe in hexadecimal numbers. I question the sanity of anyone who turns down the help from someone as good as Tom Hunt, especially since Tom was quite revved up about the project and would have been a fast worker.

Last time I got a status report on Carina, Shadow had publically admitted that he was putting the 8-bit on the backburner as he tries to make money with his dayjob. So where he wasn't doing much with the software before, now he's doing even less so the much vaunted rewrite of Carina 3.0 is probably farther away than ever. I haven't connected to his board in a few months but I assume nothing has changed.

He is amazingly anachronistic (which I guess is not uncommon with 8-bitters) but coupled with that he is eccentric to the point of lunacy; yet his immediate erea around Portland is so uniquely rich with 8-bitters who worship him like a cultleader that he is cushioned partly from the realization that the sky is falling outside of "Mt. Carmel". And so he does not see that he has a responsibility to try to keep his software moving forward to keep 8-bitters interested, not just maintaining the ailing status-quo which is only effective within his inner-circle.

I can not count the amount of claims Mr. Hunt has made about the Atari8 which he could not back up with evidence, claims which he obviously thought would take somebody wavering in their loyalty to the machine and keep them interested like a hook, waiting for the proof to arrive. It's all an act that David does to keep people from jumping ship, and he plays his part like a veritable Olivier. He's the Bob Lazar of the 8-bit world (for those of you who are familiar with UFOlogy). And things like mythical hardware 80 collumns support in ANTIC/GTIA,128K screenmemory 256 color graphics modes, banked ram handlers and ramcarts that let you use memory like 24-bit linear RAM, and IBM PC DOS V emulation are his Element 115 and "Sport Model". Stuff that sounds great, is surrounded by technobabbly, but can not be proven. I am rambling on about this so much only because I was caught within his spell for so long and it was embarrassing when I finally came to my senses.

For those who don't know this, my handle, KRISHNA, came as a result of namecalling that was going on while I was spouting off about Hunt's claims in the PRO! world (which is split off from the Carina world for the most part) in which people slammed me hard for believing what anyone would say.

So although Jim probably knows most of this story, I'm relating it mostly for the benefit of those who do not, and to warn them not to become another pawn in Shadow's cruel mindgame. Don't be another Krishna. I don't change my handle because it sounds good, but it is also a reminder of my foolishness like a badge of dishonor that I wear. It isn't often that I relate the entire tale surrounding my handle, and I have reams of

long distance bills from debugging sessions and just bullshit talk sessions with Shadow to show how damaging my association with him was in monetary terms.

Those in the Portland era to whom all this comes as a surprise, it would be worth your while to call him up and ask to visit him because I've spoken with people in the same room with him who validate his claims, so the only way to take him to task on this is to visit him and ask for the visual proof, such has his mythical 600XLD, his 1450XLD drives, his 1090XL software PC emulator setup, his 16MB EEPROM Magna RAMCARTs, his 1040XE (that is a whole story unto itself--Atari's "Hangar 18" warehouse full of 1 meg XEs with 3.5" drives and LCD XE Laptops with builtin hard drives with a new Spartalike DOS 2.5CP installed) and so on. The memories come back to me like a tidalwave and part of me actually starts to get interested again as if there was a sliver of truth to any of this because I _wish_ it were true... :(

****
* Glenn Saunders | _____] *CGI, Film, Fantasy Fic *
* | | ___ *Amiga 1200 030/50/50/18*
* krishna@primenet.com |__|[_ \ *Lightwave 3.5 SA *
* B A B__ Y \ L| O N *Atari 6502 series *
* (__/ | *Vectrex, Zeppelin *
* ______/ ************************
}}}}}}}}}}}}} ftp://ftp.primenet.com:/users/k/krishna/ {{{{{{{{{{{{{{{{{{{{

3296. Re: 800XE->ST Color Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-15 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3mng52$t5b@news.primenet.com>
Source record: 92537

There are Amiga addons that let you get split video from an RGB signal.
I don't know if the reverse is tricker (Probably is).

3297. Re: 800XE->ST Color Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-15 00:00:00 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3mnlf7$hs4@news2.delphi.com>
Source record: 92538

Lonnie McClure <lmcclure@delphi.com> writes:

>In a message dated 4-9-95, Byron Followell said:
>
> "However, I do agree that it would be a fairly complex
> circuit with a fairly long development period."
>
>Actually, there was a issue of Modern Electronics from a few years ago that
>had an article detailing a composite to analog RGB convertor. One of the
>first stages of the circuit split the composite input into chroma and
>luma signals, meaning that stage could be eliminated for use with the
>Atari 8-bit.

Right, the problem is you get the same picture quality you would get on
a composite monitor. You end up spending a lot of money on a new RGB
monitor and a converter and you have similar picture quality. The only
solution is to try and decode what GTIA produces. I've tried. Ain't easy.

-Bry

3298. Shake Demo

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-15 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <15APR199502312659@pavo.concordia.ca>
Source record: 92539

I recently d/l'd the Shake demo from Umich. It's an ED disk that's been
SCOPY'd to a file. Unfortunately, when I attempt to un-SCOPY it, the
drive formats a SD disk. Anyone have a way around this?

||| 6502 > 486
||| Dave Paterson
/ | \ DA_PATE@pavo.concordia.ca
(Mail address changes 28 Apr. Watch here for details...)

3299. sx212 modem users?? or any1 selling 2400 baud modem??

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-15 00:00:00 UTC
From: ebgevza@oak.grove.iup.edu
Message-ID: <3mnrfv$dgi@jake.esu.edu>
Source record: 92540

I am looking for any1 who owns an atari Sx212 direct contact modem.
Id like to converse with them and find out some info.
Also..
Any1 have a modem for the atari 8 bit 2400 or better that is compatible??
direct contact or have an interface that they are willing to sell with it
that has a modem handler for the 2400 baud modem so I can use it with my
existing com programs??
please reply via Email
EBGEVZA@oak.grove.iup.edu

3300. Re: FS Huge Atari Collection

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-15 00:00:00 UTC
From: ckormos@delphi.com
Message-ID: <Jy3cRyG.ckormos@delphi.com>
Source record: 92541

I am interested in just the 2 1050 Happy Drives.
Just the drives, no cables, no power supplies.
If you are interested in splitting up the collection then E-mail me and I will
give you my offer for the 2 drives.
Charley

3301. Re: 1200XL and a hard drive.

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-15 00:00:00 UTC
From: R.Mier, news.winternet.com
Message-ID: <3mplb0$j1r@blackice.winternet.com>
Source record: 92542

> pruittj@world.std.com (John w Pruitt) writes:
> Hi would like to know about building a hard drive for the 1200XL.
> Does any one know how to build one?
>
The only Hard Disk interface that will work on the 1200XL is
the old Supra one that used to SIO port. The 1200XL does NOT
have a PBI interface for an MIO/Blackbox/MIO II to connect
to. The rights to the Surpra interface is now owned by Bob
Klauss (sc) I beleive. He also owns BBS Express PRO and
has a Support BBS somewhere in Utah.
I once re-setup a Supra HD interface and after that,
swore I'd never do it again. All the HD infor, ie: # of heads, cyl
and such, have to be burned into the on board EPROM along
with a lot of other information including your HD Partitions.

> Also how many devices can you hook up to the 1200XL?
> 810 disk drive
> a hard drive
> and a tape drive

1050, XF551, 850, P:R:C, about everything that
can be connected to a 800XL, 130XE.
One thing I would do if I was to continue with a 1200XL:
Find a 600XL and rob the parts needed from it to upgrade the
1200XL to a XE. This requires the OS ROM, the MMU and the
Atari BASIC ROM. There is an article on how to do it somewhere,
the large Atari Archive at Mich edu I'm sure has it, also CServe and
GEine.
R.MIer rbmier@winternet.com

3302. Re: Hard disk recovery files

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-16 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3mrafq$chb@news.primenet.com>
Source record: 92405

```
2 programs:

Cleanup.com < sparta

Vtocfix.com < MYDOS
```

3303. Re: 1200XL and a hard drive.

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-16 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3mrbmd$chb@news.primenet.com>
Source record: 92406

The mortal R.Mier wrote:
: The only Hard Disk interface that will work on the 1200XL is
: the old Supra one that used to SIO port. The 1200XL does NOT

The old Supra one uses the PBI. The ATR uses the SIO (for those few people who got the HD addon).

: One thing I would do if I was to continue with a 1200XL:
: Find a 600XL and rob the parts needed from it to upgrade the
: 1200XL to a XE. This requires the OS ROM, the MMU and the
: Atari BASIC ROM. There is an article on how to do it somewhere,
: the large Atari Archive at Mich edu I'm sure has it, also CServe and
: GEine.

The 1200XL needs some serious hacking to make it tolerable, but with a keyboard like that and all that ROOM inside for expansions, it's worth it.

1) the video sux. Needs supervideo upgrade
2) it needs the XL/XE OS mod w/internal basic
3) needs the complex but worthwhile PBI modification
4) last but not least, some banked RAM would be nice.

The great thing about the 1400 series is that aside from no chroma output on the video and no banked RAM, it had it all. A great keyboard w/function keys, PBI (although incompatible currently with the BB/MIO), XL/XE OS and builtin Basic. Then top it off with the speech chip.

That's the main reason it's sad that Atari never got those out the door... By far the biggest blight on the 8-bits is the "pick your poison" of compromises and design faults in the various models. From the 800 with it's now outdated OS, 48K, and underutilized slots, to the 1200XL as per above, to the 800XL and its lack of F1-4 keys, mediocre keyboard feel, and no chroma on the video, to the XE with even worse keyboards, to the XEGS with a detachable but bad keyboard, no PBI and only composite out.

The 1400 series was therefore the closest Atari ever came to a machine which was pretty much ideal --from the factory.

And considering the 1400s rarity, the 1200XL is the next one to go for as far as building the most comfortable system. Bob Woolley isn't an eccentric for being fond of the 1200XL. To those who just see the 1200XL as an abortion (which it kinda was when it came out) this may come as a shock to hear anyone advocate their usage, but in this day and age of hacking, it is by far the best machine to have as your main unit as long as you do the necessary modifications... It's absolutely painful for me to use the XE keyboard, even the spring type, and the 800XL is only

marginally better.

3304. Re: Complete HD system (w/256k MIO) for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-16 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3mrphs$3bo@nic-nac.CSU.net>
Source record: 92407

What would you want to trade it for? Or what types of things might lower
the $275 price? :)

'course, I'm probably going to go MIO2 so maybe I'd better not :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3305. Re: Are there "arrow keys" in Flickerterm?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-16 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3mru1u$58p@charm.magnus.acs.ohio-state.edu>
Source record: 92408

In article <9504170722.AA20804@emh.kunsan.af.mil>,
Earl C Halliwell <ehalliwe@emh.kunsan.af.mil> wrote:
>In another earlier message, someone negatively compared Flick's general setup
>to that of Procomm on the PCs. Well, that someone was correct-- I did
>intentionally pattern the menu scheme and status line after Procomm. However,
>I fail to see how copying one of the single most popular PC term programs ever
>is a BAD thing.

Simple - I don't like having to memorize a new set of keystroke
commands for every new program, and the help menu obscures the
terminal screen. Once I know them, I like having the quick keys
available, but I just don't like the general feel of Procomm-style
programs.
I think the main reason Procomm is so popular is that it's so easy to
obtain, and it's been around forever.
Copying it is a bad thing when it could have been (and has been) done
better. There are better ideas to copy these days.

>FlickerTerm was (and is being) written with power users in mind... users who
>don't want to wade through menu after menu to get at a command. With Flick,
>every command is no more than two keystrokes away.

I applaud that. And I do think it's a good and useful program. I
just like Ice-T's user interface better. There I don't have to worry
so much about *which* two keystrokes. It's based on more recent ideas
about user interfaces. And there's no wading.

Of course, you might find it amusing to note that I usually use
Procomm Plus for Windows, and on the Linux system I just installed I
use a clone of Telix, which in turn is also based on Procomm for DOS.
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

3306. Which is better, an 810 or . . .

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-16 00:00:00 UTC
From: rogtha@delphi.com
Message-ID: <pw7-B6A.rogtha@delphi.com>
Source record: 92409

Which drive is generally better, an 810 or that newer 10-something (1050)?

3307. Atari 810 Drives

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-16 00:00:00 UTC
From: "Randy C." <spigot@usr3.primenet.com>
Message-ID: <3ms38u$593@news.primenet.com>
Source record: 92410

I have an old Atari 810 that just suddenly stopped working. I turn it on and nothing happens. No spinning, nothing. I need to fix it or get a new one. Where can I go for this?

3308. Richard Morris's Small Demo "Competition" :)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-16 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ms5f5$bc3@nic-nac.CSU.net>
Source record: 92411

Well, I kinda have a demo :). Written in Action!.

Intro: "New Breed Software Presents" in ATASCII graphics in a text window
at the bottom and fireworks going off one by one above.

Title: Levelor-blind style waterfall fade-in of the title, "C-DEMO"
("Competition Demo" :)) written in ATASCII graphics and then a 2-depth
scrolling star display (2 PMGs + DLI trick) starts up.

Ball: Bouncing 2-PMG ball. All that's nice about it is how it ends
(press a key and the thing falls off of the screen.. heheh :))

That's it.. I was gonna do Plasma, but found it too difficult to figure
out and I would've needed to plan for it better.

I think it's a bit more than 100 lines, I guess I should've checked before
I power-downed my XL, but oh well...

If anyone wants me to UL it here/Umich let me know, but I think I'd rather
add some more stuff.. maybe even a simple music engine via VBI? :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3309. Re: Which is better, an 810 or . . .

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-16 00:00:00 UTC
From: jlodoen@shell.portal.com
Message-ID: <3ms7hl$1f6@jobe.shell.portal.com>
Source record: 92412

rogtha@delphi.com writes:
>Which drive is generally better, an 810 or that newer 10-something (1050)?

The stock 810 was never liked much. Had reliability troubles early,
and Atari made a few refits. Single density (90K) only.

The 1050 is smaller and offers dual-density (130K). I'd get one instead
of an 810.

Atari made another drive, the XF551. It also has double-density and
double-sided support (360K).

3310. Re: AMP

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-16 00:00:00 UTC
From: lashower@netcom.com
Message-ID: <lashowerD75HnJ.A3n@netcom.com>
Source record: 92413

Hi Guys!

I'm the Lead Programmer for Star Wars 32X, so I belive I'm qualified to answer this question :)

Way back in 1988, after programming "Labyrinths" for Analog Computing, I began working the Antic Music Processor 1.0 for Antic Magazine. It was published in the December 1988 issue. Having used AMS for years, I felt that the Antic Music Processor was the next level in step entry music sequencing for the Atari 8-bit computers. I loved Philip Price's Advanced Music System, and had spoken with Gary Gilbertson on a number of occasions. I liked the acronym AMP which I adapted to a title that would make Antic Magazine happy. I also liked Phil's rhythm bar motiff so I wrote my own version of it.

In 1989, AMP 2.0 was released. It added lyric support (which was present in 1.0, but not supported) and a number of bug fixes. At this time, Phil was threatening to sue Antic Magazine, believing that they stole AMP from him. But once Phil learned that the only thing the two programs had in common was the playback display, he calmed down. Phil's program was never meant to be used by anyone other than Gary. Gary had told me that a Phil's AMP data file was nothing more than a collection of macros assembled with Atari's macro assembler --- which led to a very long music development cycle. If anything, the Antic Music Processor was a rip of Lee Actor's AMS, from which it shares it's music entry langauge.

After AMP 2.0 was completed, I began work on AMP 3.0 which was an assembly langauge 128 track MIDI sequencer for the Atari ST/TT/Falcon. AMP 3.0 also had a karaoke display... and the ablility to display the music on a piano keyboard in real-time (like Lee Actor's AMS did) in addition to the rhythm bar display. AMP 3.0 also added all the functions and commands that Lee Actor's MMS added to AMS.

In summer of 1992, I left Disneyland for Sega (a division of Sega in Diamond Bar Calif, called Sega Interactive) where I programmed "Dinosaurs for Hire" and "Eternal Champions." I started on AMP 4.0 after "Eternal Champions" shipped in winter of 1993. AMP 4.0 was a three-CPU music driver for the Sega CD. It supported the CD's 6-voice FM, 3-channel PCM, and 6-voice PCM. I ported over the piano display from the ST by using a program on the PC called Animator Pro (which read in .NEO files) and converted it to the Genesis character-based file format. The Sega hardware cannot easily display the rhythm bars - something an 1.8Mhz 1979 piece of 8-bit hardware could easily do - so I had to use the piano display. AMP 4.0 driver was pretty much a line-by-line port from the Atari ST AMP 3.0!

I changed the title to "Advanced Music Processor" in version 4.0, because what would Sega say if it was called the "Antic Music Processor"? I wanted to stay with the AMP acronym, and really didn't like "A Music Program", so I borrowed Phil's title - my homage to one of the best 8-bit Atari programmers ever. If you have any doubts, check out A.R. or Tail of Beta Lyrae (sp?). Phil was one of the first programmers I knew of who releazed that music should be an integral part of a game.

AMP 5.0 followed for the Sega Genesis. Version 5.0M ("M" is for MARS, the original name for the 32X) was the Star Wars music driver. The current version of AMP is 5.2M and is being used by our division in our next line of 32X products.

I was hoping that some 8-bit Atari people would make the connection. The people on the Sega message bases think that it's a suped-up SID player (ACK!!!!). So if you guys still want to send pictures do Die-Hard Game fan, please send them copies of my Antic Music Processor, not Phil's program.

Apart from Sega, I'm currently working on AMP 6.0 (which is really called WinAMP 1.0) a 128 track MIDI sequencer for Microsoft Windows.

-- Steve

--
Steven Lashower | "You can't expect to wield supreme executive power
lashower@netcom.com | just 'cause some watery tart threw a sword at you!"
| - Monty Python and the Holy Grail

3311. FS/Trade: ATR-8000

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-16 00:00:00 UTC
From: chris@world-one.com
Message-ID: <D75ELu.GAC@world-one.com>
Source record: 92414

I don't know what the market value of the ATR-8000 (64k) interface with 2
Tandy DS/DD floppies is but I'll give this a try anyway.

FOR SALE OR TRADE:

FOR SALE:

ATR-8000 64k Model
P:rinter Port
R:S-232 Port
D:isk Drive Port for up to 8 dirves (720K each)

ATR-8000 is also a CP/M computer but I haven't seen it work in that mode.
I have the CP/M software, I think.

Includes Two (2) DS/DD 5.25 Floppy Drives.

$200 o.b.o./Make offer Includes shipping. <no flames please>

I also have a non-working ATR-8000 should be repairable $40 includes
shipping.

OR TRADE for 130XE.

Thanks,
Chris

3312. Re: Demo-competition - read.me

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-16 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <5G6dJuK.jeking7@delphi.com>
Source record: 92415

I'll offer a new package of SynTrend to the winner of this demo
contest!

OR the winner can get a boxed set of Alternate REality: the Dungeon.

How's that for a prize?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

3313. Re: Demo-competition - read.me

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-16 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <xE69R0K.jeking7@delphi.com>
Source record: 92416

I will give a copy of either SynTrend or AR:Dungeon to the winner
of the demo contest.

Any programming langauage goes -- and submissions have to be FTP'd
to my directory at ftp.xmission.com /pub/users/j/jeking/8bit/uploads

Will that work for all involved?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

3314. Scanner

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-16 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <5m6fheJ.jeking7@delphi.com>
Source record: 92417

Anybody out there with a scanner - or access to a scanner? I have
several documents relating to hardware modifications fom the 400
to the XEGS, but cant scan them in.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

3315. ar the dungeon wanted

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-16 00:00:00 UTC
From: beress@math.enmu.edu
Message-ID: <1995Apr16.195531.27492@math.enmu.edu>
Source record: 92418

I heard that a company called american techna-vision is selling new
copies of ar the city and ar the dungeon. I am unable to find the adress
for this company. If anyone has information on this, please e-mail me at
beress@ziavms.enmu.edu
Thanx in advance
Steven Beres

3316. Re: WANTED: Rally-X for Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-16 00:00:00 UTC
From: junkster@coho.halcyon.com
Message-ID: <3mpue9$d9g@news1.halcyon.com>
Source record: 92543
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

The closest I've seen was Getaway. It had the giant, multi-directional maze, you picked up things (money instead of flags), and were chased by other cars. No smoke screens though, and the game had a bit more depth than Rally-X. (It wasn't really a clone, but it had lots of similarities).

James Hague
junkster@halcyon.com

3317. Demo-competition - read.me

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-16 00:00:00 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FDQMBAUQUp@stingray.manawatu.gen.nz>
Source record: 92544

I was just thinking...

How about a mini-competition? Well, sort of a competition - no prizes
or anything (unless someone wants to donate something???)

Anyway, how about best graphic/sound demo in say 20 lines, or 100 lines or
something?

If we make it short, then you could just post submissions here in c.s.a.8
and we could all either cut & paste, or type them in.

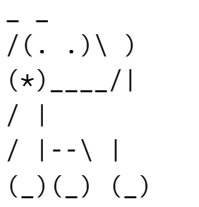
Sound a good idea? I just wanted to suggest something constructive here,
rather than all this nagging that's been going on.

Sorry I don't have anything to start the ball rolling with (I just thought
of this thing) - but does this sound a good idea?

Should it be limited to either Basic or Assembler (in Basic data lines)?
I don't have Action! and I guess others don't too, but most seem to have
Atari basic *grin*

Richard =8-]

--



Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

3318. Helpful hints...

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-16 00:00:00 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FDQNEAUSUp@stingray.manawatu.gen.nz>
Source record: 92545

Hmm.

I was also thinking that maybe we could have some tips and info or something in this group.

I mean, I have several little routines that do things like rainbow colours down the screen - things lots of people have, but not everyone - and if there are people like me (several years ago), who would like to learn this stuff, well I think it would be cool to do something like this.

Ofcourse, I'm not volunteering or anything, but if somone finds something tucked away in the cupboard that is fairly short, and might be of use to someone else in the 8bit world, how about sharing it here on c.s.a.8?

I _can_ start the ball rolling on this one - just as soon as I find my old printouts (from a 1020) and type them in.

Richard =8-]

--

```
_ _
/(. .)\ )
(*)____/|
/ |
/ |--\ |
(_)(_) (_)
```

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

3319. Re: Eprom Programmer

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-16 00:00:00 UTC
From: cp576@cleveland.Freenet.Edu
Message-ID: <3mq34j$r7c@usenet.INS.CWRU.Edu>
Source record: 92546

>From: da_pate@pavo.concordia.ca (PATERSON, DAVID ANDREW)
>Newsgroups: comp.sys.atari.8bit
>Subject: Re: Eprom programmer
>Date: Mon Apr 10 13:17:00 1995
>
>In article <3maltb$9mf@usenet.INS.CWRU.Edu>, cp576@cleveland.Freenet.Edu (Kenneth L
Siders) writes...
>>
>>
>>Would anyone be interested in plans to build an EPROM
>>programmer that uses only 4 74LSxxx ICs and one joystick port?
>
>Yes!
>

>>Problems I have and have had:
>>----------------------------
>>I need an EPROM eraser, the problem being I can buy a lot of
>>EPROMS before investing $40-$50 in one. Anyone know of a cheaper
>>source, parts to build one? What about other UV sources like
>>mineral lights. What wavelength is required to erase them.
>>
>>Ken Siders

>Shown 76%, press <SPACE> for more, 'q' to quit, or 'h' for help
>
>>cp576@cleveland.freenet.edu
>>
>A question: how do you find all this time? The RVerter clone, the game
>Mr Fish, and now this?

I first started the Eprom Programmer quite a few years ago. I
just simplified it a little and modified the software. I just
programed Mr. Fish over a couple weeks in my spare time. It was
going to be an adventure game but seemed to lame.

Another project I have and sometimes still working on is:

A C compiler semi-compatable with CC65 but directly supports float
and long data types. Would anyone be interested? It is in ML and
not C so it would be difficult to make into a cross compiler.
It won't be ANSI C or much faster than CC65 programs but should
be more compatable. I have a lot written but a lot to go. Look for
it in 1998. Maybe Not. Since I wrote KASM and KLINK I have been
building libraries of common routines to reduce the amount of code
to be written from I/O to generic hash-table routines.

Things I wrote and never finished completely:

Ken Siders
cp576@clevland.freenet.edu

3320. Problem with 512k upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-16 00:00:00 UTC
From: cp576@cleveland.Freenet.Edu
Message-ID: <3mq36v$r8h@usenet.INS.CWRU.Edu>
Source record: 92547

I need help with my 512K upgrade. As long as I don't access
the extra banks it works fine. If I set up a 512K ramdisk
sometimes I get glitches screen or with the RAMDISK.
Screen glitches may occur even when the screen is not in the
banking window. It seems to vary depending on how long the
computer is on so it is probably some timing problem. For
some reason it does not switch properly. I have used both
a 74S153 and a 74F153. In the 256K upgrade (RAMBO compat) I
have a "S" chips instead of "LS" chips which should be faster
- could this cause a problem. The 74S139 on the 256K outputs
a signal used by the 512K upgrade. It is low when PB4 is low
and the address range is 16384-32767 I believe. I don't see
how a faster chip in the position could cause a problem.
I kept all the CAS line as isolated as possible so they should
not intefere with each other. The diagnostic Banking seems to be
OK.

The connextions to the 74S139 for the 512K add I have are
(anything wrong???)

74S153

```
___________
CAS'-------+1 e' +V16+------- +V
Gnd----+2 A e'15+------- PIA (PB7)
(12)+3 B A 14+--- Gnd
CAS1'-^^^--+4 00 B 13+----From 256K ckt (74LS153,pin 14)
|5 01 00 12|(3)
CAS2'-^^^--+6 10 01 11+------Pin 6 MMU (low for diagnostic)
|7 11 10 10|
Gnd ---+8 Gnd 11 9| Two resistors are 33 ohm
\__________/
```

Note: Pins 3 and 12 are connected. 2,14 and 8 are grounded.
(The circuit description I had the line from the 256K upgrade
going to pin 2 which is obviously wrong).
CAS' is the output from the right side of R108. CAS1' goes to the
left side of R108 via a resistor (which goes to pin 15 of all RAMS).
CAS2' goes to pin 15 of the top row of stacked RAMS via a resistor.
All RAMs are 150NS. If any connections differ from above in
anyone else diagram let me know.

Could the problem be with MYDOS? It does properly give the RAMDISK
size. I am using version 4.50.

Ken Siders :-(
cp576@cleveland.freenet.edu

3321. Atari 8-bit & 2600 wishlist

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-16 00:00:00 UTC
From: richczeta@aol.com
Message-ID: <3mqdu7$ovd@newsbf02.news.aol.com>
Source record: 92548

```
Atari 8-bit wishlist

Looking for the following games, cartridge or disk, with original
docs, for the 800/XL/XE. Titles with a "?" I need info about what
they are. Thanks!

800/XL/XE - must include docs!
--------------------------------------
Archon II
BC Quest for Tires
Beamrider
Blue Max - only need docs!
Burgertime
Choplifter
Creepy Corridors ?
Crossbow
Crossfire
Dark Crystal
Dragonriders of Pern
Encounter ?
Frogger II
Gyruss
Halley Project
Kangaroo
Karateka
Legionnaire ?
Mario Bros.
Marble Madness
Montezuma's Revenge
Moonsweeper
Moon Patrol
Mousetrap (arcade version?)
Mr. Do!
Nautilus ?
Phantasie I-II
Pharoah's Curse ?
Pharoah's Revenge ?
Phoenix - arcade
Pitfall II
Pole Position II - does this exist?
Q*Bert's Qubes!
Serpentine
Space Shuttle
Starcross
Star Raiders II - cartridge version
```

Super Cobra
Thunderfox ?
Time Pilot
Tower Toppler
Trailblazer
Tutankham (PB cart)
Venture - arcade (Atari?)
Wizard's Crown
Zenji ?

Also any Tolkien based graphic Adv/RP games.
Good Astronomy/Planetarium program for Atari 8-bit that is
updatable & takes full advantage of the Atari's abilities.

Atari 2600 - must include original docs!
- no late release (1985-90) classic 1978-84 carts!
- picture labels much preferred.

Advanced D & D
Basic Programming - with inst/overlays
China Syndrome ?
Circus Atari
Crazy Climber (someday...)
Crossbow
Dark Chambers
Dodge 'em
Dolphin ?
Dragonfire - imagic picture label/good cond.
Encounter at L-5
Exocet ?
Frogger
Frogger II
Gravitar - silver label
Home Run
Indy 500
Kick Man ?
Maze Craze
Miniature Golf
Montezuma's Revenge
Moonsweeper - imagic picture label
Mr. Do!
Mystic Castle ?
Pengo
Pitfall!
Pole Position
Raiders of the Lost Ark
Secret Quest
Sentinel
Skiing
Smurf: Rescue
Solar Fox ?

Sorcerer's Apprentice
Space Shuttle
Starmaster ?
Star Voyager ?
SwordQuest: Waterworld
Tunnel Runner
Video Chess
Video Olympics
Video Pinball
Zoo Fun ?

Only need original docs for these 2600 carts:

Atlantis
Berserk
Cosmic Ark
Defender
E.T.
Galaxian
Jr. Pac-Man
Krull
Night Driver
Pac-Man
Solaris

Atari 7800 - must include docs!

Food Fight
Planet Smashers ?

Atari computer & 2600 catalogs wanted!
---
800 & 2600 Activision 1984

800 & 2600 Atari 1984

2600 CBS Games 1984

2600 Coleco 1983,84

2600 Data Age 1984

800/XL/XE Datasoft 1987

800/XL/XE Electronic Arts 1987

800 & 2600 Imagic 1983,84

2600 M-Network 1983,84

800 & 2600 Parker Bros. 1984

800/XL/XE SierraOnLine 1984

800/XL/XE Synapse 1984

If anyone has anything above to sell, trade, or knows of a sale, closeout, etc., please email. Thanks!

richczeta@aol.com

3322. Re: Are there "arrow keys" in Flickerterm?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-16 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <16APR199502504963@pavo.concordia.ca>
Source record: 92549

In article <3moroi$68k@hustle.rahul.net>, ziggy29@rahul.net (Tim Irvin) writes...
> The subject says it all...editing notes and mail is a real pain without
>'em...I didn't see any reference to them on the help...
>
Well, I'm in Pico right now; try pressing SELECT plus the arrow keys (no
shift or control). On an 800xl it's great; one handed editing.

||| 6502 > 486
||| Dave Paterson
/ | \ DA_PATE@pavo.concordia.ca
(Mail address changes 28 Apr. Watch here for details...)

3323. Re: Demo-competition - read.me

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-16 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3mqhrj$ai0@nic-nac.CSU.net>
Source record: 92550

Aww man, why can't we do Action! ? :)

We could put the code in the message along with a UUencoded version of the executable (with Runtime added, of course, which might or might not change the results (usually speed-wise)).

I'm VERY game! :) :) :)

I think I'll code something right now! :)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3324. Re: Atari Dos

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-16 00:00:00 UTC
From: renze@trans.manawatu.gen.nz
Message-ID: <renze.0db8@trans.manawatu.gen.nz>
Source record: 92551

In article <D70I6D.BK4@world.std.com> pruittj@world.std.com (John w Pruitt) writes:

> I found a 810 disk drive for it for a good price..
> The Dos 2.5 did not work but it copied games and a sorts of things just fine.

Chances are the DOS 2.5 disk is in ED (Extended Density), as supported by the
1050 (and later) drives. The 810 is SD (Single Density) only, as far as I
know. The games would be in SD format so people with 810's wouldn't get pissed
off when they wouldn't work. :)

--
.****.
____ Renze de Ruiter UUCP: renze@trans.manawatu.gen.nz
(_/_) PGP public key available on request
| `' | ---
`.~~.' "Two most common elements: Hydrogen and Stupidity"
""

3325. Files oeffnen beim PC ??? (open #1,4,0 "D1:...)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-16 00:00:00 UTC
From: u.kummerow@tbx-2.berlinet.in-berlin.de
Message-ID: <5j-Fhumr3KB@talktalk.tbx-2.berlinet.in-berlin.de>
Source record: 92552

Hallo !

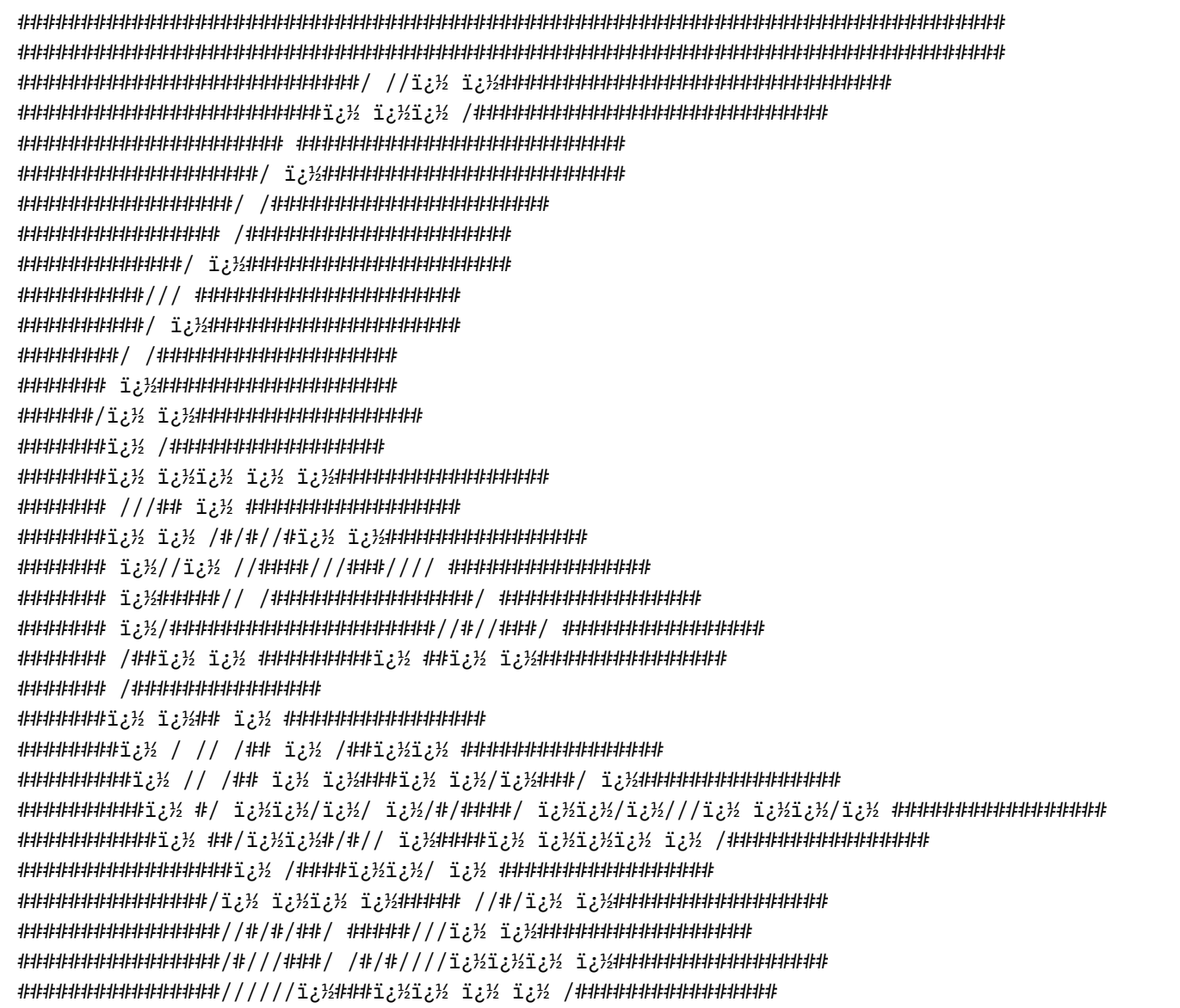
Kann mir mal jemand helfen ?

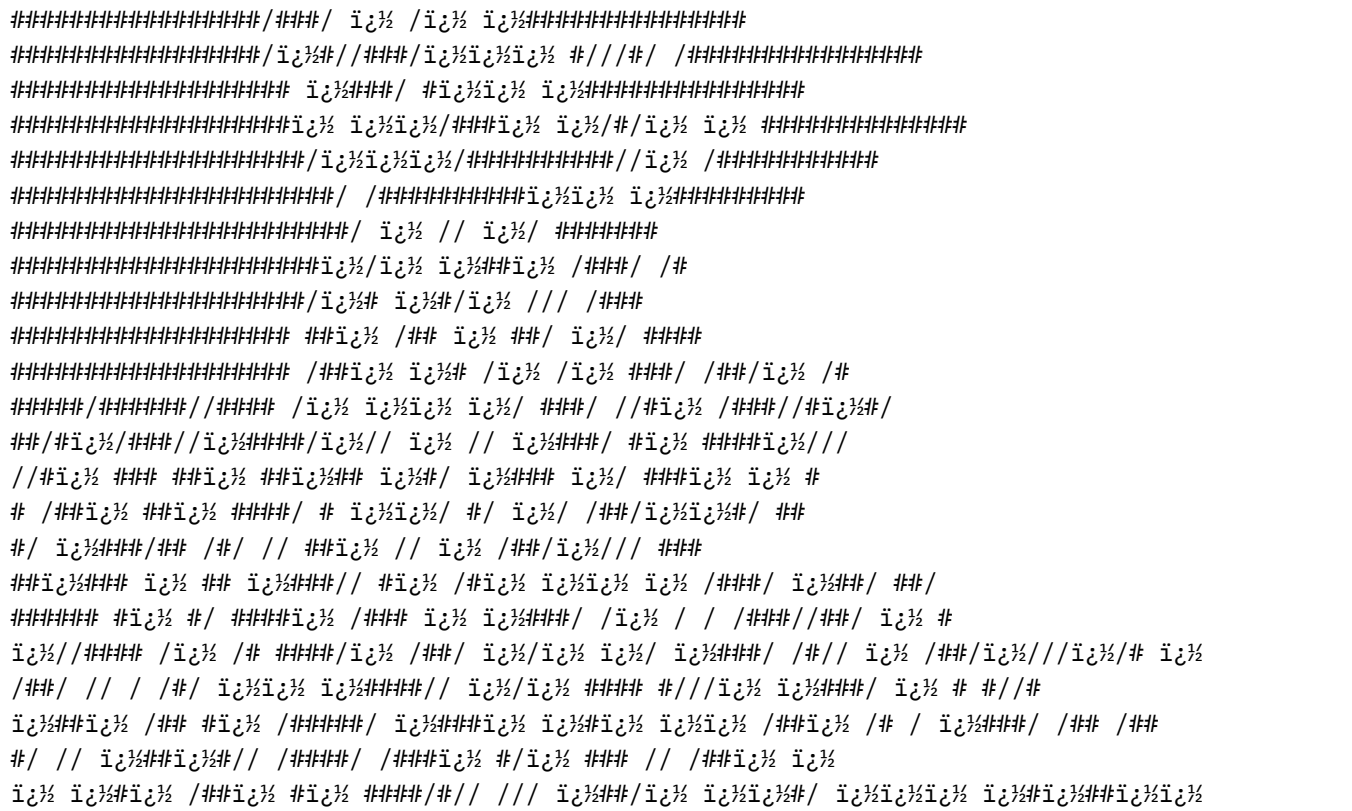
Beim Atari 800 xl weiss ich, wie man Files oeffnet, put und get
durchfuehrt, aber in GWbasic auf dem PC klappt das nicht so richtig...

Ich habe jetzt schon einige Dinge auf meinem alten Atari deshalb gemacht.

Beispiel folgt:

Hier mal eine (voruebergehende) Test-Signatur... :





Um "Datenmuell" zu vermeiden, bitte solche Signaturen nur in PM's benutzen !!!
(ALSO NICHT IN OEFFENTLICHEN BRETTERN !!!)

Erstellt mit ATARI 800 XL (8 Bit)

*"ESC*PE"* : Das *ideale Parfuem* fuer Computer-User ?

Besuchen sie die Maledieven/Fitschi/usw. solange es sie *noch* gibt.

XP

3326. Are there "arrow keys" in Flickerterm?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-16 00:00:00 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9504170722.AA20804@emh.kunsan.af.mil>
Source record: 92553

Are there arrow keys in FlickerTerm? In the currently available version, no. However, the version I and a few others are using supports what I call "arrow key mode".

Believe me, I don't like having to do CTRL-SHIFT or SELECT key combinations just to move the cursor around. But as Glenn S. pointed out, there are very good reasons for NOT putting the arrow keys on CTRL *+-=. So what I did was this: If you hit CTRL-SHIFT-RETURN (or CTRL-RETURN or SHIFT-RETURN), Flick goes into Arrow Key mode. In this mode, hitting *+-= BY THEMSELVES will send out the appropriate arrow key codes. I love this mode, and use it all the time. Oh yeah, you have to hold down CTRL to send the actual *+-= characters. Not a bad tradeoff.

Another thing people have mentioned lately is the legibility of FlickerTerm. Yes, it takes getting used to (kind of like with ColorView images). European users will most likely have a harder time tolerating it, due to the slower frame rate (although it does check PALNTSC so the online timer will still run correctly).

Several folks have posted saying you should set the text as dim as possible. In my experience, this dimness just creates more eyestrain. My general rule is this: Set the screen as dark as possible (I favor a dark blue), the text fairly bright, and most importantly, avoid having any light sources shining directly on the screen.

One major advantage of the FlickerTerm display, which I haven't seen mentioned, is that the text is clearly legible on a regular TV or composite monitor. The problem with most 80-column displays is that they use characters only 3 bits wide, so characters like QWUOADGHXB end up as a green or purple smear with a couple of black lines going throught it, and you basically have to learn which smear pattern represents what letter.

Flick doesn't have this problem. Since all 4 bits are used, vertical lines are always separated by 2 pixels, so artifacting smear is eliminated.

In another earlier message, someone negatively compared Flick's general setup to that of Procomm on the PCs. Well, that someone was correct-- I did intentionally pattern the menu scheme and status line after Procomm. However, I fail to see how copying one of the single most popular PC term programs ever is a BAD thing.

FlickerTerm was (and is being) written with power users in mind... users who don't want to wade through menu after menu to get at a command. With Flick, every command is no more than two keystrokes away.

Finally, I'd like to thank everyone who has spoken kindly of FlickerTerm and use it regularly. I am still working on it. No protocols yet, but I'm getting

ready to add something you all should find VERY interesting.

--
Clay Halliwell | ATARI XL/XE DO + THE
ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
Lonersoft ... Solutions you don't want, for problems you don't have!

3327. Complete HD system (w/256k MIO) for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-16 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <Za8+JSN.jeking7@delphi.com>
Source record: 92554

After going through all of my hardware, I've come upon a surplus of
hard drives and MIO's - so I'm offering the following for sale or trade:

60megs (1x 40meg Seagate, 1x 20meg seagate) with Adaptec 4000a
controller, all necessary cables and a 256k MIO to run it all.

In a Corvus hard drive case w/power cable.

Asking price: $275.00 or best offer.

Comes preformatted and loaded with software!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

3328. FTP site closing for good 5/5/95

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-17 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3mslq1$q10@hearst.cac.psu.edu>
Source record: 92419
Cross-posted to: rec.games.video.marketplace,rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit

On May 5, 1995 akh104.rh.psu.edu will no longer be available to serve
the general Atari public. After 2 years of ftp service for the
Atari Jaguar and the Classic Atari Video Game Systems I have to call
it quits because I am finally graduating after 5 long years.

This is your last change to get hold of MEGS of Jag stuff and
Classic Atari Video game information.

The newest release of the 2600 Label variation list is up under
/pub/Oldatari/Cartlists/2600.labels.v4.gz.

Again, this is your last chance to obtain this info before it
leaves never to return... unless I can pull off getting a T1 line
to my house....
--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
----
Carts: 2600 111; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600 1; 2600A 2; 2600JR 1; Sears SVA1 1; SVA2 1; 5200 2; 7800 2;
Lynx 1; 800 3; 1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 w/Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

3329. Re: WANTED: Rally-X for Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-17 00:00:00 UTC
From: sydtech@winternet.com
Message-ID: <3msmpr$lu8@blackice.winternet.com>
Source record: 92420
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

James Hague (junkster@coho.halcyon.com) wrote:
: The closest I've seen was Getaway. It had the giant, multi-directional
: maze, you picked up things (money instead of flags), and were chased by
: other cars. No smoke screens though, and the game had a bit more depth
: than Rally-X. (It wasn't really a clone, but it had lots of similarities).

Never saw this. Was it a commercial release? Where can I get it?

Scott

3330. Re: WANTED: Rally-X for Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-17 00:00:00 UTC
From: bosco@host.yab.com
Message-ID: <3mssgp$4m2@news.yab.com>
Source record: 92421
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Scott Butler (sydtech@winternet.com) wrote:
: James Hague (junkster@coho.halcyon.com) wrote:
: : The closest I've seen was Getaway. It had the giant, multi-directional
: : maze, you picked up things (money instead of flags), and were chased by
: : other cars. No smoke screens though, and the game had a bit more depth
: : than Rally-X. (It wasn't really a clone, but it had lots of similarities).

The game is by Mark Reid and is a former APX Classic. The premise is to
elude the law as you travel through a town covering 35 screens and look
for treasures and cash. One of the beauties of this game is that it's
immediately playable by anyone, and yet it's loaded with little twists
and tricks you must master as you progress to higher levels.

: Never saw this. Was it a commercial release? Where can I
get it?

I believe B&C (are they still around?) carries a lot of the old APX
titles. Available from C. Kormos too.

John Collins (aka Bosco)

3331. Re: Richard Morris's Small Demo "Competition" :)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-17 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <3mscvg$f2f@news.umbc.edu>
Source record: 92422

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: Well, I kinda have a demo :). Written in Action!.

: Intro: "New Breed Software Presents" in ATASCII graphics in a text window
: at the bottom and fireworks going off one by one above.

: Title: Levelor-blind style waterfall fade-in of the title, "C-DEMO"
: ("Competition Demo" :)) written in ATASCII graphics and then a 2-depth
: scrolling star display (2 PMGs + DLI trick) starts up.

: Ball: Bouncing 2-PMG ball. All that's nice about it is how it ends
: (press a key and the thing falls off of the screen.. heheh :))

: If anyone wants me to UL it here/Umich let me know, but I think I'd rather
: add some more stuff.. maybe even a simple music engine via VBI? :)

Go for it! A demo? I'm game. Upload it!

--
-=-=-=

3332. Re: Richard Morris's Small Demo "Competition" :)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-17 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3msd65$g8j@nic-nac.CSU.net>
Source record: 92423

Well Thomas.. 1) What are YOU gonna write!? :) 2) What else would you like to see on it!?

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3333. Re: AMP

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-17 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3msde6$gi8@nic-nac.CSU.net>
Source record: 92424

Killer! :) :) :)

Do you still do any programming on the older systems? (Atari 8-bit/ST)

I love it when people come back... heheh

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3334. Re: Complete HD system (w/256k MIO) for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-17 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <JGy+5Ae.jeking7@delphi.com>
Source record: 92425

I would consider a multimedia kit for my 486 as trade for the HD system.

I dont yet have CDROM or soundblaster on my 486..

Those can be purchased locally for $199 and less (and that price
includes excellent speakers)

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

3335. Ace of American BBS

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-17 00:00:00 UTC
From: atari8@netcom.com
Message-ID: <atari8D75ort.2px@netcom.com>
Source record: 92426

Quoting Terry.Streeter@flight.org

T >Try this #:(407)747-9176
T >I think this is the old # for the carina bbs sales/service.

The current number for Ace of America is,
(503) 761-9074 (9600).

Just called it the other night.

---
* PabQwk 2.0 #9 * That last TagLine was an in-joke (tm)

3336. Re: Demo-competition - re

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-17 00:00:00 UTC
From: atari8@netcom.com
Message-ID: <atari8D75orw.2r4@netcom.com>
Source record: 92427

Quoting kendrick@zippy.sonoma.edu

k >Aww man, why can't we do Action! ? :)
k >
k >We could put the code in the message along with a UUencoded version of the
k >executable (with Runtime added, of course, which might or might not change
k >the results (usually speed-wise)).

I'd like to see not only Action! but why not something in CC65?

---
* PabQwk 2.0 #9 * interesting what can be done with just 128k of ram

3337. Are there "arrow keys" in

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-17 00:00:00 UTC
From: atari8@netcom.com
Message-ID: <atari8D75orz.2s7@netcom.com>
Source record: 92428

Quoting ehalliwe@emh.kunsan.af.mi

e >Another thing people have mentioned lately is the legibility of FlickerTerm.
e >Yes, it takes getting used to (kind of like with ColorView images). European
e >users will most likely have a harder time tolerating it, due to the slower
e >frame rate (although it does check PALNTSC so the online timer will still run
e >correctly).

Don't know if this makes me a power user or not but currently I run CTH's SnapShot with Bobterm, Atar-Z-Modem, FlickerTerm.38 and IceT20. For 14.4 baud, Flicker can't be beat...the 4bit font looks great on my Magnavox80. IceT20 works great for me in IRC's (it's the scroll back buffer).

---
* PabQwk 2.0 #9 * Remember when 48k was a lot of memory...

3338. Re: Atari Dos

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-17 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9504162159591.DLITE.bjcorr@delphi.com>
Source record: 92429

>Hi
>I am trying to get my 1200 XL up and running.
>
>I found a 810 disk drive for it for a good price..
>The Dos 2.5 did not work but it copied games and a sorts of things just
fine.
>
>Is this Dos 2.5 disk not working a problem?
>Were would I find a new one?
>
>Thanks
>
>John
>
>
>
Errrr... If your DOS disk didn't "work", then how did you "copy games",
etc.?
bjcorr@delphi.com

3339. Need a Dos for my atari 8bit. any ideas?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-17 00:00:00 UTC
From: "Hutnik, Richard" <KVVP@MARISTB.MARIST.EDU>
Message-ID: <17APR95.00209153.0017@MUSICB.MARIST.EDU>
Source record: 92430

Awhile back I got a Used atari 8bit with disk drive for $10. I need
a Dos for that computer. Any ideas anyone?
email me if you can. Thanks.

-Richard
email: kvvp@maristb.marist.edu

3340. Cleaning up 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-17 00:00:00 UTC
From: dduck@diku.dk
Message-ID: <3mtjcq$6a2@odin.diku.dk>
Source record: 92431

I just aquired an old Atari 800 system, and I think the disk drive
really REALLY needs a cleaning up. Should I take any special precautions?
I intend to use a 'standard' 5 1/4" drive cleaning set.

TTYL
Anders S. Johansen (dduck@diku.dk)

3341. Re: Are there "arrow keys" in

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-17 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3msm22$lv9@nic-nac.CSU.net>
Source record: 92432

>WHERE< can I get a copy of SnapShot which supports either:

1) Newell 256K extended memory
or 2) A MyDOS 192K RAMdisk (which I have thanks to that 256K RAM)
or a hard drive (when I get one)

<:^|

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3342. Re: Scanner

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-17 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3msm8f$m4e@nic-nac.CSU.net>
Source record: 92433

I have access (when I'm in school... right now I'm not until the 24th)
to both color and B/W scanners and nifty graphics software (INCLUDING OCR
which I still haven't had a chance to play with) here at Sonoma State Univ.

These are full page (like baby copy-machine) scanners and I can convert to
GIF, JPG, BMP, I think some Atari ST formats, PICT, and quite a few other
formats...

How big are the docs?

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3343. Re: Demo-competition - read.me

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-17 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3msmi6$m65@nic-nac.CSU.net>
Source record: 92434

I have AR:Dungeon.. what does SynTrend do? Hmm.. what other game/app. do I
want bad which I don't have? :) Oh well...

So, umm... ok, is there an actual read.me file? I haven't seen it.

If there is, unless any of these aren't answered, just ignore the following:

How big (source/executable) is too big/too small for the demo
How many parts (one screen, multiple screens, multiple files) is allowed?
What types of effects would gain you big points
Who's judging?
What languages are allowed?

That's it I guess..
Killer!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3344. WANTED: Basic XE cartridge.

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-17 00:00:00 UTC
From: renze@trans.manawatu.gen.nz
Message-ID: <renze.0dbj@trans.manawatu.gen.nz>
Source record: 92435

```
W A N T E D T O B U Y
---------------------------

Basic XE cartridge from OSS plus manual.

If you have this item for sale, please let me know what price you're asking.

Thanks in advance...

--
.****.
*____* Renze de Ruiter UUCP: renze@trans.manawatu.gen.nz
(_/\_) PGP public key available on request
| `' | ---------------------------------------------------
`.~~.' "Two most common elements: Hydrogen and Stupidity"
""
```

3345. Re: FTP site closing for good 5/5/95

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-17 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <3mu38o$347@news.xmission.com>
Source record: 92436
Cross-posted to: rec.games.video.marketplace,rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit

Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:

: On May 5, 1995 akh104.rh.psu.edu will no longer be available to serve
: the general Atari public. After 2 years of ftp service for the
: Atari Jaguar and the Classic Atari Video Game Systems I have to call
: it quits because I am finally graduating after 5 long years.

I'll grab most of your stuff and put it on my ftp site. Thanks!
It'll be found at ftp.xmission.com /pub/users/j/jeking
--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

3346. Re: WANTED: Rally-X for Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-17 00:00:00 UTC
From: junkster@coho.halcyon.com
Message-ID: <3mu51q$n3v@news1.halcyon.com>
Source record: 92437
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Scott Butler <sydtech@winternet.com> wrote:
>: The closest I've seen was Getaway.
>
>Never saw this. Was it a commercial release? Where can I get it?

It was an APX game. It was the first APX game to be specifically
advertised in magazines, it was so good. You can probably get it from
B&C Computervisions (see vendor list).

James Hague
junkster@halcyon.com

3347. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-17 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/vendev_798149278@rtfm.mit.edu>
Source record: 92438
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Vendors and Developers List

Revised 3-Apr-95

----- All Print and Disk Magazines are now listed here. ----

Additions/suggestions/comments/corrections are needed! Please send to:

Michael D. Current
URL:mailto:mcurrent@carleton.edu

Where to get the latest copy of this list:

The home of many FTP archives, automatically updated monthly:
URL:ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev

The World Wide Web hypertext version, automatically generated monthly:
URL:http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html

Alternate hypertext version, not as fancy, in Europe:
URL:http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Usenet newsgroups where this list is automatically posted monthly:
URL:news:comp.sys.atari.8bit URL:news:comp.answers URL:news:news.answers

You can also send for this list by mail.
URL:mailto:mail-server@rtfm.mit.edu, message says:
send usenet/news.answers/atari-8-bit/vendev
quit

Finally, you can always ask me for a copy at URL:mailto:mcurrent@carleton.edu

Conventions
-----------
All commercial vendors, developers, and publishers should be listed here.
"Major" shareware/freeware/PD developers should also be listed.

"Vendor" = Reseller of products produced by others. Types of products
sold are given in categories: new hardware, used hardware, public domain
software/freeware/shareware, commercial software, used (commercial)
software.
```

"Developer" = Producer of products. Titles of products produced by the developer are listed. No product can be developed by more than one developer. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information is given, including prices.

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope. When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

I collect information for this list from wherever I can find it. While most updates to this list come from you, the user of the list, I'd like to recognize a few of the more prominent sources I use. Current Notes magazine, and their 8-Bit Editor Rick Reaser. Atari Classics magazine, published by Jim Hood and Bob Woolley. And The Atari 8-Bit Omnibus, published by David A. Paterson.

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

8-Bit Magazin (disk magazine)
See: Powersoft

A.B.B.U.C. e.V.
c/o Wolfgang Burger
Wieschenbeck 45
45699 Herten
Germany
Developer: various hardware and software (also schematics, mailbox, disk magazine, repair-service, helpline addresses, meetings)
Publisher: Diskmagazin (disk magazine)

Aerion Software
P.O. Box 1222, Riverdale Station
New York, NY 10471-1222
United States

tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
See also: DataQue
See also: Jeff Potter
Developer: Maze of AGDAgon, GameLink-II (cable)

AMC-Verlag
Bluecherstr. 17
W-6200 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension) Stereo upgrade,
Herbert I, Herbert II, other games

American Techna-Vision
Mail Order:
15338 Inverness St.
San Leandro, CA 94579-2016
United States
Sales Office:
1903 Fairway Dr.
San Leandro, CA 94577
United States
tel: (510) 352-3787
FAX: (510) 352-9227
Vendor: new hardware, commercial software

Amethyst Software
211 South Kansas
Danville, IL 61832
United States
Vendor: commercial/PD/freeware/shareware

ANG Software
See also: MegaZine
Ridderkerksestraat 60
3114 RK Schiedam
Netherlands
tel/FAX: +31-10-4271732
Vendor: Polish Software, other software/hardware
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip),
t-shirts with Atari 8-bit game motives on them
Publisher: MegaZine (disk magazine)
fl10.00/disk

Artacyis Publications
639 West Grace, Suite #336
Chicago, IL 60613
United States
Publisher: Classic 8-Bit Atari (disk magazine)

$5 for sample disk

AS
See: Mirage

Assisting Children to Excel
P.O. Box 1213
Camarillo, CA 93011
United States
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape sets each in: Reading, Spelling, Math, Economics, Physics, Psychology, U.S. History, World History, Digital Electronics)

Atari 8-Bit Alive
c/o Damon Walker
RD#1 Box 62
Salem, NJ 08079
United States
tel: (609) 299-4667
URL:mailto:b.walker26@genie.geis.com
Fidonet: Node 1:266/52
Publisher: Atari 8-Bit Alive (print magazine)
bimonthly, $2.79/issue, or $8/three issues

Atari 8-Bit Omnibus (publication)
See: David A. Paterson

The Atari Classic Programmer's Club
Pen-Tyddyn
Capel Coch
LLangefni
Anglesey
Gwynedd
Wales LL77 7UR
United Kingdom
URL:mailto:mbitdc9306@newi.ac.uk
Developer: Swift Spreadsheet (Standard or New), Loopz, Helter Skelter

Atari Classics
5507 Langford Court
Concord, CA 94521-1614
United States
URL:mailto:j.hood9@genie.geis.com
Publisher: Atari Classics (print magazine)
1 Year 2 Years 3 Years
USA 2nd Class Mail $25 $46 $63
Canada Surface Mail $30 $56 $78
Other Foreign Surface Mail $32 $60 $84
European Airmail $38 $72 $102
Asia/Pacific Airmail $40 $76 $108
AC Software Disk (Anywhere) $9 $18 $27

ATARImagazin (print magazine)
See: Power Per Post

Atari PD Software
c/o Andrew Pittman
418 Marilyn Drive
Pearl, MS 39208
United States
Vendor: shareware/freeware/PD

Atari Video Club
c/o Dan Iacovelli
1411 North 36th
Melrose Park, IL 60160-2726
United States
tel: (708) 345-4127
Vendor: games

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Place
Seal Beach, CA 90740-5909
United States
tel: (310) 430-5433
tel: (310) 596-6123
URL:mailto:d.mcalliste2@genie.geis.com
Developer: hardware and software for model railroading applications

Avatar
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/7678
BBS/FAX: +49/4381/4739 (24 hours, 8N1, 300-19200 bps)
URL:mailto:ulf@zodiac.de
FIDO: Ulf Petersen@2:240/2018.22
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: Pirates of the Barbary Coast, LDS Freezer XL/XE,
LDS "C:" Emulator, Paradise Games #1, PC/XL-Convert II, Ultracopier II
Publisher: User-Mag (disk magazine)
bi-monthly

Subject: B

B&C ComputerVisions
1725 De La Cruz Blvd., #7
Santa Clara, CA 95050-3011
United States
tel: (408) 986-9960
FAX: (408) 986-9968
Phone Hours: Tue-Fri 10am-6pm

Retail Store Hours: Thu & Fri 10am-6pm, Sat 10am-5pm
Vendor: new/used hardware, commercial/PD/freeware/shareware

Bensley Consulting
P.O. Box 301
Westfield, IL 62474-0301
United States
tel: (217) 967-5465
URL:mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA 95126-1127
United States
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun

Larry Black
2337 Douglas Rd.
Panama City, FL 32405-5902
United States
Developer: Atar-Z-Modem

Black Moon Systems
P.O. Box 152
Wind Gap, PA 18091
United States
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St.
Simi Valley, CA 93065-5646
United States
tel: (805) 579-9954
Vendor: used hardware

Branch Always Software
14150 N.E. 20th St., Suite 302
Bellevue, WA 98007
United States
tel: (206) 369-5513 (voicemail)
FAX: (206) 885-5893
URL:mailto:brasoft@aol.com
Developer: ST Xformer 2.55 (for Atari ST), PC Xformer 3.01 (for DOS/Windows)

Bravo Sierra Computers
c/o Ben Smith
tel: (503) 256-9974 24hrs
BBS: (503) 255-9657

URL:mailto:bensmith@teleport.com
Vendor: used hardware/software

BRE Software
352 West Bedford, Suite 104
Fresno, CA 93711
United States
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St.
Mansfield, MA 02048-2925
United States
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

B. Utschig
This address has recently been reported invalid. Confirmations?
2012 South 314th St., #314
Federal Way, WA 98003-5622
United States
Vendor: PD/freeware/shareware

Subject: C

C&T ComputerActive
P.O. Box 893
Clinton, OK 73601
United States
tel: (405) 323-5890
Vendor: ???what???

Change In Heat
12 Bella Vista Place
Iowa City, IA 52245
United States
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay SoftWare Services
6812 Hill Place
Crystal, MN 55427-2259
United States
Developer: various software

Classic 8-Bit Atari (disk magazine)
See: Artacyis Publications

The Complete and Essential Map (book, in 2 volumes)
See: TWAUG

Compsult
P.O. Box 5160
San Luis Obispo, CA 93403-5160
United States
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Games Plus
URL:mailto:aturco@netcom.com (Art Turco)
tel: (714) 639-8189
Vendor: commercial software

Computer Software Services
See also: Bob Puff
P.O. Box 17660
Rochester, NY 14624
United States
tel: (716) 429-5639 10am-6pm Mon-Fri
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
URL:mailto:76702.1076@compuserve.com (Bob Puff)
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Hard Drive Pro Backup,
SIO Power Booster, Super E-Burner, Quintopus, Power Plus, Multiplexer,
XF551 Enhancer, XF Single Drive Upgrade, XF Dual Drive Upgrade,
Super Archiver, Super Archiver II, Bit-Writer, Ultra Speed Plus OS,
Floppy Board, XF551 Update, Bit-Writer

Current Notes
122 North Johnson Rd.
Sterling, VA 20164
United States
tel: (703) 450-4761
FAX: (703) 430-2618
URL:mailto:joe.waters@genie.geis.com
URL:mailto:74005.1270@compuserve.com
Publisher: Current Notes (print magazine)--published bi-monthly
$24 per year ($44/2 years)
foreign surface: $30/year ($55/2 years)
disk subscriptions: $48/year ($92/2 years)
foreign disk subscriptions: $57/yr ($109/2 yrs)
air mail: Canada/Mexico $35; Cen.Am., Caribbean, $42;
S.Amer. Europe, N.Africa, $49; Mid East, Africa, Asia,
Australia, $58

Subject: D

Daisy Dot Software
c/o Roy Goldman
2440 South Jasmine
Denver, CO 80222
United States
Developer: Daisy-Dot III

Data 8
P.O. Box 210
Mouth Card, KY 41548
United States
Vendor: used hardware, used/commercial/PD/freeware/shareware

DataQue
See also: The AGDA Group
1623 West Fourth St.
Mansfield, OH 44906-1701
United States
tel: (419) 529-9797 1pm-5:30pm EST M-F
URL:mailto:dataque.1@genie.geis.com
URL:mailto:71777.3223@compuserve.com
Developer: 4 Megabyte Bank Select Cartridge, 16K Standard EPROM
Cartridge, TransKey (attach a PC keyboard), Battery Backed ZRAM,
Programmer's Pal, Turbo-Calc 1.01, various Turbo-Calc source list
options, 6502/65816 PC Cross-Development Package, 8-Bit Survival Kit,
Maze of AGDAgon 1.02 Disk and Cartridge, 6ft Atari-8 TriLink GameLinkII Cable

DCW Magazine
c/o Richard Vermeulen
Princessenpad 3
5502 TV Veldhoven
Netherlands
Publisher: DCW Magazine (disk magazine)
free introductory issue,
7.50 Dutch guilders/disk
outside the Netherlands: add 6.00 guilders/disk

D.G.S.
62 Thomson Ave.
Balby
Doncaster
England DN4 0NU
United Kingdom
tel: +44-302-855-026 (10am - 7pm GMT/BST only)
URL:mailto:dx107@cleveland.freenet.edu
Vendor: used hardware, commercial/PD/freeware/shareware
Developer: Digi-Studio
Publisher: News-Paper (print magazine)
UK: #6.00 / 4 issues
Europe: #8.00 / 4 issues
USA: #10.50 (US$21) / 4 issues
Far East & Rest Of World: #13.00 / 4 issues

Discount Video Too
3223 F. South U.S. Hwy. 1
Fort Pierce, FL 34982
United States
tel: (407) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software

Diskmagazin (disk magazine)
See: A.B.B.U.C. e.V.

DynaComp Software
178 Phillips Rd.
Webster, NY 14580
United States
tel: (800) 828-6772
Developer: various software

Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
United States
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
United States
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic
4916 Del-Ray Ave.
Bethesda, MD 20814
United States
tel: (301) 656-7983
Vendor: used hardware, commercial/used software

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
United States
Vendor: commercial software

Evangelo's Atari Software
Angelo V
27 Stiles St.
Elizabeth, NJ 07208
United States
tel: (908) 558-9518
Vendor: comercial software

Subject: F

Far North Computers
59 College Rd., #217
Fairbanks, AK 99701
United States
tel: (908) 456-3700
Vendor: hardware, software

Fine Tooned Engineering
P.O. Box 66109
Scotts Valley, CA 95066
United States
tel: (408) Get-REAL {438-7325} [Orders]
BBS: (408) 438-6775
URL:mailto:ftooned@delphi.com
URL:mailto:f.tooned@genie.geis.com
Developer: BASIC XL, BASIC XL ToolKit, BASIC XE, MAC/65, MAC/65 ToolKit,
Action!, Action! ToolKit, Action! RunTime Package, P:R: Connection,
R-Time 8, US Doubler, Multi I/O 130XE Extender, FlashBack!, SpartaDOS X 4.21,
SpartaDOS 3.2g, SpartaDOS ToolKit, 256KXLE, MEG130/MEG65/MEGXL, RAMROD XL,
RAMROD XL2, OSNXL, OmniView, RAMROD MMOS, RAMROD 2, RAMROD 3, OmniMon,
Small Business Management, Small Business Management for the 130,
Express! Professional, MARS 8, Mini I/O II, Sweet 16

John Foskett
26 Auckland Rd.
Kingston-Upon-Thames
Surrey
England KT1 3BG
United Kingdom
tel: 081 549 8620
Developer: The Cave, Ye Olde House (both adventures), Jurrasic

Futura (disk magazine)
See: North of Scotland Atari User Group (NOSAUG)

Subject: G

Richard Gore
79 Sprotbrough Rd.
Sprotbrough
Doncaster
England DN5 8BW
United Kingdom
tel: (0302) 784642 after 7pm(GMT) weekdays, any reasonable time weekends
URL:mailto:chmrig@leeds.ac.uk
Vendor: commercial software
Developer: Arena, Bubble Zone, Jawbreaker, Mousekattack, GTracker,
Super Print Lab XE, Yorky 256K Memory Upgrade, Golf Tour 95

Subject: H

Historically Brewed (print magazine)
See: Historical Computer Society

Historical Computer Society
2962 Park St., #1
Jacksonville, FL 32205
United States
URL:mailto:hcsociety@aol.com
Publisher: Historically Brewed (print magazine)
6 bimonthly issues: $18 ; or $2 for a sample issue

Horizon Computers
601 South Broadway, Suite B
Denver, CO 80209
United States
tel: (303) 777-8080
Vendor: ????

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

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Subject: I

IB Computers
9242 S.W. Beaverton-Hillsdale Hwy.
Valley Plaza Shopping Center
Beaverton, OR 97005
United States
tel: (503) 297-8425
Vendor: hardware, software

IceSoft
c/o Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
URL:mailto:bruck@brachot.jct.ac.il
Developer: Ice-T 1.0

Subject: J

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107
United States
Vendor: ????

JRC
Vanickova 5
16900
Praha 6-Strahov
Czech Republic
Developer: Turbo Tape, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
United States
URL:mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
United States
Vendor: PD/freeware/shareware

K-Products
P.O. Box 2212 A.M.F.
Salt Lake City, UT 84122
United States
tel/FAX: (801) 967-7400
BBS: (801) 967-8738
Vendor: used hardware
Developer: BBS Express! Professional, Multiline Version,
Multiline Version and Mux Hardware, Networking Modules,
Pro_Term Terminal Module, Hardback & Restore H/D Utility,
DK-Utilities for Black Box, TurBoss! High Speed OS, KPI Hard Disk Interface

Nick Kennedy
300 South Vancouver Ave.
Russellville, AR 72801
United States
tel: (501) 967-3843
Developer: SIO2PC

KE-Soft
c/o Kemal Ezcan
Frankenstrasse 24
63477 Maintal
Germany

tel: +49 6181 87539
FAX: +49 6181 83436
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Donald, Saper, Tactic, Zador II, Atomit II,
Tecno Ninja, Fisher-Technik interface, The Brundles
Publisher: Zong (print magazine)
40DM/6 months (3 issues)
magazine + disk: 55DM/6 months (3 mags., 3 disks)
abroad: add 10DM p&p

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
United States
Vendor: PD/freeware/shareware

Subject: L

L&Y Electronics
13644C Jefferson Davis Hwy NEW/TO CONFIRM: 14628 Build America Drive
Woodbridge, VA 22191
United States
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

LACE (London Atari Computer Enthusiasts)
c/o Roy Whiteman, Secretary
153b Swaby Rd.
Earlsfield
London
England SW16
United Kingdom
URL:mailto:trew@def.bae.co.uk
Vendor: used hardware/software, PD/freeware/shareware
Publisher: LACE Newsletter
#7.00 / year (monthly), or free to members

Lex-Tronics
See: DataQue

L.K. Avalon
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: Blinky's Scary School, Cavernia, Mirax Force, Ninja Commando,
Speed Ace, Stack Up, Zybex, Android, Imagine, Microx, RAM-CART (cartridge
with 64KB or 128KB RAM with battery), Centronics interface: Microprint,
all Polish software

Developer: -games: Barbarian, Frank&Mark, Hawkmoon, Wloczykij, A.D. 2044,
Adax, Barahir, Global War, Hans Kloss, Kampania Wrzesniowa, Klatwa,
Lasermania+Robbo Konstruktor, Misja+Fred, Neron, Piekielko, Robbo, Smus,
Spy Master, Syn Boga Wiatru, The Last Guardian, Uczen Czarnoksieznika,
Upior, Vicky, Wladcy Ciemnosci, Zeus, Aurum, Captain Gather, Change,
Constellation, Czaszki+Electra, Dagobar, Darkness Hour, Digi Duck,
Easy Money+Honky, Gold Hunter, Hydraulik+Snowball, Kernaw, Lorien's Tomb,
Major Bronx, Rucu, Saper, The Jet Action, Trix, U235
-tools: Animator (graph&anim), Automat Perkusyjny (digi drums),
Chaos Music Composer, Geometria (education), Kurs Fizyki (education),
Panther (text editor), Quick Assembler (with some other tools),
Szperacz Dyskowy (disk monitor)

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
United States
URL:mailto:e.halliwell@genie.geis.com
URL:mailto:ehalliwe@emh.kunsan.af.mil
Developer: FlickerTerm 80 (beta), ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, Maze-War 3D

Subject: M

Mars Merchandising
1041-B East St. Charles Rd.
Lombard, IL 60148-2059
United States
tel: (708) MARS-INC ((708) 627-7465)
Vendor: new hardware, commercial/PD/freeware/shareware

MegaZine (disk magazine) (c/o Freddy Offenga, a.k.a. Frankenstein)
See also: ANG Software
P.O. Box 164
8800 AD Franeker
Netherlands
URL:mailto:offen300@hio.tem.nhl.nl

Micro-Discount
265 Chester Rd.
Streetly
West Midlands
England B74 3EA
United Kingdom
tel: 021-353-5730 4pm-8pm Mon-Fri
FAX: 021-352-1669
Vendor: new/used hardware, commercial software
Developer: Print-LAB, Tricky Print, Turbo Charger, Menu Print

Mirage / AS
ul. Gen. Abrahama 4
03-982 Warsaw
Poland
tel: 671-77-77
FAX: 671-76-22
Vendor: All Polish software
Developer: -games: Operation Blood, Problem Jasia, Tanks, Bang Bank,
Ship, Tron, Special Forces, Najemnik, Top Secret, Tusker, Mozgprocesor,
Roderic, Inspektor, Magia, Battle Ships, Kolony, Raszyn 1809,
Super Fortuna, Wyprawy Kupca, Tank vs. Tank, Axilox, Cywilizacja,
Thinker, Eureka, Reverse+Missile Action, Whoops, Atomia, Bertyx, Pong,
Duch+Robal, Helix, Jaffar, Midnight, Rycerz, Zbir, Dziedzictwo Gigantow,
Tagalon, Caveman
-edu: Ortografia, Geografia Polski, Historia Polski, New Words,
Geografia Swiata
-tools: Videograph, Sound Tracker Player (Amiga module player),
Audio Master (sample editor), Kleks+Trzmiel (graph),
SN-360 Utility (disk tools), SN-360 Disk Drive (double side),
Sampler (with some software), Video interface (digitizer+genlock)

Moonsoft
See: Black Moon Systems

More Than Games
8207 Briarwood Lane
Austin, TX 78757-7642
United States
URL:mailto:74766.1561@compuserve.com
URL:mailto:rixcat@rider.cactus.org
Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL 60656
United States
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
United States
Vendor: PD/freeware/shareware

MyTek
P.O. Box 750396
Petaluma, CA 94975-0396
United States
FAX: (707) 527-0674
URL:mailto:mytek@genie.geis.com
Developer: Prism Studio (full color genlocking, NTSC only)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY 11738
United States
Developer: Print Shop icons

New Atari User (print magazine)
See: Page 6 Publishing

New Breed Software
c/o Bill Kendrick
59 Palm Lane
Novato, CA 94945-2574
United States
URL:mailto:kendrick@vax.sonoma.edu
Developer: sound and animation demos, Cooltris, Sludge, HyperIt! (beta), Geneocide (beta), ScotchDUP (beta)

News-Paper (print magazine)
See: D.G.S.

No Frills Software
800 East 23rd St.
Kearney, NE 68847
United States
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

North of Scotland Atari User Group (NOSAUG)
P.O. Box 10001
Peterhead
Scotland AB42 6ZN
United Kingdom
Publisher: Futura (disk magazine)
$3 cash or #2 IMO for sample issue

NOVAtari
c/o Geoff DiMego
8612 Thames St.
Springfield, VA 22151
United States
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Subject: P

Page 6 Publishing
P.O. Box 54

Stafford
England ST16 1DR
United Kingdom
tel: 0785 213928
FAX: 0785 54335
Vendor: commercial/PD/freeware/shareware
Developer: Enigmatix!
Publisher: New Atari User (print magazine)
(bi-monthly) Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
USA/Canada - Surface #17.00 #32.00
USA/Canada - Air Mail #23.00 #42.00
Other countries as USA/Canada

Palette Imaging
47 South St.
Norwood, NJ 07648
United States
tel: (201) 767-3913
URL:mailto:itsmarver@aol.com
Developer: ChromaCAD (3-D modeler)

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
United States
tel: (815) 633-6300

David A. Paterson
P.O. Box 342
Cote-St-Luc, QU H4V 2Y5
Canada
URL:mailto:d.paterson2@genie.geis.com
Developer: CardStax
Publisher: Atari 8-Bit Omnibus
US$5 for 1994 edition

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
United States
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware

Klaus Peters Elektronik&Software
Moltkestrasse 29
D-42551 Velbert
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,

Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Jeff Potter
See also: The AGDA Group
202 Chestnut Ridge St.
Winter Springs, FL 32708
United States
URL:mailto:potter@escmail.orl.mmc.com
URL:mailto:74030.2020@compuserve.com
URL:mailto:jdpotter@genie.geis.com
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, JVIEW XL

Power Per Post
Postfach 1640
D-75006 Bretten
Germany
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Quick, Quick Support Disk 1, Screen Aided Management (SAM),
SAM Budget, SAM Utility Extensions Disk, SAM Designer, Quick Ed, Minesweeper,
Glaggs It!, Rubber Ball, Bombi
Publisher: ATARImagazin (print magazine)
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Powersoft
c/o Markus Roesner
Fachriastr. 9
D-74226 Nordhausen
Germany
tel: (0)7135/2840
Vendor: hardware, commercial/PD/freeware/shareware
especially recent software and hardware from Poland (Avalon etc.)
Publisher: 8-Bit Magazin (disk magazine)

Bob Puff
See also: Computer Software Services
Suite 222
2117 Buffalo Rd.
Rochester, NY 14624

United States
URL:mailto:76702.1076@compuserve.com
Developer: BobTerm

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
United States
tel: (206) 399-8700
Vendor: used commercial software

Subject: R

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, Taskmaster, Parallel Printer Port

Revista STAK Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Thomas Smailus
c/o READY +TECHNOLOGIES+
P.O. Box 17578
Baton Rouge, LA 70893
United States
URL:mailto:tom@ready.rsip.lsu.edu
Developer: Olympics, Word for the Blind, Menu Master (c)1986
Hardware & Software systems for Atari 8bit & specialized.

Ronnie Riche
1700 Aycock St.
Arabi, LA 70032
United States
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
United States
Vendor: PD/freeware/shareware

San Jose Computer
moving?
tel: (408) 995-5080

Software Infinity
642 East Waring Ave.
State College, PA 16801
United States
tel: (814) 238-7967 24hrs
Vendor: commercial/PD/freeware/shareware

STAK Atari (print magazine)
See: Revista STAK Atari

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Paul Sungenis
URL:mailto:pab@cnx.sccsi.com
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: (074) 969 169
URL:mailto:masstorage@closer.brisnet.org.au
URL:ftp://closer.brisnet.org.au/pub/archive1/8_bit/super/
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Surplus Computer Software
3301 South Harbor Blvd.
Santa Ana, CA 92704
United States
tel: (714) 751-2667
FAX: (714) 751-0914
Vendor: commercial software

Subject: T

Lance Tatman
844 Kern St.
Richmond, CA 94805
United States
Vendor: Digi-Studio

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
United States
Developer?: education related

Telegames
Box 901
Lancaster, TX 75146
United States
Vendor: commercial software

Toad Computers
570 Ritchie Highway
Severna Park, MD 21146-2925
United States
tel: (800) 448-8623 Orders
tel: (410) 544-6943 Information
FAX: (410) 544-1329
FAX: (410) 544-0098 FAXBack
BBS: (410) 544-6999
URL:mailto:toad@genie.geis.com (slow response)
URL:mailto:toad@charm.net (fast response)
URL:ftp://ftp.charm.net/pub/home/toad/
URL:http://www.charm.net/~toad/
Vendor: new/used hardware, new/used software

TOMS
ul. Beldan 2
02-695 Warsaw
Poland
tel: 641-54-29
Developer: TOMS 720 disk drive, TOMS 710 disk drives

TOP-Magazin
c/o Markus Roemer
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software
Publisher: TOP-Magazin (disk magazine)
25DM for 6 months (6 issues)

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
United States
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

TWAUG (Tyne & Wear Atari User Group)
P.O. Box 8
Wallsend
Tyne & Wear
England NE28 6DQ
United Kingdom
Tel: 091/2710086 (David Ewens)
Vendor: PD/freeware/shareware
Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson
(book, in 2 volumes) #16.00 plus the following postage:
UK #1.50
Europe #2.50
USA/Canada Air Mail #5.50
USA/Canada Surface #2.50
Australia Air Mail #6.50
Australia Surface #2.50
Publisher: TWAUG Newsletter (print magazine)
bimonthly, includes either disk or cassette
1 copy #2.00
6 copies #11.00
Europe 1 copy #2.20
Europe 6 copies #12.50
Elsewhere 1 copy #2.50
Elsewhere 6 copies #14.00

Subject: U

UltraBasic
10 East 10th St.
Bloomsburg, PA 17815
United States
Vendor: commercial software

User-Mag (disk magazine)
See: Avatar

Subject: V

Video 61
22735 Congo St. N.E.
Stacy, MN 55079
United States

tel: (612) 462-2500 24hrs
Vendor: game hardware and software

Video Magic
c/o Frank M. Polosky
P.O. Box 9542
Pittsburg, PA 15223
United States
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Subject: Z

Zong (print magazine)
See: KE-Soft

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ 08731
United States
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

3348. Re: AMP

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-17 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3mtm1s$dpe@news.primenet.com>
Source record: 92439

That was an intriguing story, but it's too bad you are stuck at Sega.
Within a year the 32X will be a dead issue which I'm sure you know.

And as for AMP, that's fine for chipmusic, but as far as SEQUENCING,
Miditrack has AMP beat because it is an actual MIDI sequencer.

I realize there is some crossover. The only way to easily create MIDI
music without recording a live performance with the sequencer, is to use
something like MMS (which acts as a step-editor) which uses AMS music
notation and then feeds it through MIDI. MMS was cool because it had 96
voices!

I wish I had MMS now because I am a SHIT keyboard player.

It is common sense to know that the good programmers of the 8-bit world
would not just fall of the face of the earth after the platform does.

--
****
* Glenn Saunders | _____] *CGI, Film, Fantasy Fic *
* | | ___ *Amiga 1200 030/50/50/18*
* krishna@primenet.com |__|[_ \ *Lightwave 3.5 SA *
* B A B__ Y \ L| O N *Atari 6502 series *
* (__/ | *Vectrex, Zeppelin *
* ______/ ************************
}}}}}}}}}}}}} ftp://ftp.primenet.com:/users/k/krishna/ {{{{{{{{{{{{{{{{{{{{

3349. Re: Ace of American BBS

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-17 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3mtm39$dpe@news.primenet.com>
Source record: 92440

The mortal Atari8 wrote:
: Quoting Terry.Streeter@flight.org

: T >Try this #:(407)747-9176
: T >I think this is the old # for the carina bbs sales/service.

: The current number for Ace of America is,
: (503) 761-9074 (9600).

Hmm. 9600? You must be joking. I'll see if that's REALLY 9600.

3350. Re: Ace of American BBS

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-17 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3mtm90$dpe@news.primenet.com>
Source record: 92441

The mortal Terry Streeter wrote:
: Try this #:(407)747-9176

That must be Jerry Horanoff's number or something. Quite stale.

3351. Richard Morris`s Small De

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-17 00:00:00 UTC
From: atari8@netcom.com
Message-ID: <atari8D76MCu.12K@netcom.com>
Source record: 92442

Quoting kendrick@zippy.sonoma.edu

k >Intro: "New Breed Software Presents" in ATASCII graphics in a text window
k >at the bottom and fireworks going off one by one above.

Interesting, I've got one that sounds very similar, written also in Action!
but by Charles Blaq. I'll have to upload that one to Jim's site. I think I'Ve
got one that's just firework with no atascii...but I'll have to look for the
source code for that one.

---
* PabQwk 2.0 #9 * Phenomenal Cosmic Power, Itty Bitty Living Space - the 6502

3352. Re: Are there "arrow keys

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-17 00:00:00 UTC
From: atari8@netcom.com
Message-ID: <atari8D76MCw.13E@netcom.com>
Source record: 92443

Quoting kendrick@zippy.sonoma.edu

k >>WHERE< can I get a copy of SnapShot which supports either:
k >
k > 1) Newell 256K extended memory
k > or 2) A MyDOS 192K RAMdisk (which I have thanks to that 256K RAM)
k > or a hard drive (when I get one)

Atari.archive.umich.edu ;>

---
* PabQwk 2.0 #9 * a Classic die-hard and proud of it!

3353. Re: Are there "arrow keys

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-17 00:00:00 UTC
From: atari8@netcom.com
Message-ID: <atari8D76MCz.14L@netcom.com>
Source record: 92444

Quoting rfunk@magnus.acs.ohio-sta

r >Simple - I don't like having to memorize a new set of keystroke
r >commands for every new program, and the help menu obscures the
r >terminal screen. Once I know them, I like having the quick keys
r >available, but I just don't like the general feel of Procomm-style

I don't want to pic (well maybe just a little :>) but I've yet to see
any two programs (sometimes even the same programs update) that have
the same command structure (not counting Mac,Windows,GEM,NeXT etc. pull
downs...and even those differ from program to program). TextPRO is different
from AtariWriter...BobTerm is different from Express!...QmodemPRO is different
from Qmodem3.4...

I understand your reason, though for me it's not been a problem as for most
programs I can use the VI key setup (i.e. j up k down h left l right) just
FOH I guess.

Mike
---
* PabQwk 2.0 #9 * That last TagLine was an in-joke (tm)

3354. Re: Demo-competition - re

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-17 00:00:00 UTC
From: atari8@netcom.com
Message-ID: <atari8D76MD1.15x@netcom.com>
Source record: 92445

Quoting jeking7@delphi.com

j >Any programming langauage goes -- and submissions have to be FTP'd
j >to my directory at ftp.xmission.com /pub/users/j/jeking/8bit/uploads

I may toss in some older demos by Charles Blaq just for S&G...not to be
part of the contest mind you, but just to help get people thinking...plus
it's kind of cool to get a chance to look over someone elses source.

---
* PabQwk 2.0 #9 * Hey jeking7@delphi.com, get away from my Tagline!

3355. Re: Atari 8-bit & 2600 wishlist

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-17 00:00:00 UTC
From: af309@cleveland.Freenet.Edu
Message-ID: <3mtviv$b80@usenet.INS.CWRU.Edu>
Source record: 92446

Have you tried Video 61 (612) 462-2500? They are an excellent
source for 800 and 2600 carts.
--

3356. Re: AMP

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-17 00:00:00 UTC
From: junkster@coho.halcyon.com
Message-ID: <3mu54o$n46@news1.halcyon.com>
Source record: 92447

Glenn Saunders <krishna@primenet.com> wrote:
>That was an intriguing story, but it's too bad you are stuck at Sega.
>Within a year the 32X will be a dead issue which I'm sure you know.

Uncalled for!

James Hague
junkster@halcyon.com

3357. Re: Demo-competition - re

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-17 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <17APR199513103956@pavo.concordia.ca>
Source record: 92448

In article <atari8D76MD1.15x@netcom.com>, atari8@netcom.com (Atari8) writes...
>I may toss in some older demos by Charles Blaq just for S&G...not to be
>part of the contest mind you, but just to help get people thinking...plus
>it's kind of cool to get a chance to look over someone elses source.
>
What is Balq up to these days? I knew him back when he was living in
Montreal, attending MACAM meetings (and don't ask how an 8-bit group got
a MAC-name)

||| 6502 > 486
||| Dave Paterson
/ | \ DA_PATE@pavo.concordia.ca
(Mail address changes 28 Apr. Watch here for details...)

3358. Re: Are there "arrow keys" in

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-17 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <17APR199513133392@pavo.concordia.ca>
Source record: 92449

In article <3msm22$lv9@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu (William Kendrick) writes...
>>WHERE< can I get a copy of SnapShot which supports either:
>
> 1) Newell 256K extended memory
> or 2) A MyDOS 192K RAMdisk (which I have thanks to that 256K RAM)
> or a hard drive (when I get one)

There are two versions of Snapshot. The first is for two images, both in RAM (130xe or compat. banking required) You'll have to deselect the XE banks from your RAMdisk to make it work, though. The second is for hard-disk users - up to ten possible snapshots just a keystroke away. Unfortunately, some programs kill snapshot. I seem to recall that TEdit disables snapshot.

||| 6502 > 486
||| Dave Paterson
/ | \ DA_PATE@pavo.concordia.ca
(Mail address changes 28 Apr. Watch here for details...)

3359. The Atari 8-bit omnibus

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-17 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <17APR199513175860@pavo.concordia.ca>
Source record: 92450

The Atari 8-bit Omnibus is still available, now with a money back guarantee.
This ad-stravaganza filled with products for the Classic Atari costs only
$5 per copy. That includes worldwide shipping.

The Guarantee:
==============
If you don't like it/find it boring/think it's not worth $5/etc.,
just send me a letter with your name and address, saying what you
don't like. KEEP the magazine! I'll write back, apologizing and
including a cheque for your $5. Good enough?

Current Notes called it "...a nice piece of work...a neat idea..."

Comments on comp.sys.atari.8bit have included "Check it out!" and "Shell out
five bucks and get a copy of the Omnibus." Who am I to disagree?

So c'mon and try it!

The Atari 8-bit Omnibus
PO Box 342
Cote-St-Luc, QU H4V 2Y5
Canada

[Canadians can pay in Canadian funds. All others please pay in US $]
[If paying by cheque or money order, make it payable to David A. Paterson]
User group special pricing: $4 per copy, minimum order 5 (five) copies.

||| 6502 > 486
||| Dave Paterson
/ | \ DA_PATE@pavo.concordia.ca
(Mail address changes 28 Apr. Watch here for details...)

3360. Re: Need a Dos for my atari 8bit. any ideas?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-17 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3mu8i6$ogm@nic-nac.CSU.net>
Source record: 92451

Try getting one of us friendly 8-bitters to send you a disk with either MyDOS AtariDOS or SpartaDOS on it (preferably MyDOS & SpartaDOS.. perhaps one DOS per disk side).

Or, purchase SpartaDOS-X (cartridge-based SpartaDOS) .. never have to wait while the drive is loaded off of to boot! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3361. Re: AMP

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-17 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3mu8oa$oqq@nic-nac.CSU.net>
Source record: 92452

AHHHH! No! Leave the flame-wars OUT of here! I already was annoyed
enough when I had to kill all of the "PD", "CD-ROM", "pirate" and "FTP site"
messages for the past few weeks.. at LEAST they had SOMEthing to do with
the Atari 8-bit! I DON'T want to have to wade through a bunch of SEGA stuff
here! <:^[

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3362. Re: Are there "arrow keys

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-17 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3muavb$qfn@nic-nac.CSU.net>
Source record: 92453

I swear, I've tried UMich.. I think all I ever got was a 128K version
or something.. I have twice that! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3363. Re: Are there "arrow keys" in

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-17 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3mub39$qm8@nic-nac.CSU.net>
Source record: 92454

Ok, what's the name of the HD-friendly version? I take it it (the HD version) can run on RAMdisk as well?

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3364. Re: Richard Morris`s Small De

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-17 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3muar3$q7p@nic-nac.CSU.net>
Source record: 92455

Fireworks is nothin. All you have to compensate for is the fact that, unless you use the floating-point routines, you have no rational numbers for the sparks to fly at (ie, 1 pixel every 5 frames).

You can either make the slowest sparkels move at 1 pixel per frame, or you can do a reversal of the math and make it 1 move every 5 frames.. In floating that'd be "1/5", but here, I used a count-down from 5 to 0. When it hit 0 it'd move the sparkel and reset the counter back to 5.

Worked pretty nicely. I only have one firework going off at a time though.

Other details..

The blind-style fade-in of the title was done by having a DLI which did a "WSYNC ; FOREGDCOLOR=ARRAY(VAR+VCOUNT)" 8 times

That is, it would allow me to change the color of each text line 8 times (ie, for every SCAN line, not just the text line). The color would depend on 1) A Variable which I was twiddling while the DLI was on and 2) VCOUNT (how far down the screen it is). I forgot about the MOD or & or something in there to keep it within a certain bounds, but that's more or less how I did it. The Array contained 15 blacks, 15 shades of grey and 15 whites (so it would start out black and the greys would fall down and it would all turn white).

A rainbow would be very simple as well.

...

The stars were done with another DLI. No VBI here, just a FOR/DO/OD loop. Two PMG's (one grey, one white) and a DLI which said "for every text line, I want the PMGs' X locations to be: ARRAY(VCOUNT)+VAR VAR would move the stars (without it, it'd just be a random set of static stars). VCOUNT did what it did before (gave each star it's own position down the screen), and ARRAY is, beforehand, filled with random numbers. The PMG itself is just player 1, turned off, with the "fill the PMG with this one byte" mode. (No RAM is wasted! Cool!)

...

The ball's just a pair of bouncing PMG's.. easiest part of it.. that's why I need some ideas for other stuff! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3365. Some Atari/non-Atari stuff FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-17 00:00:00 UTC
From: teyilei@magnus.acs.ohio-state.edu
Message-ID: <3mui2d$dii@charm.magnus.acs.ohio-state.edu>
Source record: 92456

(1) Atari SX212 modem $25
1200 bps modem by Atari. Gray casing w/ green front panels, a
great visual complement to an XE system. With Bobterm comm. program.

(2) NEC JC - 1225MA monitor $35
12-inch composite monitor. Great color and clarity. Front display
controls. With speaker. With manual.

(3) Atari 1050 drive $10
Atari's venerable drive, w/ serial cable. Not working because
SIO port needs to be replaced.

Prices are firm and do not include shipping. If interested, please reply
via email.

3366. Re: AMP

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-17 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3mum14$b6j@news.primenet.com>
Source record: 92457

The mortal James Hague wrote:
: Glenn Saunders <krishna@primenet.com> wrote:
: >That was an intriguing story, but it's too bad you are stuck at Sega.
: >Within a year the 32X will be a dead issue which I'm sure you know.

: Uncalled for!

Dude, even SEGA will admit THAT. I'm not saying the system sux.

It was intended from the start to be a transitional system for those who
"couldn't wait".

3367. FS: Assembler Editor, Atariwriter & Basic

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-17 00:00:00 UTC
From: brade@ksu.ksu.edu
Message-ID: <3muqjv$nt0@nbc.ksu.ksu.edu>
Source record: 92458

All on cart. Basic & Assembler Editor include original docs and an
extra book on each. Anyone interested?

Brad Ensminger
brade@ksu.ksu.edu

3368. Re: Are there "arrow keys" in Flickerterm?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-17 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <ZQ+9xAb.ransom22@delphi.com>
Source record: 92459

Earl C Halliwell <ehalliwe@emh.kunsan.af.mil> writes:

>In another earlier message, someone negatively compared Flick's general setup
>to that of Procomm on the PCs. Well, that someone was correct-- I did
>intentionally pattern the menu scheme and status line after Procomm. However,
>I fail to see how copying one of the single most popular PC term programs ever
>is a BAD thing.

Fortunately, I'm a former PCPlus user (until I got FT80, I used
PCPlus daily), so the problems other cite don't hold true for me. :)
And, you are correct: it is the most popular PC term program (and therefore
the most popular term program ever,most likely), so emulating it is NOT
a bad design decision!

>FlickerTerm was (and is being) written with power users in mind... users who
>don't want to wade through menu after menu to get at a command. With Flick,
>every command is no more than two keystrokes away.

Thank you thank you thank you. :)
I know you will continue to get complaints about that, because I
run a BBS which uses software that follows the same principle as regards
number of keystrokes. No multiple menu levels in that program. And that
is the way I like it. But, I do get complaints occasionally. 'm ttoo
ornery to change, tho. :)

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

3369. Re: Demo-competition - re

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-17 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <ZW3eREX.jeking7@delphi.com>
Source record: 92460

How about we broaden this contest to include ANY newly created
software - games, utilities, apps, demos, etc..??

Anybody? Everybody?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

3370. Re: Demo-competition - read.me

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-17 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <Z4weh0f.jeking7@delphi.com>
Source record: 92461

Although I didnt start this contest, I'm going to follow-up. Hope n
nobody minds.

I think the rules should be as follows:

Any size file
ANY program (game, util,app, demo, sound, etc..)
Any number of modules
Any programming language.

Sound fair?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

3371. Re: What's your highest colony score in M.U.L.E.?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-17 00:00:00 UTC
From: esok@park.uvsc.edu
Message-ID: <3mv8o1$acm@park.uvsc.edu>
Source record: 92462

Try running out of food completely for the whole colony. It will fail
and the game will be over.

3372. Re: Which is better, an 810 or . . .

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-17 00:00:00 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3mti59$g8a@dux.dundee.ac.uk>
Source record: 92463

rogtha@delphi.com wrote:
: Which drive is generally better, an 810 or that newer 10-something (1050)?

An unmodified 1050 should be better 'cos it can hold something like 40-50%
more on a single sided disk. And this feature is well supported by DOS 2.5
(the standard- DON'T use DOS 3!)

What the world needs is a new age.
What the world doesn't need is New Age.

Graeme Fenwick:-

email gfenwick@mcs.dundee.ac.uk
homepage http://www.mcs.dundee.ac.uk:8080/~gfenwick/index.html
(includes link to Atari XL/XE page)

3373. XL/XE Homepage withdrawn

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-17 00:00:00 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3mtv81$pp6@dux.dundee.ac.uk>
Source record: 92464

I've taken this page off my server owing to the fact it was going to take
me ages to fill it with anything interesting (and I can't be bothered).
So it'd probably be a good idea
to remove any links, or people might think something was wrong- it's not.

What the world needs is a new age.
What the world doesn't need is New Age.

Graeme Fenwick:-

email gfenwick@mcs.dundee.ac.uk
homepage http://www.mcs.dundee.ac.uk:8080/~gfenwick/index.html
---

3374. Re: Transkey

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-18 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950418231354.6509B-100000@PEAK.ORG>
Source record: 92355

On 18 Apr 1995, William Kendrick wrote:

> You do know about the Transkey upgrade? (Hook a PC keyboard to your Atari).
>
> Just do that and stick your motherboard in the PC case and viola.. it's
> an IBM!? No! It's BETTER than that! It's an ATARI! :) hehehe
>
> try tricking your friends by booting up some demos and stuff... hehehehe
>

I tried on more than one occasion to get ahold of the Transkey folks...
I think it was Dataque and then someone else bought it, or vice-versa. I
sent mail (not email) to both of them, and I can't remember, but I think
I even enclosed a self-addressed, stamped envelope on one occasion.
Seems like they take public-relations lessons from Bob Puff at CSS. I
gave up on the Transkey.... I figured they'd have replied if they were
very interested in selling them.....and if someone isn't very interested
in selling something, I don't even want to know how high the price must
be, 'cause I'm no longer interested!

(Just my 2-cents.... The Transkey *sounds* great, however. Must be nice
for those people who have/can get them!

James

3375. Re: The DEMO version of F.R.E.E. is available! NEW!NEW!NEW!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-18 00:00:00 UTC
From: helge@schneider.doggybag.cls.de
Message-ID: <5k43Nxxw0VB@schneider.doggybag.cls.de>
Source record: 92356

```
>
>F.R.E.E. is a new graphic adventure game.
>Of course, the 'normal' version is AVAILABLE.

>Should I put the binary uuencoded disk images of the DEMO in this newsgroup?
Yeah, make it so.

Bye
Helge

Helge Sjoestroem - StarGate 2:240/2128.8
helge@schneider.doggybag.cls.de
## CrossPoint v3.02 R ##
```

3376. 24 PIN PRINTER QUESTION

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-18 00:00:00 UTC
From: lew.brooks@cshapiro.uucp.netcom.com
Message-ID: <1081.238.uupcb@cshapiro.uucp.netcom.com>
Source record: 92465

I just obtained a CITIZEN "GSX-230" 24 pin graphics printer.
However all of my Epson graphics dumps are for the 9 pins.
I have GR.8 & GR.9 dumps and MI dumps etc.. they don't work
with this new 24 pin formatt. Any suggestions as to how to get
them to be compatible or know of any newer PD graphics dumps for
the 24 pin printers? Any help would be appreciated.

ABSOLUT(e)LY TEMPORARY BBS PCBoard 15.21 OS/2 WARP 2 Lines
Las Vegas, NV, USA Public Line: (702) 254-8601 USR DS 14.4K V.32/HST
- Official BBS of the Las Vegas OS/2 User Group (lvos2ug@at.com)

3377. Need Assembler & Books

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-18 00:00:00 UTC
From: chris@world-one.com
Message-ID: <D77qtq.6ME@world-one.com>
Source record: 92466

I never got the chance to learn to program in assembler on my Atari way back when and would like to give it a go now. Does anyone have an Assembler for 800 or 130XE and some books on programming forsale?

I had a MAC/65 loaned to me but the cart. doesn't work, the loaner suspects it got fried in an EPROM project. MAC/65 from OSS I believe was the big assembler at the time.

I know of the Action! language but, does that allow as tight of and EXE as assembled code?

Thanks,
Chris
- Renewed Atari Enthusiast (Better late than never)

3378. Re: AMP

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-18 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3mvsqk$3in@nic-nac.CSU.net>
Source record: 92467

I think there is a 6502 crossassembler for the PC. Ask around in comp.
emulators.misc. :)

As for Atari <-> PC xfers, well, let's see..

modem (up to 14.4k bps)
null-modem
SIO2PC (make the PC act like it's from 1 to 4 Atari disk drives, up to
16MB per drive or as little as 64K per drive - plus print through)
Black Box modem/printer/hard-drive interface + FloppyBoard PC floppy int.
some software to read/write Atari DoubleDens. disks on a PC

probably a few other things.. I should know this.. My Unofficial FAQ
goes over a lot of it. :)

If you still have an Atari 8-bit, get an SIO2PC cable cheap, download the
SIO2PC software for your IBM, get a hold of DCM2DKS, get a ton of demos
from Umich and REMINISCE (or, to put it better, become INSPIRED) about
the abilities of the ol' Atari Classic! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3379. Hack around with disk drives.

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-18 00:00:00 UTC
From: ai542@FreeNet.Carleton.CA
Message-ID: <D77Hor.JoM@freenet.carleton.ca>
Source record: 92468

I was hurting for space in the basement, so I decided to consolidate the space occupied by my 130 XE setup and the ever-present IBM clone. After a bit of experimentation, I found that I could remove my Atari 1050 and Indus mechanisms and fit them into an old IBM clone case. The power supply for each fit into the case as well.

Anyway, to make a long story short, I have a system that is at first glance a common IBM clone, but with an unusual keyboard. The monitor sits on top of the case.

My setup is with two floppies but you can fit one floppy and a hard drive without any problems. Now if you have an old IBM PS/2 tower case, you can fit your complete array of Atari equipment; two floppies, hard drive, and if you are really careful, your modem.

All in all, you have some pretty modern looking obsolete equipment....

What I'd like to do is to convert my keyboard to use the standard IBM type keyboard, and have everthing else in the case. That would eliminate the power, peripheral cable, monitor connection and joystick sockets. Maybe I'll work on that this summer.

--

"Any sufficiently advanced technology | ai542@FreeNet.Carleton.CA
is indistinguishable from magic." | (Vince Grienti)
--- Arthur C. Clarke | Nepean, Ontario CANADA

3380. FS: Three (3) R-Time 8 clock cartridges for sale to best offer

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-18 00:00:00 UTC
From: seipelf@aol.com
Message-ID: <3n0fvl$14s@newsbf02.news.aol.com>
Source record: 92469

I used to operate two Atari 8-bit BBS's, Pandora and ACEC. So I own two R-Time 8's. The third was broken but I repaired it by cleaning the contacts with emory paper (I know a little more now that I'm 24). It's time to sell.

I have replaced the battery in two of the three units and set the clock. Batteries are $2.79 each at Radio Shack (3V Lithium cell). The one whose batter was not replaced puts out 2.3V vs 3.3V for a new battery.

I do not have a manual or box but their use is self-evident for SpartaDOS users (except for usage of the "Z:" handler, which is only of interest to programmers).

I would like to get $50 or $60 for all three but will sell to the highest bidder (I'll get back to you by mail at the end of a 1-week bidding period). You can make an offer on just one if you like but I would prefer to ship them all to a single buyer.

I also have a Corvus hard drive, Atari joyport interface, and Integrator OS board on an Atari 8oo and will take bids for this as well.

3381. SNES for your XEGS

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-18 00:00:00 UTC
From: mstclair@iac.net
Message-ID: <3n0hkn$h8k@wabash.iac.net>
Source record: 92470

I have an SNES in perfect condition with 2 controllers, and a Populous (great game) cartridge that I would like to trade for an XEGS, preferably with several cartridges. Other offers are welcome, but I would really like an XEGS.

Mike

--

| Mike St. Clair | mstclair@iac.net | "You want some more, well |
| here's some more!" - Frank Zappa |

3382. Re: HyperIt! beta 0.5 at Umich soon

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-18 00:00:00 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.216.00125391@genesis.informatik.rwth-aachen.de>
Source record: 92471

In article <3mvofs$1ct@nic-nac.CSU.net> kendrick@zippy.sonoma.edu (William Kendrick) writes:

Sorry, seems that I have missed some mails - WHAT is Hyper-It and what will it do ?

Matt

3383. Please publish the prices of America Technavision !!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-18 00:00:00 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.217.00126E92@genesis.informatik.rwth-aachen.de>
Source record: 92472

Hallo americans !!!

Would be very nice if someone of you could publish a newer pricelist of America Technavision (or other vendors) here !!!

I'm very interested in the prices they have and don't know how to get here in Germany !!!

To all Germans/citizens of European Community: Who has expierences in getting hardware stuff from U.S.A. ?

I want to use the weak Dollar now (it's only 1,36 DM for one 8-)

Matt

3384. Re: AMP

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-18 00:00:00 UTC
From: junkster@chinook.halcyon.com
Message-ID: <3n0r15$a34@news1.halcyon.com>
Source record: 92473

Steven Lashower <lashower@netcom.com> wrote:
>
>If I could have my way (and knew anything about hardware desi I'd write a
>6502 assembler for the PC and a downloader to the 8-bit Atari.

After spending a year writing SNES games, I felt the same way. I wrote my own 6502 cross-assembler for the PC (in less than 5K!) and built an SIO2PC cable to connect 'em. To simulate a typical download system, I assemble everything to a raw binary file with Atari boot disk header and install it as a boot disk with SIO2PC. I have a batch file that takes care of everything. Assembly is instanteous, even on a low-end PC, and "downloading" is pretty quick, as booting from SIO2PC is much faster than from a real drive. Plus, because it is a boot file, I don't have to wait for DOS to load.

I got so into using this system that I rewrote my assembler this year with a somewhat fanatical bent. It's now under 3K and even faster than before.

James Hague
junkster@halcyon.com

3385. Inquiry Atari #1025 printer kludge

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-18 00:00:00 UTC
From: wcm1@cornell.edu
Message-ID: <wcm1-180495130820@128.84.239.126>
Source record: 92474

I read somewhere that an Atari #1025 dot matrix printer is actually an Okidata model (unknown...this is what I need to know) printer in a different plastic box. If so, an appropriately pinned out adapter cable, and a printer driver for the appropriate model number Okidata would allow me to use the Atari printer with a Mac Plus. I have the pinout charts for both the Atari and Mac ends of the cable... Does anyone know the Okidata equivalent model? Does anyone have the appropriate printer driver for the Mac and is willing to sell me an 800K 3.5 inch disk including same? replies to Bill ...wcm1@cornell.edu

3386. Re: AMP

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-18 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <3n0u2d$93i@navajo.gate.net>
Source record: 92475

In article <3mvsqk$3in@nic-nac.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>I think there is a 6502 crossassembler for the PC. Ask around in comp.
>emulators.misc. :)

Yeah, it is called TASM, Table-Driven Assembler, there is also one called MASM, but I believe it is more Commodore specific, but can be rigged to work with Atari code. Of course with these assemblers you will have to hardcode the beginning/ending and RUN code. I believe tasm is on oak.oakland.edu in the SimTel/msdos file system.

3387. Demo-competiton

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-18 00:00:00 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9504191159.AA10364@emh.kunsan.af.mil>
Source record: 92476

I'd just like to say, I think there should be some sort of limitation on file size for a demo programming contest. Otherwise, you'll have impressive little 1K graphics hacks getting overwhelmed by massive 6-disk monsters.

It's a lot easier to write 10 so-so demos than 1 really great demo. But the demo that goes for quantity over quality often ends up seeming more impressive.

--
Clay Halliwell | ATARI XL/XE DO + THE
ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
Lonersoft ... Solutions you don't want, for problems you don't have!

3388. Any 80 column software emulator/terminal program?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-18 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3n0vra$p3j@crchh327.bnr.ca>
Source record: 92477

I was wondering if there is such a thing. I've seen an 80 column text editor on the Atari before but is there a terminal program or emulator which does it?

Thanks

Vladimir
vjancare@magi.com

3389. Atari 800 (and related items) For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-18 00:00:00 UTC
From: ggomes@oavax.csuchico.edu
Message-ID: <3n15b6$kkm@charnel.ecst.CSUChico.EDU>
Source record: 92478

Greetings!

Over ten years ago I wrote my dissertation on an Atari 800 using
the AtariWriter word processing software. A short while later, the
hardware found its way into my guest room closet, and there it has
remained.

'Tis the season for spring cleaning (once a decade or so!), and
thus I offer for sale the following items:

Hardware:

Atari 800 Computer
Atari 850 Interface
Rana Systems 1000 Disk Drive
Joystick
Power Supplies (6)
Connecting Cables (2)
Serial-to-Parallel Cable

Software:

AtariWriter Cartridges (2, with manuals)
Atari Basic Cartridge

Books:

Poole, Your Atari Computer
Moore, Lower, & Albrecht, Atari Sound and Graphics
Bell, The VisiCalc Book
Albrecht, Finkel, & Brown, Atari Basic
Poole, Borchers, & Cook Some Common Basic Programs
Haskell, Atari Basic
A.N.A.L.O.G. Computing, The ANALOG Compendium (1983)

Magazines:

ANALOG, #12 (July-August, 1983) through #55 (June 1987),
missing numbers 48 and 50;
Atari Connection, Summer 1983 through Summer 1984;
ST Log, #11 (February 1987) and #12 (March 1987);
Atari Explorer, February 1985

Everything is in working order and in very good condition. Please
e-mail me your fair and best offer. Everything goes to the highest
bidder (no sale of individual items, please), with a minimum offer of
$150. Purchaser also pays one-half of UPS shipping charges.

Please respond via e-mail with your offer--the bidding concludes (and
the sale will be finalized) on April 30.

ggomes@oavax.csuchico.edu
****
* Glenn M. Gomes, Ph.D. | Internet: GGomes@OAVAX.csuchico.edu *
* Department of Management | Office: (916)898-5663 *
* Calif. State Univ., Chico | Fax: (916)898-4584 *
****

3390. Re: Any 80 column software emulator/terminal program?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-18 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3n1613$s72@nic-nac.CSU.net>
Source record: 92479

There's an 80-column engine which replaces the standard E:ditor device with a Graphics 8 bit-map driven screen. Very slow.

There are terminal programs which use Graphics 8 bit-map driven screens. (Term80 for example). Ice-T does as well, but it's very fast because it doesn't physically scroll, it display-list scrolls (like BobTerm does with its 40 columns).

There's also FlickerTerm 80 which uses a trick 80 column mode which Clay (and I at one point!) invented. (I never got it to work because I didn't know how to use VBI's in Action! at the time <sigh>.. if only, huh? ;) hehe) It uses Graphics 0 and two fonts, which get flipped back and forth (and other stuff happens to clean it up some) to produce a flickery (hence the name) 80 column mode. It ALSO uses display-list scrolls to speed it up.

Finally, you have terminals which use the XEP-80 80-column "card" from Atari (BobTerm supports it). It's unfortunately slow though. <sigh>

Good luck!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3391. Re: HyperIt! beta 0.5 at Umich soon

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-18 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3n15ks$ror@nic-nac.CSU.net>
Source record: 92480

If you've ever seen HyperCard on a Mac, that's what HyperIt! attempts in a
way to clone. If you've ever seen the World Wide Web (browsing it with a
graphical interface like Mosaic or Netscape) then you'll understand easily
as well.

If NOT, well, let's see...

It's a program which runs scripted files. Each file has references (via
commands; that's why it's scripted- almost a language) to text, fonts,
graphics, and buttons.
It displays each screenful of text/graphics/buttons and lets the user
move a pointer around the screen and click on the buttons.
Each button can be linked to a different screen (screens are called "cards"
and the entire set of cards - the document itself - is called a "stack")

Things you can do with it:

Interactive documents. (Show a table of contents and let the user skip
around without viewing the whole file or searching. Let users click
words they don't understand and have a definition appear.)
Games/demos. (Show a picture of a room and have different things happen
when you click the door, the painting, the chair, etc.)
Teaching tools. (Not unlike games. :))

Get it?
Then go get it! "hitb5.arc" and "hitb5.txt" at Umich.

_____
USE MYDOS OR IT WON'T WORK RIGHT!
~~~~~
later!
-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick
~~~~~

3392. Re: Inquiry Atari #1025 printer kludge

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-18 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3n17vl$cpr@hearst.cac.psu.edu>
Source record: 92481

William C. Mutch (wcm1@cornell.edu) wrote:
: I read somewhere that an Atari #1025 dot matrix printer is actually an
: Okidata model (unknown...this is what I need to know) printer in a
: different plastic box. If so, an appropriately pinned out adapter cable,
: and a printer driver for the appropriate model number Okidata would allow
: me to use the Atari printer with a Mac Plus. I have the pinout charts for
: both the Atari and Mac ends of the cable... Does anyone know the Okidata
: equivalent model? Does anyone have the appropriate printer driver for the
: Mac and is willing to sell me an 800K 3.5 inch disk including same?
: replies to Bill ...wcm1@cornell.edu

I don't know if its an Okidata. At most the MECH and case are..but
the roms inside and the i/o ports are not standard. Its similar
to the silvereed/XDM121 thingy... by the way is the XMM801 a silverreed
as well?

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---
Carts: 2600 111; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600 1; 2600A 2; 2600JR 1; Sears SVA1 1; SVA2 1; 5200 2; 7800 2;
Lynx 1; 800 3; 1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 w/Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

3393. Re: Hack around with disk drives.

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-18 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3n168k$s87@nic-nac.CSU.net>
Source record: 92482

You do know about the Transkey upgrade? (Hook a PC keyboard to your Atari).

Just do that and stick your motherboard in the PC case and viola.. it's
an IBM!? No! It's BETTER than that! It's an ATARI! :) hehehe

try tricking your friends by booting up some demos and stuff... hehehehe

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3394. Re: Demo-competiton

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-18 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <3n15mj$so2@dartvax.dartmouth.edu>
Source record: 92483

In <9504191159.AA10364@emh.kunsan.af.mil> ehalliwe@emh.kunsan.af.mil (Earl C Halliwell) writes:

>I'd just like to say, I think there should be some sort of limitation on file
>size for a demo programming contest. Otherwise, you'll have impressive little
>1K graphics hacks getting overwhelmed by massive 6-disk monsters.

>It's a lot easier to write 10 so-so demos than 1 really great demo. But the
>demo that goes for quantity over quality often ends up seeming more impressive.

That should be a matter for the judging, unless those running it
really expect to be overwhelmed with the number of entries. It's
simple enough to consider the technical merits of the 20-disk wonder
vs. the 8K binary.

Also, must they be new programs, or just newly-released programs. In other
words, if I wrote something years ago, but never released it, can I enter
it?

--PC
--
$ "If a man has recently married, he must not be sent to war or have any $
$ other duty laid on him. For one year he is to be free to stay at home and $
$ bring happiness to the wife he has married." --Deuteronomy 24:5 $
$ So that's why people get divorced--nobody can afford a decent honeymoon. $

3395. Re: AMP

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-18 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <137216@cup.portal.com>
Source record: 92484

Steven, it's really good to here from you. I for one am sorry you never
got through with Labyrinth as a full blown CRPG. I know just from looking
at the display you would have been able to seperate me from large amounts
of cash for the commercial game. As small & simple <8k?> as it was, it looked
as good as anything with the exception of maybe AR. I also built your
sampler, but the limits of sound rez of the 8 bit & memory constraints
made it a little less useful then your other stuff like AMP. I'm also
glad to hear your gainfully employed at Sega. It's nice you could continue
to be employed in a field you obviously enjoy.
Rick

3396. Re: Need Assembler & Books

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-18 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <137217@cup.portal.com>
Source record: 92485

I consider myself the worlds biggest Action! fan, but the two things you mentioned are probably it's only real short commings. The code you produce will always be about 30% larger then something written in assembler & will run about 30% slower. There's a bit of a learning curve you have to go through with Action!, but once you get the hang of it you have a tendancy to use it for everything. If you're just learning assembler, you may want to try one of the PD assemblers available. Charles Marslett, author of MyDOS, has one that mimics the Atari Macro Assembler & I've heard people swear by John Harris's assembler. There's both assembly language programmers & Action! programmers here on the net so whichever way you go, you won't be alone
Rick

3397. XFD/ATR files?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-18 00:00:00 UTC
From: toby@cyberspace.com
Message-ID: <3n1pfs$pvl@case.cyberspace.com>
Source record: 92486

Any good sites for them?
Mail me please.

3398. WTB: 130XE (Inexpensive?)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-18 00:00:00 UTC
From: chris@world-one.com
Message-ID: <D798wr.BnG@world-one.com>
Source record: 92487

I'm looking to get a 130XE and/or 800XL.

A 1050 Disk Drive Couldn't hurt.

Also insearch of technical manuals for above computers.

Thanks,
Chris

Christopher McKeen at | General Computer |chris@world-one.com
WorldONE Communications| - Consulting - |(610) 874-5190 BBS
P.O. Box 4070 | On-Line Systems Dev. |(610) 874-9651 Voice/FAX
Elwyn PA 19063 | Programming & HTML |

3399. IDE Harddrive interface

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-18 00:00:00 UTC
From: chris@world-one.com
Message-ID: <D798zG.BoD@world-one.com>
Source record: 92488

I saw a thread a while ago about the development of an IDE harddrive interface. Has any progress been made on it?

Chris

3400. Adaptec 4000a or small SCSI HD wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-18 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <Ju1fZgt.jeking7@delphi.com>
Source record: 92489

I have two dead Adaptec 4000a's (minor blown components, but am unable to find replacement parts) - so am looking to acquire 1-2 more of these gems OR suitable Seagate SCSI hard disk drives.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

3401. TRADE: 800XL For...

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-18 00:00:00 UTC
From: steveg@phantom.com
Message-ID: <3mv0l5$a92@dockmaster.phantom.com>
Source record: 92490

I have a "kinda beat-up and in need of some help but still works ok"
800XL sitting in my attic. It is quite the war soldier, but still boots;
if memory serves (it's been about 8 months since I last looked at it),
the HELP key doesn't work and (I think) one of the SHIFT keys don't work.
But it works - really!

I'll gladly trade it for something I can actually use. Make an offer.

3402. Re: Which is better, an 810 or . . .

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-18 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9504172246591.DLITE.bjcorr@delphi.com>
Source record: 92491

>Which drive is generally better, an 810 or that newer 10-something (1050)?
>
I own both, and while I'm sure others will readily point to the 1050 as superior (due to it's ability to do enhanced density and with a minor upgrade Double density) I have to say that my 810 (San Jose Computer Special Edition, metal case, Happy installed) has been my most reliable piece of 8 bit equipment. It is a tank, it has nenver failed me, more than I can say for my 1050's.....
bjcorr@delphi.com

3403. Re: 1200XL and a hard drive.

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-18 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9504172246592.DLITE.bjcorr@delphi.com>
Source record: 92492

>> pruittj@world.std.com (John w Pruitt) writes:
>> Hi would like to know about building a hard drive for the 1200XL.
>> Does any one know how to build one?
>>
> The only Hard Disk interface that will work on the 1200XL is
>the old Supra one that used to SIO port. The 1200XL does NOT
>have a PBI interface for an MIO/Blackbox/MIO II to connect
>to.

But it IS possible to add a PBI to the 1200, Bob Wooley did the hack. I have a copy for those interested.

>One thing I would do if I was to continue with a 1200XL:
>Find a 600XL and rob the parts needed from it to upgrade the
>1200XL to a XE. This requires the OS ROM, the MMU and the
>Atari BASIC ROM. There is an article on how to do it somewhere,
>the large Atari Archive at Mich edu I'm sure has it, also CServe and
>GEine.
> R.MIer rbmier@winternet.com

Hmmm.. You mean upgrade it to an 800XL. It is probably cheaper to buy the chips sepperatly and leave basic out. Bob did this hack also and I have done it to both of my 1200's, piece of cake (except for unsoldering the 24 pin ROM socket to put in the 28 pin one for the 600XL/800XL os ROM. What a pain.) This is the first steo in the PBI upgrade of Bob's. A 1200XL with a PBI and an 800XL os is a neat little toy!
bjcorr@delphi.com

3404. Re: Are there "arrow keys" in

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-18 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <18APR199501060847@pavo.concordia.ca>
Source record: 92493

In article <3mub39$qm8@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu (William Kendrick) writes...
>Ok, what's the name of the HD-friendly version? I take it it (the HD version)
>can run on RAMdisk as well?
>
Try

Misc/snhd30.arc

I don't know if it will work properly with a RAMdisk, though. I've only ever used the original version. Intuitively, I'd guess that about 3 programs would be the limit with a 192k RAMdisk.

||| 6502 > 486
||| Dave Paterson
/ | \ DA_PATE@pavo.concordia.ca
(Mail address changes 28 Apr. Watch here for details...)

3405. AMP

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-18 00:00:00 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9504182356.AA21068@emh.kunsan.af.mil>
Source record: 92494

Well, if someone could point me to a copy of Antic Music Processor,
I'd gladly make a screenshot and send it off to Diehard Game Fan.

--
Clay Halliwell | ATARI XL/XE DO + THE
ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
Lonersoft ... Solutions you don't want, for problems you don't have!

3406. Re: AMP

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-18 00:00:00 UTC
From: lashower@netcom.com
Message-ID: <lashowerD77vG5.zH@netcom.com>
Source record: 92495

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: Killer! :) :) :)

: Do you still do any programming on the older systems? (Atari 8-bit/ST)

: I love it when people come back... heheh

: -bill!
: kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
: William (Bill) Kendrick / | \ ** New Breed Software **
: http://zippy.sonoma.edu/~kendrick

Bill -

I haven't programmed on the ST since I finished AMP 3.0 about 2 years ago. I miss programming on the Atari 8-bit alot more than the ST. You'd be surprised how much the Atari 8-bit does better than a Sega Genesis!!! Only after you've programmed a commercial game machine do you realize how far advanced the 8-bit Atari really was (but I'm just wasting my breath telling you that - you've probably already knew it....)

But after you've used a PC to cross-assemble and remote-debug for another platform, you'll never want to go back to using Devpack for the ST or MAC/65 again.

If I could have my way (and knew anything about hardware desi I'd write a 6502 assembler for the PC and a downloader to the 8-bit Atari. There's still a number of programs I was writing before I got my ST that I never finished. But, I'm so damn busy with Sega and writing AMP for Windows, that I'd probably never have the time...

-- Steve

--
Steven Lashower | "You can't expect to wield supreme executive power
lashower@netcom.com | just 'cause some watery tart threw a sword at you!"
| - Monty Python and the Holy Grail

3407. Re: AMP

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-18 00:00:00 UTC
From: lashower@netcom.com
Message-ID: <lashowerD77vy3.1vr@netcom.com>
Source record: 92496

Glenn Saunders (krishna@primenet.com) wrote:
: And as for AMP, that's fine for chipmusic, but as far as SEQUENCING,
: Miditrack has AMP beat because it is an actual MIDI sequencer.

: I realize there is some crossover. The only way to easily create MIDI
: music without recording a live performance with the sequencer, is to use
: something like MMS (which acts as a step-editor) which uses AMS music
: notation and then feeds it through MIDI. MMS was cool because it had 96
: voices!

: I wish I had MMS now because I am a SHIT keyboard player.

Glenn -

It's true that AMP 1.0 and AMP 2.0 were designed as POKEY players, but AMP 3.0 for the Atari ST is a MIDI sequencer. It does a damn good job at pretending it's a 128-track MMS with karaoke support. It also imports SMF, AMS, MMS, and AMP 1.0/2.0 files. If you have an ST, AMP 3.0 might interest you.

I do believe that AMP ranked up there as the best 8-bit Atari POKEY players, espcially after noise support was added in 2.0. At one point, I had a utility that ported over Phil Price's AMP songs, and I had "Passionately" running on my AMP 2.0.

By the way, AMP 4.0+ use a PC program I wrote called SMF2AMP that takes any standard MIDI file and converts it to an AMP file...

As far as your opinion on the 32X goes... ;)

-- Steve

--
Steven Lashower | "You can't expect to wield supreme executive power
lashower@netcom.com | just 'cause some watery tart threw a sword at you!"
| - Monty Python and the Holy Grail

3408. Re: Demo-competition - read.me

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-18 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3mvnhm$vi@nic-nac.CSU.net>
Source record: 92497

Aww man! Not any more! Hard Software, Slight or Shadows (if the last two
are ON the Internet) would win EASY! :)

Or Friday.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick
I said.. give me a spot, stick boy!

3409. Re: AMP

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-18 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3mvo8d$1bs@nic-nac.CSU.net>
Source record: 92498

Hmmmm... I dunno. Steven, you're the Sega guy, right? If you still have an Atari 8-bit (or access to one), try checking out some european demos.

I suggest these:
Halle Project 1993
Cool Emotion ("Hard" demo)
Bitter Reality
Sweet Illusions

From what I've heard of some of the early POKEY sound players, the new stuff (Sound Monitor, Benjy.. something, Chaos Music Composer) kicks major butt in comparison! :)

And of course, you'll like some of the neat graphics/animation going on too.. (Rzog Plasma anyone!?!?!?!?!)

All of these demos (and of course many more, including of course not-so-good stuff) is available at the Umich archives under "Demos".

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3410. HyperIt! beta 0.5 at Umich soon

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-18 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3mvofs$1ct@nic-nac.CSU.net>
Source record: 92499

What the heck. UMich's full of beta software. :)

Let's now say that HyperIt! beta version 0.5 is pretty much up for grabs free software.

BE FOREWARNED:

1) Do NOT run it under SpartaDOS!!!!! Only MyDOS 4.5x will work!
2) Don't get too used to the thing, as future upgrades in the scripting language are of course going to happen.
a) Stuff to make it easier will of course be added (variables, esp.)
b) Stuff may be removed and redone (so 0.5 and earlier stacks won't work any more)

The file will be "hitb5.arc" at Umich. Dunno where it'll be put (a link will of course be in the "Newitems" directory :) that's so killer!!).

I hope to be able to upload it tonight (once whoever's on the PPP dial-up is done running Eudora hehe)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick
My girlfriend's leavin'! <:^\ Only for < 1 week though. :)

3411. 4x 1meg 30pin SIMMS for trade/sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-18 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <BM19hol.jeking7@delphi.com>
Source record: 92500

I have 4 x 1meg 30pin inline SIMMS for sale or trade. Have no use for them
as my peecee uses the 72pin 4meg SIMMS.

Wanting to trade for virtually ANY hardware/software - especially 8bit
Atari - but will consider othe items.

How about 2x Adaptec 4000a's for all 4 SIMMS? [grin]

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

3412. Shed clean-out sale/tradeathon!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-18 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <BM-+Bqt.jeking7@delphi.com>
Source record: 92501

I have the following stuff for sale or trade. Best offers (cash or trade):

1 x 600xl (stock)
1 x 65xe w/SuperVideo/Audio (stock ram [for now!])
1 x 320k XE w/SuperVideo/Audio, socketed, ramdisk LED
1 x 400 w/split audio w/audio/video enhancement
1 x Indus GT drive
1 x Trak ATD4 drive (no slave) [may/may not function - havent tested]
1 x SX212 1200baud direct connect modem
1 x XEGS w/socketed ROM (was used as MUX slave) and light gun
1 x 800xl w/SuperVideo/Audio (FULLY socketed!)
3 x Wico Command joysticks
1 x XEP80 w/AtariWriter 80 and TurboWord 80
1 x Atari 1025 80col. printer
1 x Trakball

Software

PeachTree Accounting - Accounts Payable
C.R.I.S - Cash Register Inventory System
Fight Night
7 Cities of Gold
Video Title Shop
AtariWriter
Home Filing Manager
Sargon Chess w/tournament disks
Ghost Encounters
2 x Archon (1 is an original store DEMO copy)
1 x Archon II (the Adept)
Napoleon in Russia
Spy -v- Spy (1st)

Misc. Hardware
----
4 x 1meg SIMMS
Mosaic 32k upgrade card (400,800)
1 x 4meg 72pin SIMM
5 x 16bit PC multio-IO cards (serial/parallel/IDE/Floppy/Joystick)
2 x 16bit PC VGA video cards (512k-1meg onboard)
5 x 16bit PC MFM hardrive/floppy controller cards
2 line Uniden Cordless phone w/conference/hold/programmable (new!)

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @

@ @ @ ------------------------------------ @ @ @

3413. Atari 800xl Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-18 00:00:00 UTC
From: albert@anlaps.aps.anl.gov
Message-ID: <albert-1804952232020001@anxpc03.aps1.anl.gov>
Source record: 92502

I did a Veronica directory search at the NYSERNET site using the search string "emulat*". I found a site which had an Atari 800xl emulator for the PC. I immediately downloaded, unzipped, and ran it. I was disappointed to find that all the text included in the package was in German!

Does anyone know of an Atari 8-bit emulator which is in English? Please reply here or send me e-mail.

Michael Albert - albert@anlaps.aps.anl.gov

--
Michael Albert - albert@anlaps.aps.anl.gov

3414. Audio problem --> please help

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-18 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <Ju18h4h.jeking7@delphi.com>
Source record: 92503

Did a 320k upgrade on one of my 130xe's.. it previously only had
the AC SuperVideo and Audio mods - and worked flawlessly, but for some
reason after the ramdisk upgrade, I lost only the video that provides
the keyclick and BEEP in Bobterm after a download completion.

I still get full audio in games, but lost keyclick and the beeps and
whatnot that I normally got in term. programs, etc..

What circuit/resistor pack controls just that one audio function?

Any help appreciated.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

3415. 320k XE for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-18 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <Bs1dJqo.jeking7@delphi.com>
Source record: 92504

After doing several ramdisk upgrades, I noticed that I was the proud owner of not 2, but 4 320k XE's, and therefore will offer ONE of these gems for sale or trade.

This XE has the AC SuperVideo, SuperAudio, ramdisk LED, 320k ram, socketed, and MUX disable switches/upgrades.

Asking $75-100 OBO or best trade offers.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

3416. Re: Please publish the prices of America Technavision !!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-19 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <Ru++BEl.jeking7@delphi.com>
Source record: 92357

Matthias Belitz <belitz@genesis.informatik.rwth-aachen.de> writes:

>I want to use the weak Dollar now (it's only 1,36 DM for one 8-)

Ack! When I was there last it was still around DM3 for $1.00!!!

Unreal!

Let me find my flyer and I'll post a FEW prices. I wont be typing the
entire thing in...

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

3417. Re: Inquiry Atari #1025 printer kludge

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-19 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <ZM+c5kr.jeking7@delphi.com>
Source record: 92358

I dont know.. I think the 1025 *IS* an Okidata as I recently came across
an Okidata Lu82 (or some such model) and it looked EXACTLY like the 1025,
except that it has the standard centronics port rather than SIO..

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

3418. Re: Demo-competiton

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-19 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <RM2fZKo.jeking7@delphi.com>
Source record: 92359

Earl C Halliwell <ehalliwe@emh.kunsan.af.mil> writes:

>demo that goes for quantity over quality often ends up seeming more impressive.

I dont buy that.. I've seen 2-4 disk demos be not nearly as impressive as
a little 10k demo.

So long as the judge was able to discern the differences, there should be
no limitations.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

3419. Re: Any 80 column software emulator/terminal program?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-19 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <Ru+-p0k.jeking7@delphi.com>
Source record: 92360

Why does everyone state that the XEP80 is slow??? I can get CLEAN 9600 throughput using Bobterm on my 320k XE and an MIO.

In fact, I'm online with Bobterm and my XEP80 at 9600 right now - reading these newsgroups.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

3420. Re: Please publish the prices of America Technavision !!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-19 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <3n1luh$7g6@news.umbc.edu>
Source record: 92361

Matthias Belitz (belitz@genesis.informatik.rwth-aachen.de) wrote:
: Hallo americans !!!

: Would be very nice if someone of you could publish a newer pricelist of
: America Technavision (or other vendors) here !!!

: I'm very interested in the prices they have and don't know how to get here
: in Germany !!!

Here is a sample of the Atari 8-bit Liquidation Sale now going on at
American Techna-Vision..... Phenomonal prices!!! This is by no means all
of it! They are NOT going out of business. Just clearing some stock!
Prices were effective as of 3/22/95.

64K Upgrade kit for the 600XL - $12.50
40 pin LSIC Chip Set - $4.95
Serial I/O Cable - $1.50 each or 10 for $10.00
1050 Drive Mechanism (Tandon) $14.95
MicroPrint Printer Interface for Parallel Printers - $14.95

$2.50 Titles

The Gambler Zorro Napoleon in Russian Rosen's Brigade
Starbase Fighter Moonshuttle Spider Quake Mind Mazes
Songwriter Sea Bandit Spiderman One-on-One Basketball
Summer Games Day at the Races Alien Ambush
Flight Simulator Data Disk (Japan)
Flight Simulator Data Disk (San Francisco)
Cest'la Vie Speed King Bug Off Triad Puzzle Panic
Tutti Frutti Sports Spectacular Stratos Dungeons of Despair
Arcade Bonanza Hellcat Ace RocketRepairman Freaky Factory

$3.00 Titles

Fooblitzky F-15 Strike Eagle Top Gunner Collection
Great American Cross Country Race Hacker Adventure
Cycle Knight Kikstart Action Biker Electra-Glide
Kennedy Approach Bridge 4.0 Peggammon Las Vegas Video
Poker and Jackpot Seven Cities of Gold Lords of Conquest
Saracen Bismarck Theatre Europe Taget Practice Hard Hat Mack
Racing Destruction Set Wargames TrailBlazer Olin in Emerald
Crusade in Europe Decision in the Desert Conflict in Vietnam
NATO Commander Silent Service Golden Oldies Whomper Stomper Moonmist
Ballyhoo Wishbringer Sea Stalker Zork 1
Hollywood Hijinx
Cut Throats Monkey News Grandma's House Infidel Gunslinger
Conan Ghostbusters Temple of Apshai

$5.00 Titles

Video Title Shop Spitfire Ace Pinbal Construction Set
Chessmaster 2000 Six-Gun Shootout Nam
221-B Baker Street
Alternate Reality-The City Alternate Reality-The Dungeon
Guitar Wizard
Music Construction Set Mercenary Warship Gauntlet
Bruce Lee
Spy Vs. Spy 1 and 2 Mindshadow Gemstone Warrior

Visicalc Spreadsheet $6.95

And a lot more!!!

They also have a bunch of cartridge software.

American Technavision Phone 510-352-3787 FAX 510-352-9227
15338 Inverness St.
San Leandro, CA 94579

Hope this helps... I can vouch for the stuff. Just received a box of
brand-new software from them. Alternate Reality for $5.00. Yeh!

-=-
Thomas Drake | Through the telephone,
tdrake1@umbc.edu | off of the server, over the T-1 backbone,
Test First! Then Code! | nothing but 'Net!!

3421. Happy drives

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-19 00:00:00 UTC
From: "Randy C." <spigot@usr4.primenet.com>
Message-ID: <3n1moc$452@news.primenet.com>
Source record: 92362

Does anyone know if the Happy company still exists?

3422. Re: Demo-competition - read.me

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-19 00:00:00 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FDTMCHVDUp@stingray.manawatu.gen.nz>
Source record: 92363

>Although I didnt start this contest, I'm going to follow-up. Hope n
>nobody minds.
>
>I think the rules should be as follows:
>
>Any size file
>ANY program (game, util,app, demo, sound, etc..)
>Any number of modules
>Any programming language.
>
>Sound fair?

I started it - just as a way to get some life into the group, as people
just seemed to be going on about piracy et al.

Personally I think that if someone wants to write a demo, then that would
be great, but it shouldn't take a competition to make them do it.

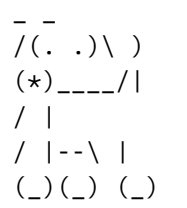
Just go to it, and write whatever.

Say, do we have a binaries group? E.g. alt.binaries.atari.8bit or something?
And if not, is anyone interested in creating one? Hmm, might ask my sysop
how you go about that. AFAIK it's much easier than making a "comp.sys"
group.

Richard =8-]

PS. No need to keep calling it Richard Morris's demo... I just suggested it.

--



Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

3423. Re: Any 80 column software emulator/terminal program?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-19 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3n1uea$p31@news4.primenet.com>
Source record: 92364

The mortal William Kendrick wrote:

: There's also FlickerTerm 80 which uses a trick 80 column mode which Clay
: (and I at one point!) invented. (I never got it to work because I didn't
: know how to use VBI's in Action! at the time <sigh>.. if only, huh? ;) hehe)
: It uses Graphics 0 and two fonts, which get flipped back and forth (and
: other stuff happens to clean it up some) to produce a flickery (hence the
: name) 80 column mode. It ALSO uses display-list scrolls to speed it up.

Don't forget the PMG underlays for bold. That is a trick that often goes
unappreciated. It is quite innovative. A matrix of quad-width PMGs.

3424. SCSI drives on MIO's

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-19 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3n1umd$u7s@hearst.cac.psu.edu>
Source record: 92365

Do scsi drives have to be 256byte/sector or 512? I ask this
because I can pick up a 114 connor (? not sure) for $50 used....
and its was pulled from an old mac. I need a SMALL drive... =)
and I want to get rid of this huge mfm-scsi contraption.

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---
Carts: 2600 111; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600 1; 2600A 2; 2600JR 1; Sears SVA1 1; SVA2 1; 5200 2; 7800 2;
Lynx 1; 800 3; 1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 w/Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

3425. FS: Action! Cart

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-19 00:00:00 UTC
From: bosco@host.yab.com
Message-ID: <Pine.3.89.9504182137.A6756-0100000@host.yab.com>
Source record: 92366

For Sale - Original O.S.S. Action programming language.
Cartridge & manual, in original box, unopened!

US$ 15.00 (USA addresses only. APO & FPO ok.)

Reply by e-mail. bosco@host.yab.com (John Collins, Phx, AZ)

3426. Re: XFD/ATR files?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-19 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3n27pb$ncs@nic-nac.CSU.net>
Source record: 92367

You don't need XFD or ATR files, even if you're running PC Xformer.
Just get a copy of DCM2DSK for the PC and convert the existing DiskComm
disk images into ATR disk images.

(Some things we NEED though are: a VOL to ATR converter, an XFD to ATR
converter (should be EASY- I wrote a simple hack in QBASIC for that
when I got the demo version of F.R.E.E.), and an ATR to DCM/VOL converter.)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3427. Re: Audio problem --> please help

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-19 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3n27v5$nir@nic-nac.CSU.net>
Source record: 92368

Hehehe... the only VIDEO you lost was key-click!? :)

Sorry :)

Umm.. hmm.. I wish I could help you- I'm a bit too lazy to rumage through De Re at the moment, but if you don't get help soon, I'll look it up if I can. The audio you lost is the 5th voice, I THINK it's also handled by POKEY, I'm not sure.

-bill
what a waste of bandwidth!

3428. Re: 320k XE for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-19 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3n281v$njf@nic-nac.CSU.net>
Source record: 92369

WHOA!? RAMDISK LED! That's cool! I Want one of those! :) Is it just
a banked RAM LED? Also, how many 8-bit users out here with Hard Drives
have "hard drive busy" lights?

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick
Ahh.. novelties

3429. Re: Atari 800xl Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-19 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3n289k$nmk@nic-nac.CSU.net>
Source record: 92370

Lemme guess. The file you got was AT800XL.ZIP. It contained an insanely HUGE "doc" file and QEDIT or HEDIT or something (which looks pretty cool, actually). When you load the doc, it types it out as if the person who wrote it were typing it in (typos and all) right there. The screen is 640x480 and the Atari area of it is a 1/4th-as-big-as-your-screen little box in the middle.

I'd like all the information I can get about this file.

As for the GOOD Atari 8-bit emulators, check out my FAQ which I'll post right now! :)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3430. Unofficial Atari 8-bit New User, Emulator Help FAQ v.0.7

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-19 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3n28e5$nsa@nic-nac.CSU.net>
Source record: 92371

```
Welcome to:
+--------------------------+
| The Unofficial Atari 8bit |
| New User, Emulator Help |
| FAQ |
Rev.0.7 | | Rev.0.7
| By Bill Kendrick |
| Revision 0.7 |
| January 17, 1995 |
+--------------------------+

[ Differences from Rev.0.5: Corrected descriptions of Atari computers;
Corrected PC Xformer 3.0 dealer list; listed where Mule and Util
can be found]
[ Differences from Rev.0.6: Updated Branch Always Software information ]

PLEASE also refer to: MyDOS 4.5x documents, SIO2PC documents,
XFormer documents, and the Atari 8-bit F.A.Q.

For general help (hardware, magazines, etc.) please check the Official
Atari 8-bit FAQ file:
From: Michael Current <MCURRENT@carleton.edu>
Where to get the latest copy of the Atari 8-Bit Computers
Frequently Asked Questions List:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq
(and many other FTP sites that archive Usenet FAQ Lists)
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq/faq.html
news:comp.sys.atari.8bit, news:comp.answers, news:news.answers

or, send a message to mailto:mail-server@rtfm.mit.edu that says:

send usenet/news.answers/atari-8-bit/faq
quit

Finally, you can always ask Michael for a copy at
mailto:mcurrent@carleton.edu

Summary of Atari 8-bit's an emulated 8-bit Atari's:

Atari 8-bit computers were produced between 1979 and 1987. The
major models released were the:

400 - 8K-16K, 400/800 OS, CTIA or GTIA graphics (depends when made)
800 - 8K-16K-48K, 400/800 OS, CTIA or GTIA graphics (depends when made)
1200XL - 64K, 1200XL OS, GTIA graphics
600XL - 16K, XL OS, GTIA graphics
```

800XL - 64K, XL OS, GTIA graphics
65XE - 64K, XL OS, GTIA graphics
130XE - 128K, XL OS, GTIA graphics
XEGS (Game System) - 64K, XEGS OS, GTIA graphics (Had Missile Command)

All of the XL's except the 1200XL had BASIC installed on ROM. BASIC can be purchased on cartridge for the 400/800/1200XL's.

Branch Always Software are the creators of:
ST Xformer (Atari 8-bit emulator for ST's), Quick ST, Quick Index, Gemulator (Atari ST emulator for PC's), and PC Xformer (Atari 8-bit emulator for PC's).

ST Xformer 2.0 and 2.5 released for the Atari ST 16-bit machines. Very limited. Now public domain (used to be commercial).
PC Xformer 2.0 and 2.5 released for IBM PC machines. 2.0 is limited and supports only 800 OS. Both public domain (were always PD).
PC Xformer 3.0 released for IBM PC machines. Supports all OSes, 320K RAM, and best of all, player/missile collision detection (which MANY games use!)

Graphics:

The Atari has maximum resolution of 320 x 192 (standard, non-overscanned screen) x 2 colors. 160 x 192 x 4, 160 x 192 x 2, 160 x 96 x 4, 160 x 96 x 2, 80 x 48 x 4, 80 x 48 x 2, 40 x 48 x 4 graphics are also supported. 40 x 24 x 256-character (128 normal, 128 inverse, character set indirection available) text mode is standard (2 colors).
40 x 24 x 128-multi-colored-character (4 colors per character allowed, the other 128 characters have 4th changed into a color 5) and
40 x 12 x 128-multi-colored-character screen modes are available.
GTIA graphics support 80 x 192 x 16 shade-only, 80 x 192 x 16 hue-only, and 80 x 192 x 9 color screen modes.
Normal (bordered), narrow (underscanned), and wide (overscanned) screen modes are available.
Screen modes can be mixed (by lines) down the screen using the Display List (a program which is executed by the ANTIC graphics chip every screen refresh (60 times per second on real NTSC Ataris).
Fine scrolling (both vertical and horizontal) can be enabled on any line on the screen.
All other screen attributes (color, player/missile horizontal position, screen width, player/missile/playfield priority, etc.) can be ajusted at any point down the screen via a "Display List Interrupt."
Four 8-bit wide, 128 or 256 byte high single color players, and four 2-bit wide, 128 or 256 byte high single color missiles are available.
A mode to combine the 4 missiles into a 5th 8-bit wide player is also available, as is a mode to XOR colors or blacken out colors when players overlap (good for making three colors out of two players!) Players and missiles have adjustable priority and collision detection (which is not supported by the PC Xformer 2.0 and 2.5 and ST Xformer programs).

Sound:

Four voices of 8-bit pitch-resolution, 4-bit volume-resolution,
8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4)
can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only
modes can be enabled for digitally sampled sound replay.
A fifth "voice" is produced by the internal speaker on Atari 400/800's
(for keyclick and buzzer) and in the XL's and XE's this was
(fortunately!) rerouted through the normal audio output, and the
keyclick can be disabled.

Objective of this file:

At the time of its release (mid 1994), much discussion went on in the
comp.sys.atari.8bit Usenet newsgroup about the Atari 8bit emulator for
IBM / MSDOS based computers, the PC Xformer 2.0 (XF2 for short). Many
people in the 8-bit community had gotten, well, fed up with the XF2-based
questions which did not pertain to them, or to the really dumb questions
which were in fact understandable to new or rusty Atari 8-bit users, but
had just gotten on the nerves of some of the comp.sys.atari.8bit
readers/digest subscribers.
This file was created to reduce the number of 'newbie' and XF2
questions. Now it's becoming a fairly good reference (and got me the job
of writing the commerical 3.0 release's documents!).
This FAQ will present answers to simple questions like "how do I turn
off BASIC" (a good answer to that of course is, READ THE FRIGGIN' MANUAL)
and "how do I get a disk directory?" (which is less obvious on
Atari 8-bits, err.. MOST 8-bits <grin>).
It will also direct people who are unaware of the large amount of Atari
8-bit support (NOT NECESSARILY EMULATOR SUPPORT) and perhaps become a
supplement for the many official and unofficial files floating around the
net (like the official FAQ, the Vendor/Developer List, the Who's Who list,
etc.).
Since revision 0.4 of this file, PC Xformer 2.5, a replacement for 2.0,
and 3.0, the first commercial release, have been released. It is assumed
that the reader has the latest versions of PC Xformer (2.5 or 3.0), although
if you have 3.0, I must say, those documents are great! (If you don't get
the joke, look at the name of the author of the manual, and look at my name.)

---=== Xformer Questions: ===---

Q.1) What does "READY" mean?
A.1) This is the Atari BASIC prompt. See below for hints on Atari BASIC.

Q.2) Why doesn't this program load?
A.2.1) The program may not work under the Atari 800 Operating System, it may
require the XL/XE Operating System. Be sure you're in 800XL or 130XE
mode. (130XE mode is only supported by XF3.0, not 2.5, but there is
no real difference in the operating systems.)
A.2.2) It may not work under the XL/XE Operating System (rare cases), switch
to 800 mode.
A.2.3) Be sure you turned BASIC off before trying to load it if it cannot
run with BASIC on.
A.2.4) It might be a BASIC game! Be sure you're in BASIC and use the BASIC
"RUN" or "LOAD" (and then "RUN") command. Also, be sure it works

with the BASIC you have. Some programs only run in BASIC XL or XE
(which are both cartridge-based BASIC's not currently supported by
the Xformer), and some run with TurboBASIC XL (disk-based).
A.2.5) It may just refuse to run on the emulator.

Q.3) How do I turn off BASIC?
A.3) To toggle BASIC on and off, press [SHIFT]-[F10] ([F10] is [RESET], note:
on a real Atari 8-bit, [SHIFT]-[RESET] does not have this effect).

Q.4) Why doesn't this game/program run correctly?
A.4.1) It may use player/missle collision detection which is not supported
on the XF2.5. You might have to shell out the $29.95 for 3.0!
A.4.2) (See Question 2).

Q.5) How do I exit XF and return to DOS?
A.5) Press [F5]. Note: this does NOT temporarily 'shell' or 'jump' to MSDOS.

Q.6) How do I get to Atari DOS?
A.6.1) In BASIC, type "DOS" at the "READY" prompt.
A.6.2) Reboot without BASIC on.
A.6.3) Be sure you have a DOS-bootable disk image as the first MSDOS
parameter after the "XFORMER" command. (DOS25.XFD and MYDOS45.ATR
are both DOS boot-disk-images and are both in the XF25.ZIP file or
on your XF3 disk).

Q.7) How do I use MSDOS files with XFormer?
A.7.1) Add the files to the command line and use them as their respective
drives (be sure the first drive is a DOS-bootable disk image).
Example: XFORMER MYDOS45.ATR filename.ext
When booted the Atari will have two drives, D1: will be the MyDOS
4.50 disk image and D2: will be a write-protected disk which contains
only the file "filename.ext". Note: there are bugs in XFormer which
make accessing files from different directories a bit hard, just use
the MOVE (or COPY and DEL) commands in MSDOS to get the file to the
directory where you call XFORMER from.
A.7.2) Use the MSDOS program S2PC (S2PC.ARC available in the Utilities
directory at the UMICH archives) which allows you to access files
within a MyDOS/compatible .ATR disk image without using an SIO2PC
or the XFormer. S2PC let's you read, write, delete, change directory,
and view the directory of a MyDOS/compatible .ATR disk image. It
can be used via command-line parameters from MSDOS, or as a menu.
A.7.3) If you can, use the MSDOS program ATARIMG, which is much like
S2PC but has a nicer, more graphical (less-menu driven) interface.
(Unfortunately, this doesn't run on all IBM's!)

Q.8) Just what ARE .ATR and .XFD files?
A.8.1) Refer to the XFormer and SIO2PC manuals for details on these files.
A.8.2) Simply put, they are Atari disks, stored as files which are as big
as the disk they represent (an 88k disk image will use 88k on the
IBM). .ATR files are used by SIO2PC (see below) as well as the
XFormer (and the S2PC program mentioned above). .XFD files are used
by ST Xformer (the Atari 8-bit emulator for Atari ST's) and PC

Xformer (XF2,XF25,XF3).

Q.9) What's SIO2PC?
A.9.1) Refer to the XFormer and SIO2PC manuals for details on this program.
A.9.2) This is a program which runs on IBM/compatibles which, with the use of a simple (and relatively inexpensive) cable, makes the IBM act as though it were an Atari disk drive. (Up to four drives, actually). It uses disk image files (.ATR's) and can also let the Atari access single IBM files (much like XFormer does) as a single file all alone in its own disk. It also currently allows Print-Thru (all access to the Atari "P:" (printer) device can be redirected to the IBM's printer, screen, or MSDOS file; different translations/conversions are user-defined when the Print-Thru mode is turned on). Finally, with the use of two programs on the Atari 8-bit (the only two programs that currently have anything to do with SIO2PC that have been written (to my knowledge) for the Atari 8-bit), the IBM can be controlled remotely (commands are sent from the Atari, typing on the IBM is not necessary) and files can be sent directly to the IBM's drives.

Note: The following sections will simply discuss Atari BASIC, the Atari OS, and Atari DOS 2.5 and MyDOS 4.5x (because these topics seem the most relevant to the less-knowledged/experienced XFormer users).

---=== Getting around on the Atari: DOS and OS ===---
I. AtariDOS and MyDOS QuickReference:

MyDOS (4.50 and 4.53) presents the user with the following commands:

[*] Disk directory of current directory (like "dir *.*" in MSDOS)
[1]-[9] Disk directory of a disk drive (like "dir a:*.*" - "dir i:*.*")
[A] Disk directory (like "dir <mask>" and optional output destination)
[B] Quit to cartridge
[C] Copy file(s) ("<source>,<destination>" copies from one place or disk to another, just "<source>" copies from one place on one disk in a drive to the same place on another disk in the same drive (asks for swapping))
[D] Delete file(s) (add "/N" to delete without being prompted first) (add ">*.*" or ":*.*" after a subdirectory name to delete the files within it. A subdirectory name alone will delete the subdirectory (if it is empty and unlocked)). (Acts like both "del" and "rd" in MSDOS.)
[E] Rename file(s) (renaming multiple files is allowed, but be careful). (like "ren <old> <new>" in MSDOS - with MyDOS, use "," between old and new masks.)
[F] Locks file(s) from overwrite, deletion and appending (like "attrib +r <mask>" in MSDOS.)
[G] Unlocks file(s) (returns them to their default state).
[H] Writes DOS files to a disk (this creates a disk which boots with the current version of MyDOS you are using and also has the menu file "DUP.SYS" on it as well). (This is like "sys"(?) in MSDOS.)
[I] Formats a disk (add "/N" after the drive number to do a quick-format of an already-formatted disk (ie, just a very fast delete "*.*").

[J] Duplicate disk (copies an entire disk, including boot sector,
when using XFormer, it's much quicker to just copy one .XFD or .ATR
to another).
[K] Make binary file: saves memory and makes it binary-loadable. See [L].
[L] Load binary file: loads a compiled program. (like "<filename>" in
MSDOS, except any ".EXE", ".COM", ".OBJ", etc. is still required.)
[M] Run at address. Mainly for advanced users. Reboot is "E477",
reset is "E474" (these are the hex values of the addresses where
the routines to reboot and reset are.)
[N] MEM.SAV: when this is on, whenever you go to DOS (from BASIC,
for example) it will write what is in memory to a file "MEM.SAV"
so that when DUP.SYS (the menu) loads it isn't lost forever.
When you exit DUP.SYS with the "B: Run Cartridge" command, MEM.SAV
is reloaded and the environment should be as it was when you left.
It's probably quicker to simply "SAVE" your programs (if in a
language) which aren't nearly as big as all of the memory that
MEM.SAV saves.
[O] Options: this presents the user with some options. Mainly for
advanced users or special setups. See the MyDOS docs for details.
[P] Set density. Forces a drive to be recognized at a certain density
if MyDOS can't figure it out. (??)
[Q] Make a subdirectory. (like "md" or "mkdir" in MSDOS).
[R] Set default directory. (like "cd" in MSDOS and "cwd" in SpartaDOS)
This makes "D:" now the same as a subdirectory or other drive.
ie, "D2:" will make all calls to "D:" act as though they are to
"D2:" instead. Some programs when prompting for filenames do not
add "D:" to the beginning if one is not present, they add "D1:".
If you don't trust a program to look to "D:" instead of "D1:" and
you want it to look to some place OTHER than "D1:" (ie, where "D:"
is pointing which could be a VERY long path list), just add "D:"
to the beginning. ALSO, some programs don't even ADD "D:"'s if they
aren't in the filenames you give and may give errors (138, for
example: device not present, ie, if you said "TESTFILE.DAT" it
may think you want "T:" instead of "D:TESTFILE.DAT").
[S] Set ramdisk number. This is also under [O]ptions.
[V] Verify writes. This is also under [O]ptions. When Verify is on,
writes will be slower but 100% reliable. With it off, writes will
be much faster but possibly not as reliable (on bad disks, for
example). Default is off.

AtariDOS presents the user with the following commands which are identical
to MyDOS's commands: A,B,C(no swaping),D,E,F,G,H,I(some densities),J,K,L,M,N

AtariDOS 2.5 presents the user with the following commands not present or
not the same as MyDOS's commands:
[O] Duplicate file. This is used to copy a file from one disk to another
using only one drive. (In MyDOS, giving just a source will make
[C]opy act like DOS 2's Duplicate.)
[P] Format Single. In DOS 2.5, this is used to format 88k (Single Density)
disks. To format an Enhanced Density (127k) disk, just use [I].
In DOS 2.0, [I] is the only format option and only handles 88k.

(I may be wrong, but I have never had a Double Density drive under
Atari DOS 2.0 or 2.5!)

II. General DOS and OS questions:

Q.1) How do I access the disk drives?
A.1) First, you need to have booted with a DOS. All but one DOS is on
disk (SpartaDOS X is on cartridge). When the Atari boots up, it
does some of its 'boot-up stuff' which includes looking for a
disk drive connected and turned on which is set up as drive #1.
It then begins to load from the disk's "boot sector". If none
exists or there's a nasty error on the disk, you get the
"BOOT ERROR" notice until the error is fixed. (On SpartaDOS disks,
even non-bootable disks have a boot sector, but all the boot
sector is is a small program which displays a 'not a boot disk'
error).
To end the digression, the answer to 'how do I access the disk
drives' starts with 'you must boot the Atari with a DOS'. Check
the 8-bit FAQ and the UMICH and other FTP archives for lists of
DOSes available for Ataris, but the most used are Atari DOS (for
compatibility with almost ALL older software), MyDOS (for an
Atari DOS compatible high-end DOS), and SpartaDOS (for a very
high-end DOS which looks much like MS-DOS but unfortunately
cannont run all software which runs fine with Atari DOS and
MyDOS.) Note: SpartaDOS does NOT run on Atari 400's and 800's
(except the cartridge versions and I believe disk version 1.1).
Now that you have a DOS loaded, the Atari understands the
"D:" device (see below for Atari devices). Since there is more
than one disk drive, you have to be able to tell them apart.
The Atari uses numbers when it has more than one of the same
device, so "D1:" is drive 1, "D2:" is drive 2, "D3:" is drive 3,
etc.!
After the "D:" device name comes the filename. Of the most used
DOSes, only MyDOS supports lowercase letters in filenames, but
since most programs force uppercase entry for filenames, nobody
really seems to use lowercase in their filenames.

Q.2) How do I copy things from one place to another?
A.2) Atari DOS and MyDOS give you the "C" command in their menu
interface. When it asks for a source and destination, you can
use wildcards (* and ? like in most other DOSes) to copy more
than one file at a time. You can also present no destination
so that a file can be copied from one disk in drive 1 to another
disk in drive 1, for example, and the DOS will ask you to insert
each disk.

Q.3) What are subdirectories?
A.3) Subdirectories are places where files go which are just like the
normal directory of a disk, except the they happen to be WITHIN
that normal directory, or even another subdirectory. For example,
you can have your disk divided up into the "GAMES" files, the

"GRAPHICS" files and the "SOUNDS" files. A directory of the disk
(the "root" or "base" or "trunk" directory) will simply list the
three subdirectories, "GAMES", "GRAPHICS" and "SOUNDS". Then,
if you ask for a directory listing of the "GAMES" subdirectory,
you will see the files (and perhaps other subdirectories) within
the "GAMES" directory. Think of it as a tree. For people familiar
with Macintoshes, "Folders" are simply subdirectories. A window
which appears when you open a "Disk" Icon is the "root", and all
of the "Folders" within it have more windows in them which also
have file and folder icons.
Here's a comparison to using subdirectories on different DOSes
root 'GAMES' 'SPACE' within 'GAMES'
AtariDOS D: n/a n/a
MyDOS D: D:GAMES: D:GAMES:SPACE:
SpartaDOS D: D:GAMES> D:GAMES>SPACE>
MSDOS (IBM) \ \GAMES\ \GAMES\SPACE\
Note, only Atari DOS would be using drive 1 here, all other DOSes
are not necessarily using drive 1, and MyDOS and SpartaDOS may
already 'be within' a subdirectory.
In MyDOS and SpartaDOS (and MSDOS), you can change the 'current'
or 'default' directory to a different place (a different drive or
a subdirectory). "D:" can stand for "D1:" (like AtariDOS always
does) or "D2:GAMES:SPACE:"! PLEASE READ THE MYDOS DOCUMENTS FOR
DETAILS ON THIS!

Q.4) What does "P:", "E:", "K:", etc. mean?
A.4) As stated before, the Atari has devices. "D:" is added when a
bootable disk in drive 1 is read. Other exist as well:
C: cassette - readable and writeable, no filenames
D: disk drive - readable, writeable, random access, directory,
files, multiple devices (up to 9 on MyDOS and newer SpartaDOS,
8 on AtariDOS)
E: editior - readable, writeable. This is how input from the
keyboard and output to the screen is normally handled. If
you wish to type a small file up by hand and have it sent to
the printer or a file, use "E:" as the source.
G: graphics - writeable. This is not built into the Operating
System but must be loaded. This is an Epson-compatible printer
driver which can easily dump graphics.
K: keyboard - readable. This is just the keyboard. Input from
it is not 'echoed' back like with the "E:ditor".
M: multi-mouse - readable, writeable? This is not built into the
Operating System but must be loaded. This is a handler which
runs in the background and accepts input from either a mouse,
a joystick or a touch-tablet and displays a mouse pointer on
the screen.
P: printer - writeable. Send data to this and it will appear
on the printer. You can print files (documents, etc.) by
using "P:" as the destination. The Atari XL/XE OSes support
"P1:" and "P2:", although I believe this usage is rare.

R: RS232 - readable, writeable, concurrent mode. This is not
built in to the Operating System, but is loaded. It supports
modems. The Atari 850 Interface has it's "R: handler"
'built-in', which means the Atari also looks for an 850 (or
other compatible interface) and receives the "R: handler" code
from it. Other interfaces and the Atari 'direct-connect'
modems require a file to be loaded which contains the "R:"
code. "R1:" and "R2:" is also supported, but also its usage
seems rare.
W: Windowing (screens) - readable, writeable. This is a graphics
8 graphical windowing driver (rarely used, unfortunately!).
It must of course be loaded as well.
Z: RTime8 clock - readable, writeable. This is also not built
in to the OS, but loaded. This is loaded from disk and lets
the user access the "RTime8" real time, battery-backed up clock
for the Atari 8-bit. (This is a cartridge-based device).
I am unaware of any "Z:" clone which let's you set the Atari
internal (non-real time, non-battery-backed-up) clock if you
do not have an RTime8, although I'd love to see one! <hint!!>

Q.5) How do I print something from DOS?
A.6) As stated above, just use the "C"opy command, then use the file
you wish to print as the 'source', and "P:" as the 'destination'.
Example: "D1:DOCUMENT.TXT,P:"

---=== Getting around on the Atari: BASIC ===---

Q.1) What does "READY" mean?
A.1) Again, this is simply the prompt that Atari BASIC (and most older
BASIC's) presents the user when it is in "Immediate" mode.
Entering a command will cause it to act immediately.
Entering a line number and then a command will place that line into
the current program.
Entering a line number alone will remove that line from the current
program.
To start a program, use the "RUN" command.
To erase a program, use the "NEW" command.
To clear variables, strings and arrays, use the "CLR" command.
To load a program, use the "LOAD" command followed by a filename
(see below). To load and run a program, use the "RUN" command followed
by a filename.
To save a program, use the "SAVE" command followed by a filename.
To list a program, use the "LIST" command followed by an optional
start and end set of lines seperated by commas.

Q.2) Where can I learn Atari BASIC?
A.2) A (set of) file(s) will be created explaining all of Atari (and Turbo)
BASIC's commands and their usage. (A larger file may be produced
which will be based on examples provided in the Atari BASIC Reference
Manual). (As of Jan. 7, 1995, these particular files do not exist).

Q.3) How do I quit BASIC?
A.3.1) Type "DOS" to quit BASIC and return to DOS.
A.3.2) Type "BYE" to quit BASIC and exit to the OS's "bye" routines
(Atari Memo Pad on 400/800's, Atari Rainbow on 1200XL's, and
Self Test on other XL's and XE's). (Note: On 1200XL's, use [HELP]
to go to the Self Test when the Atari Rainbow appears).
A.3.3) For XFormer users, remember, [SHIFT]+[F10] reboots and toggles BASIC.

Q.4) Why don't strings work?
A.4) Strings must be "dimensioned" like arrays in Atari BASIC. Strings
are special character arrays. See the BASIC usage/etc. files mentioned
in the answer to question 2. Simply put, to make a string that will
accept up to "#" character, use DIM <name>$(#) . Example:
DIM A$(10) - now A$ can contain between 0 and 10 characters.

Q.5) How do I make graphics?
A.5) Use the "GRAPHICS" command to switch between the following screen modes:
(Note: All modes except 0, 9, 10 and 11 have four lines of 40 x 24 x 2
sized text covering the bottom of the screen. Add "16" to the mode
number to remove this window (but do not make any PRINTs or PUTs to
the standard output otherwise a GRAPHICS 0 screen will appear))
(Note: Add "32" to the mode number to keep the screen from clearing
when it appears. One problem, however, all screens overlay each other
so unless you only use certain modes at certain times, parts of some
screens will become (or start out) with 'garbage' on them.)
0 40 x 24 x 2 text
1 20 x 24 x 5 text
2 20 x 12 x 5 text
3 40 x 24 x 4 graphics
4 80 x 48 x 2 graphics
5 80 x 48 x 4 graphics
6 160 x 96 x 2 graphics
7 160 x 96 x 4 graphics
8 320 x 192 x 4 graphics
9 80 x 192 x 16 luminence-only graphics
10 80 x 192 x 9 graphics
11 80 x 192 x 16 hue-only graphics
12 40 x 24 x 4-colored text
13 40 x 12 x 4-colored text
14 160 x 192 x 2 graphics
15 160 x 192 x 4 graphics
Commands available in Atari BASIC for manipulating simple graphics
include:
PLOT x,y POSITION x,y COLOR c (c=color or character value)
DRAWTO x,y LOCATE x,y,r (where r is where result will be stored)
SETCOLOR c,h,l (c=palette location, h=hue, l=lum)
Colors:
COLOR command colors are not identical to SETCOLOR command colors:
COLOR 0 will draw using the background color, set with
SETCOLOR 4,hue,lum
COLOR 1 will draw using color "0", set with
SETCOLOR 0,hue,lum

COLOR 2 will draw using color "1", set with
SETCOLOR 1,hue,lum
COLOR 3 will draw using color "2", set with
SETCOLOR 2,hue,lum
Except in GRAPHICS mode 10, where COLORs 0, 1, 2, and 3 must be
POKEd into memory locations 704, 705, 706 and 707 (the
player/missle graphics color locations). Examples of this will
be presented in the BASIC usage files. (Sorry)

Q.6) How do I make sound on the Atari
A.6) Remember, XFormer 2.5 doesn't support sound! (XF3.0 does)
But anyway, in Atari BASIC:
SOUND c,p,d,v
c=channel (0-3)
p=pitch (0-255)
d=distortion (0,2,4,6,8,10,12 or 14)
v=volume (0-15)
The buzzer character is CHR$(253) aka [CONTROL]+[2] (NOT [CONTROL]+[G])

Q.7) How do I move the cursor and edit?
A.7) The Atari "E:" device (standard input/output which is the "editor")
allows the following characters for editing:

Key: AtASCII #: Use:
Atari none Turn inverse on/off (Atari 400/800 kybds)
Inverse [Triangle] none Turn inverse on/off (Atari XL/XE kybds)
CAPS none Turns caps-mode to lowercase (400/800 OS)
CAPS none Toggles caps-mode from upper to lower (XL/XE)
Sh-CAPS none Turns caps-mode to uppercase (all OSes)
Ct-CAPS none Turns caps-mode to [Control]-[Lock] (all)
Up ([^-]) 28 Move cursor up
Down ([^=]) 29 Move cursor down
Left ([^+]) 30 Move cursor left
Right ([^*]) 31 Move cursor right
Space 32 Move cursor right (overwrites w/Space char)
BackSpace 126 Move cursor left (deletes previous char)
Delete ([ShBkspc]) 156 Deletes a (logical) line (1-3 physical lines)
Insert ([Sh>]) 157 Inserts a physical line
Ct-Delete ([^Bksp]) 254 Deletes char under cursor, pulls rest left
Ct-Insert ([^>]) 255 Inserts space under cursor, pushes rest right
ClearScn ([^<]) 125 Clears screen
Bell ([^2]) 253 Sounds buzzer
TAB 127 Moves cursor to next TABstop
ClrTAB ([^TAB]) 158 Clears any TABstop under cursor
SetTAB ([ShTAB]) 159 Sets a TABstop under cursor
ESC 27 Sets ESCape (next edit char after is shown,
not done, non-edit chars shown (like normal))
RETURN 155 Sends End Of Line (moves cursor to lowerleft
of next line, accepts input)
Note: Inverse characters have values of the normal version of the
characters plus 128. (The only non-viewable inverse character is

inverse-ESC, or what would be the [ESC],[RETURN] combination. The
character exists, but must be set into screen RAM by hand. Oh well,
at least you still have 255 easily viewable characters! <grin>)

Q.8) How do I make the editor characters appear
A.8.1) As shown above, you must have an ESC sent before them.
When simply entering text, type [ESC] then the edit key and the
character for that edit key should appear.
When entering text in a PRINT statement, you must have it send an
ESC beforehand, so first type [ESC],[ESC] to make an ESCape character
appear, then type [ESC] then the edit key and the character for that
edit key should appear. When the PRINT statement is executed, the
first ESCape (which you typed as two [ESC]'s) will make the editor
SHOW the following character (even if it is an edit character), then
the character which you entered (with [ESC] and then the edit key)
will make that character appear. This makes it difficult to align
a set of PRINT statements which make a multi-line picture or menu
which uses viewed edit keys. It is probably best to have all of the
lines in your program with the PRINT statements that can fit visible
on the screen, then edit them (without putting any of the ESCape
characters in, then when the picture looks like how you want it on
the screen, move the cursor to on top of each edit-key character and
press [Control]+[>] (Control-Insert). A blank space should appear
under the cursor and the rest of the line should move right. Now,
type [ESC],[ESC] and an ESCape edit-key character should appear
where the blank space was. When you are finished doing that for
each line with those PRINTs in it, BE SURE TO ENTER THEM INTO THE
PROGRAM BY PRESSING [RETURN] ON EACH OF THOSE LINES! Whew!
A.8.2) Set the memory location "766" to "1" with the command "POKE 766,1"
to turn on the no-edit mode (ALL characters except End Of Lines
will appear, even ClearScreens!) When you want to go back into
normal mode, set the location back to "0" with "POKE 766,0".

Q.9) What's with the colors changing?
A.9) THIS, MY FRIEND, IS THE FIRST EVER SCREEN SAVER! This is called
"Attract mode" as was used on the Atari 2600 and Atari 400/800/XL/XE
series (and probably on the 5200 and 7800 but I cannot confirm this).
When a key hasn't been pressed for 7 or 9 (depending on OS, model, etc)
minutes, the screen colors begin changing, thus protecting your TV
or monitor from having a static image burned on it.
To turn this mode off, press a key, or, if within a program, use the
command "POKE 77,0" at least once every few minutes (IF the screen is
active, otherwise turning it off would be kinda useless).
To turn it on, wait 7 or 9 minutes without pressing a key or having
location "77" set to "0", or set location "77" to "128" with
"POKE 77,128", voila! instant attract mode!

Q.10) How do I access 'devices' on the Atari?
A.10) The following commands are available to Atari BASIC's (and also
variations on these are available in most other Atari languages!):
OPEN #a,b,c,d$ Opens channel 'a' for access to 'd$' in mode 'b'

with auxillary mode 'c'. Channel 'a' must be
free or a 'Channel already open' (129) error
occurs. Examples:
OPEN #1,4,0,"K:" - input from keyboard
OPEN #2,8,0,"P:" - output to printer
OPEN #3,12,0,"D:FILE" - random access to disk
OPEN #4,9,0,"D:DATA" - append-output to disk
OPEN #5,13,0,"R:" - concurrent to RS232 (modem)
OPEN #6,6,0,"D:*.TXT" - directory access to disk
(reads directory of "*.TXT" mask)
CLOSE #a Closes channel 'a' (freeing it for use)
GET #a,b Reads a byte from channel 'a' and stores it in 'b'
PUT #a,b Puts byte 'b' onto channel 'a'
INPUT #a,b$ Reads a string (up to 255 bytes and a REQUIRED
'end of line' (character 155)) from channel 'a'
and stores it in 'b$'
INPUT #a,b Reads a string (up to 255 bytes and a REQUIRED
'end of line' (character 155)) from channel 'a'
and stores the numeric value of it in 'b'
PRINT #a,<stuff> Just like the normal BASIC PRINT statement, but
sends the information to channel 'a' (semicolons,
comas, and mixed types are of course allowed).
STATUS #a,b Reads the error 'status' of channel 'a' and stores
it in 'b'
XIO a,#b,c,d,e$ General I/O call. This a little complicated and
may be expanded upon in a future revision. Just be aware of the
following:
a - command
b - channel to use (usually must be free)
c - auxillary mode 1
d - auxillary mode 2
e$ - file or device to act upon
Examples:
XIO 32,#1,0,0,"D:FILE,OLDFILE" - renames file
XIO 33,#1,0,0,"D:OLDFILE" - DELETES file
XIO 34,#1,0,0,"D:GAMES" - creates a directory in My- & Sparta-DOS
XIO 35,#1,0,0,"D:NEWFILE" - locks a file from over-write and
deletion
XIO 36,#1,0,0,"D:NEWFILE" - UNlocks a locked file
XIO 40,#1,4,0,"D:PROG.OBJ" - loads and runs a binary file
(like "L" in Atari and MyDOS)
XIO 40,#1,5,0,"D:PROG.OBJ" - loads a binary file
(like "L" in Atari and MyDOS with the "/N" option)
XIO 41,#1,0,0,"D:GAMES" - changes default directory that
drive/subdirectory (all calls to "D:" will now occur within
that drive/directory)
XIO 254,#1,0,0,"D2:" - FORMAT a disk (in Atari DOS 2.5, this is
format 'enhanced', to format 'single' density, use XIO 253)
(in MyDOS, this is format, but not 'enhanced', use
XIO 253,#<channel>,1,0,"D<drive>:" for format a drive in enhanced

mode).
NOTE: 39 and 40 are the same. Also note the useage of AUX1 in the
"XIO 40" example.

---=== Getting Atari files to an IBM: ===---

Q.1) How can I read Atari disks on my IBM?

____
[note:] Someone please give more details or corrections here! Thanx!
~~~~~~~
A.1.1) If you have double-density Atari disks, you can use the program
"Util" on the IBM which can read double-density Atari disks. Please
see the Atari 8-bit FAQ for more details.
A.1.2) If you have an Atari 1050 disk drive, you can use the program MULE
to copy files, one file at a time, 20k chunks at a time, from the
Atari to the IBM. You first must format a 180k disk on your IBM,
the run MULE on your Atari to get a file onto the MULE disk, then
run MULE on the IBM to get the file onto the IBM. Tedious, isn't
it? MULE wasn't meant to be a fully-functional program, just a
demo to show that this was even possible.
A.1.3) If you're fortunate to have a Black Box interface on your Atari,
you can get an external IBM drive and the Black Box's add-on, the
Floppy-Board and simply copy files from your Atari disks or hard
drive(s) onto IBM disks via the floppy board, then load them up
on your IBM.

Q.2) Ok, I can't do any of that, now what?
A.2.1) You can use SIO2PC, which is a program for IBM's which turns your
IBM into a set of Atari disk drives. You need the SIO2PC cable
(which you can purchase, assembled or unassembled, or buy parts
and build it yourself) and the SIO2PC software (available at UMICH).
Connect your IBM to your Atari, load SIO2PC, and then run the
program FILE2PC on the Atari to transfer files to the IBM's hard
drive. Or instead create a disk image within SIO2PC and copy files
from one disk (a real Atari floppy) to another (the SIO2PC image)
with the Atari or MyDOS "C"opy command. If you want to extract files
out of the SIO2PC disk image file and store them on your IBM's hard
drive or floppies as single files, either again use FILE2PC or use
S2PC, an IBM program which can extract files from or add files to
MyDOS-compatible SIO2PC disk images!
A.2.2) You can use two modems to download files from your Atari 8-bit.
A.2.3) If you don't necessarily want files that you already have on your
Atari 8-bit, you can download files from the huge collection
available at FTP sites and Atari 8-bit supporting bulletin boards
and save them onto your IBM.
A.2.4) If you have only one modem, so you can't connect both your Atari
8-bit and your IBM together via modems, you can do it via null-
modem, OR you can upload files from your Atari to some bulletin
board or account you have access to, and then connect the modem
to your IBM and download the files.
~~~~~~~

Q.3) Is there any easier way to get Disk Communicator (Atari disk image)
files to and from SIO2PC disk images or PC Xformer XFD disk images
other than using Disk Communicator 3.2 on my Atari! I mean, both files
are disk images! They're both on my PC's hard drive! <cry>
(AND NOTE: DiskComm. doesn't like SIO2PC a lot of the time anyway!)
A.3.1) Yes! There's a new IBM program out called DCM2DSK.
(Why "DSK" and not "ATR"? To keep people from getting confused with
the ATR-8000(?)) The current version is '2' and it's available at
UMich's archives and probably elsewhere. Filename: "DCM2DSK2.ZIP" in
the SIO2PC directory.
A.3.2) There's also a new program which converts DCM's to XFD's. I need to
look at it myself first before I can describe it (or someone help
me, please?)

---=== Where to get or FTP files mentioned in this FAQ: ===---

The PC Xformer 2.0 and 2.5 can be downloaded from the "ftp.clark.net" FTP
site:
Directory/file-path: systems/msdos/emulators/xf25.zip (or xf2.zip)

PC Xformer 3.0 can be purchased for $29.95 (prices may vary) from:

U.S.A.
======
American Technavisions 510-352-3787, fax 510-352-9227
B & C Computervisions 408-986-9960, fax 408-986-9968
Mid Cities Computers 310-867-0626, fax 310-920-8933
Rising Star Computers 800-252-2787, fax 513-254-7970
Toad Computers 800-448-8623, fax 410-544-1329

Germany
=======
Atari Bit Byter User Club +49 02366-39623 (same for fax)
KE-Soft +49 06181 87539, fax: +49 06181 83436

United Kingdom
==============
Micro Discount +44 021 353 5730, +44 021 352 1669

or directly from Branch Always Software: (USA)
14150 N.E. 20th Street, Ste 302, Belleuve, WA 98007.
1-206-369-5513, fax 1-206-885-5893
e-mail: BraSoft@aol.com

The following programs are availabel at the "archive.umich.edu" FTP site:
SIO2PC: atari/8bit/sio2pc/*.* (all files are SIO2PC/utility files)
Mule: atari/8bit/Diskutils/mule.com (Atari), mule.exe (IBM), mule.txt
Util: atari/8bit/Utilities/myutil.zip (IBM)

AGAIN, >>> PLEASE <<< CHECK OUT THESE OTHER FILES:
ATARI 8-BIT FAQ
PC XFORMER DOCUMENTS
MYDOS DOCUMENTS
SIO2PC DOCUMENTS

Thanx!

Contacts:

I (Bill Kendrick) can be contacted at:
mailto:kendrick@vax.sonoma.edu,
or on the "comp.sys.atari.8bit" and "comp.emulators.misc" newsgroups,
or New Breed Software, 59 Palm Lane, Novato, CA 94945-2574 USA.

Darek Mihocka, the author of the PC Xformer can be contacted at:
mailto:BraSoft@aol.com
or on the "comp.sys.atari.8bit" and "comp,emulators.misc" and
other newsgroups,
or Branch Always Software, 14150 N.E. 20th Street, Ste 302, Belleuve,
WA 98007 USA.

Micheal Current, keeper of the Atari 8-bit FAQ files can be contacted at:
mailto:mcurrent@carleton.edu,
or on the "comp.sys.atari.8bit" newsgroup.

PLEASE add questions and report any mistakes or bugs to me ASAP.

-bill

3431. Re: 1200XL and a hard drive.

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-19 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9504190244591.DLITE.bjcorr@delphi.com>
Source record: 92372

>And considering the 1400s rarity, the 1200XL is the next one to go for as
>far as building the most comfortable system. Bob Woolley isn't an
>eccentric for being fond of the 1200XL. To those who just see the 1200XL
>as an abortion (which it kinda was when it came out) this may come as a
>shock to hear anyone advocate their usage, but in this day and age of
>hacking, it is by far the best machine to have as your main unit as long
>as you do the necessary modifications... It's absolutely painful for me
>to use the XE keyboard, even the spring type, and the 800XL is only
>marginally better.

I must heartily agree! After 10 years of an 800 and despising the 1200XL, I now love the beast, you can't beat it for hacking on. I have 2, one with every mod listed except the PBI (soon, soon) and my other for prototype hacks. I am near he end of Wooley's IDE HD hack, the drive works and reads/writes, but is pretty garbled at the moment, but is this sucker FAST! And it's only 2.5", 43meg. Soon as I figure out the PS problemn, it's going inside the good 1200. Bob also has a hack for an INTERNAL 3.5" floppy!

1200's are a joy!
bjcorr@delphi.com

3432. Re: Scanner

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-19 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9504190244592.DLITE.bjcorr@delphi.com>
Source record: 92373

>Anybody out there with a scanner - or access to a scanner? I have
>several documents relating to hardware modifications fom the 400
>to the XEGS, but cant scan them in.
>
>--
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - jeking7@delphi.com @ @ @
> @ @ @ ------------------------------------ @ @ @
>
James I have a hand held scanner (Dexxa) , a bit rough for OCR but I have
had some success. If you want to mail me the stuff I'll give it a try!
Ben Corr
497 Enterprise Drive
Rohnert Park, CA 94928

bjcorr@delphi.com

3433. ***** 520 STFM system For Sale *******

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-19 00:00:00 UTC
From: gathings@cs.utk.edu
Message-ID: <3n43ppINNpf1@duncan.cs.utk.edu>
Source record: 92374
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

```
F O R S A L E

Item Desc Asking Price

Atari 520 stfm $120 (shipped )
with user manuals
(this is the model with
the internal floppy )

Will throw in
communication software
and st314 (720k DSDD drive )
for FREE

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando
```

3434. Atari Mini Swap Meet at Ontario Computer Fair Sun Apr 23/95

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-19 00:00:00 UTC
From: daroloso@math.uwaterloo.ca
Message-ID: <D7AD68.FzB@undergrad.math.uwaterloo.ca>
Source record: 92375
Cross-posted to: ont.micro,kw.micro,uw.sys.atari,comp.sys.atari.st,kw.general,comp.sys.atari.8bit

KWEST Atari User Group will have two tables at this Sunday's
Ontario Computer Fair. (Kitchener Memorial Auditorium, Sun.,
April 23rd, 11 am to 4 pm.)

Used Atari hardware and software will be available for sale. If
you too have Atari items for sale, bring them in early and we'll put
them on a table for all to see (and purchase).

For additional information:

Phone Brian at (519) 743-6455, or

email daroloson@neumann.uwaterloo.ca

Please tell your friends.
Please repost this message on local BBSes.

Thanks for your support.

3435. Test! Ignore

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-19 00:00:00 UTC
From: bosco@host.yab.com
Message-ID: <3n35bi$1nc@news.yab.com>
Source record: 92376

```
Testing.
```

3436. FS: Action! Cart

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-19 00:00:00 UTC
From: bosco@host.yab.com
Message-ID: <3n35ob$1nc@news.yab.com>
Source record: 92377

Okay folks, I have the original O.S.S. Action! language, with manual, in the original box, *unopened*! This is the original package, no toolkit, no runtime library. $15.00 (US)

Please reply by e-mail
John Collins
Phoenix, AZ

bosco@host.yab.com
john.collins@damar.com

3437. Audio problem --> please help

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-19 00:00:00 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9504200807.AA06576@emh.kunsan.af.mil>
Source record: 92378

> Umm.. hmm.. I wish I could help you- I'm a bit too lazy to rumage
> through De Re at the moment, but if you don't get help soon, I'll
> look it up if I can. The audio you lost is the 5th voice, I THINK
> it's also handled by POKEY, I'm not sure.
>
> -bill
> what a waste of bandwidth!

Actually the keyclick is generated by, of all things, GTIA.
CONSOL (53279), which clicks the speaker when written to, is a GTIA
address.

--
Clay Halliwell | ATARI XL/XE DO + THE
ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
Lonersoft ... Solutions you don't want, for problems you don't have!

3438. OSS A+ versions...

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-19 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3n32e5$ltf@hearst.cac.psu.edu>
Source record: 92379

```
I havn't gotten into OSS A+ yet.... I was wondering
how similar to sparta it is...and what version exist...
I think I have a 2.11 version laying around..
--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
------------------------------------------------------------------------------
```

3439. Re: XFD/ATR files?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-19 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <3n324e$lur@news.xmission.com>
Source record: 92380

Toby E Reed (toby@cyberspace.com) wrote:
: Any good sites for them?

Ftp to ftp.xmission.com /pub/users/j/jeking/8bit/atr_xfd

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

3440. Re: XFD/ATR files?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-19 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <3n32ao$lur@news.xmission.com>
Source record: 92381

William Kendrick (kendrick@zippy.sonoma.edu) wrote:

: (Some things we NEED though are: a VOL to ATR converter, an XFD to ATR
: converter (should be EASY- I wrote a simple hack in QBASIC for that
: when I got the demo version of F.R.E.E.), and an ATR to DCM/VOL converter.)

Actually, we need a spartados format program that will init a 16meg SIO2PC
image!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

3441. Re: Any 80 column software emulator/terminal program?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-19 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <3n37cu$fm@butch.lmsc.lockheed.com>
Source record: 92382

In article <Ru+-p0k.jeking7@delphi.com>, James King <jeking7@delphi.com> says:
>
>Why does everyone state that the XEP80 is slow??? I can get CLEAN 9600
>throughput using Bobterm on my 320k XE and an MIO.

Probably because the Bobterm docs suggest that Bobterm can't do above
4800 with an XEP80. Maybe the MIO makes the difference. I don't know.

>In fact, I'm online with Bobterm and my XEP80 at 9600 right now - reading
>these newsgroups.

Some people have also stated that you can't reliably do 9600 without
an MIO or Black Box. I've had no problems using FlickerTerm at 9600
for VT-100 emulation or (40-column) Bobterm at 9600 for file transfer
with just a plain ol' 850.

--
Tim Irvin
ziggy29@rahul.net

3442. Atari 1050 drive not working??

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-19 00:00:00 UTC
From: DJYF66E@prodigy.com
Message-ID: <3n3fcj$3024@usenetp1.news.prodigy.com>
Source record: 92383

I have an Atari 800 system with 1050 (HAPPY) drive that I am trying to undust and set up. I cannot find the manual for my 1050 drive, and cannot get the system to see the drive. I have tried all 4 switch settings on the back of the drive (I think), but I get the same results. When I turn on the drive, the activity light cycles on/off every few seconds. This occurs whether I have the cable plugged in or not. On the computer side, it comes straight up into notepad. I remember back in the dark past, that this was usually a configuration problem. Can anyone give me the correct switch settings for a 1050 single drive system so I can try to isolate the problem with some known information?? Thanks a lot for the help.

Andrew

3443. Re: XFD/ATR files?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-19 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <3n3il9$21vd@seminole.gate.net>
Source record: 92384

In article <3n27pb$ncs@nic-nac.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>(Some things we NEED though are: a VOL to ATR converter, an XFD to ATR
>converter (should be EASY- I wrote a simple hack in QBASIC for that
>when I got the demo version of F.R.E.E.), and an ATR to DCM/VOL converter.)

If all of these formats were published then it would be easy to write
a conversion program for it. I could write one that would convert from
any format to any format, but I don't have any information on DCM, and I
have never heard of VOL, but XFD and ATR are published formats, that I do
know about. Of course the author of dcm2dsk will not shed any light on
the DCM format, but Bob Puff seems to be more willing, the only thing is
that I sent a message to him over 1 month ago, and have recieved nothing.

But others have talked to him (Ivan), I don't know if he just doesn't want
to be bothered or if he just hasn't had the time.

He said to Ivan that he had a BASIC XL program that would check the integrity
of an DCM, this program would be more than enough to decipher the format.

3444. Re: 1200XL and a hard drive.

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-19 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <19APR199514124141@pavo.concordia.ca>
Source record: 92385

In article <9504172246592.DLITE.bjcorr@delphi.com>, bjcorr@delphi.com (Ben Corr) writes...
>But it IS possible to add a PBI to the 1200, Bob Wooley did the hack. I have
>a copy for those interested.
>
>bjcorr@delphi.com

In /Upgrades at umich is a file called pbi1200.arc, which is woolley's
PBI hack.

||| 6502 > 486
||| Dave Paterson
/ | \ DA_PATE@pavo.concordia.ca
(Mail address changes 28 Apr. Watch here for details...)

3445. Re: IDE Harddrive interface

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-19 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <19APR199514304542@pavo.concordia.ca>
Source record: 92386

In article <D798zG.BoD@world-one.com>, chris@world-one.com (Christopher McKeen) writes...
>I saw a thread a while ago about the development of an IDE harddrive
>interface. Has any progress been made on it?
>
>Chris

I've seen the FTe prototype unit in action. It was really neat - ST
owners coming by and shaking their heads, tech gurus coming by, pointing
and murmuring. Mt understanding is that once the software is finalized
it will be shipping... soon. (since not everyone would be willing to
re-assemble the partition table etc. Most would rather use some sort of
front end software.)

||| 6502 > 486
||| Dave Paterson
/ | \ DA_PATE@pavo.concordia.ca
(Mail address changes 28 Apr. Watch here for details...)

3446. Re: 320k XE for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-19 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3n3n7j$n8m@hearst.cac.psu.edu>
Source record: 92387

James King (jeking@xmission.xmission.com) wrote:
: William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: : WHOA!? RAMDISK LED! That's cool! I Want one of those! :) Is it just
: : a banked RAM LED? Also, how many 8-bit users out here with Hard Drives
: : have "hard drive busy" lights?

: Actually, I modified the ramdisk LED to now show ANY memory access.
: Anytime a file is loaded or altered in memory, the LED flashes - just
: like on the MIO! It is kinda cool! <grin>

Wanna dump those mods here for us?

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---

3447. Re: Audio problem --> please help

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-19 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <3n3o4t$3vs@news.xmission.com>
Source record: 92388

Sheepish grin on face..

Oops! Found my audio problem -- failed to push in pin 27 (or 28 or 29??)
on the Pokey. Opened up my machine again to replace the keyboard mylar
and noticed that one pin sticking out!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

3448. American Technavision flyer

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-19 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <3n3o7t$3vs@news.xmission.com>
Source record: 92389

For any of those capable of viewing TIFF images, I've faxed teh American
Technavision ad to myself and converted it into TIFF format. You can
find it in ftp.smission.com /pub/users/j/jeking/8bit/new_arrivals

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

3449. Re: Need Assembler & Book

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-19 00:00:00 UTC
From: atari8@netcom.com
Message-ID: <atari8D7ACM1.uG@netcom.com>
Source record: 92390

Quoting Rick_Michael_Cortese@cup.

R >to use it for everything. If you're just learning assembler, you may want
R >to try one of the PD assemblers available. Charles Marslett, author of
R >MyDOS, has one that mimics the Atari Macro Assembler & I've heard people
R >swear by John Harris's assembler. There's both assembly language programmers

When talking about assemblers that can be found at the archive, don't forget about the shareware program KASM by Ken Siders. I've just started playing with this one myself (after using MAE-93 so much that I put away my Mac/65 cart). It's been a while since I last did anything in Action!...kind of put it aside to play with CC65 a bit more (yeah, it's lots slower and takes forever to compile but it lets me sit at home and work on code I can use at Tulane).

Mike

---
* PabQwk 2.0 #9 * Would you believe an Atari 8bit at 14.4!

3450. Re: Inquiry Atari #1025 printer kludge

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-19 00:00:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19950419083526MIS0160@MVS.UDEL.EDU>
Source record: 92391

>I don't know if its an Okidata. At most the MECH and case are..but
>the roms inside and the i/o ports are not standard. Its similar
>to the silvereed/XDM121 thingy... by the way is the XMM801 a silverreed
>as well?

I'm not sure exactly who provided the mechanism for an XMM801, but I
do know that a Mannesman/Tally Spirit 80 multistrike ribbon fits it
perfectly.

Roger Cole

3451. Percom Disk Drives, other stuff.

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-19 00:00:00 UTC
From: lymang@cybernetics.net
Message-ID: <lymang-1904952108270001@dsnine.cybernetics.net>
Source record: 92392

Anyone know if there is any electronic info on Percom disk drives? I now have two, after recent acquisitions, and have two major questions:
How do I arrange those little blue jumpers on the back to set one disk drive as 1 and one as 2 (or whatever) and also, can I combine 1 half height and one full height into one case? (they sure look like they'd fit, and the space it would save would be GREAT!)

Also, what differences in the computers would make certain disks WORK on my 800, but NOT on my 800XL? Any ideas? Is there some way to make the 800XL pretend it's an 800 so those disks would work? Could it be using the Percom did it? Maybe I should use the 810's?

BTW, I now have 3 systems(800/600XL/800XL), 5 drives (2percom,2 810's, 1 1050 w/o pw), and basic (on cart), some alternate DOS (OSS Version 2, I think), and many disks, 30 or so floppies of stuff, and some carts. I will need to try and get two systems out of this, if possible (wish me luck!)
I have read the FAQ, and read the newbie FAQ. Most of it doesn't apply till you have a DOS disk, which I'm not sure I do. (other than that OSS disk)
Oh, I also got a weird looking modem, it comes with a cart, and it plugs into the joystick port!! (at least it appears to!). It's 300 baud. This MAY mean I can start getting stuff off the net. I'm not sure how, quite yet, but fortunately I have a shell account with my ISP, so that should help. The only thing standing in my way, I think, is that I'm not sure the terminal software I would have on the Atari would have a protocol allowing me to download from my ISP, who probably only have Zmodem (and maybe xmodem/ymodem) running. Any ideas on this?

If some kind Atari 8 bit soul would like to send me a floppy with DOS on it, I would gladly arrange to either give them something from my growing stock (a joystick perhaps??) or pay them a modest fee for the disk/shipping. Anyone interested?
Private email correspondence preferred, but I'll talk to whoever is interested in talking!

Oh yah, I got Bruce Lee, one of my ALL TIME FAVORITE GAMES EVER! (I remember solving this one back in my freshman year of high school)
Yay!

--
Lyman C. Green, Jr. lymang@cybernetics.net lymang@uswsay.glaxo.com
http://www.cybernetics.net/users/lymang/lyman.html

3452. Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-19 00:00:00 UTC
From: ckormos@delphi.com
Message-ID: <p+8+pIp.ckormos@delphi.com>
Source record: 92393

```
For sale: two perfectly good Atari joysticks.
$10 plus postage.
These 'sticks are Atari made with perfect diagonals and double triggers.
E-mail me if interested.
```

3453. Atari goodies for SALE

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-19 00:00:00 UTC
From: davidn9000@aol.com
Message-ID: <3n4jl9$4si@newsbf02.news.aol.com>
Source record: 92394

```
Atari items For Sale

All software on original disks and with complete documentation.

Solo Flight
Broadsides
Maxi Golf
Karateka
Pool 400
*Forms Generator
*Silent Butler
*Home Filing Manager
*Homepak
*Micro Filer
*Timewise
Computer Quarterback
Galaxian
Flight Simulator II
*Atariwriter
*Atari Proofreader
*NewsStation
Pro Football Facts/Predictions
*Home Financial Mgt
Night Raiders
Championship Golf

$5 each for above games, $7 each productivity (marked with *)
--------------------------------------------------
Atari 7800 Game Carts: $5 each LIKE NEW. Reg. card/docs/box.
Ballblazer
Xevious
Joust

Add $2 for 1st game/ $1 each additional game for US Priority Mail (2
days).
Email to DavidN9000@aol.com if interested.

Thanks,
David Newman
```

3454. Re: Demo-competiton

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-19 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <xg9+5kg.jeking7@delphi.com>
Source record: 92395

So long as the program is "new" meaning it hasnt been seen anywhere
works for me...

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

3455. PC to Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-20 00:00:00 UTC
From: armstrongj@aol.com
Message-ID: <3n6f6l$673@newsbf02.news.aol.com>
Source record: 92305

Does anyone know of a program that will read and write Atari DOS II 2.5
disks on a PC? All I can find are ones that write SPartaDOS. Please
E-mail me. Thanks!

Jeff Armstrong
JBA Software Laboratories
Armstrong/Irving-Irving Software
Software for the IBM, Rainbow, ST, and XL/XE

3456. Searching for Soccer game

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-20 00:00:00 UTC
From: tosk@clark.net
Message-ID: <3n6q19$7q2@clarknet.clark.net>
Source record: 92306

Back in the day I had an 800 with loads o' games but in my naive youth sold it. There was a soccer game I had from EMI America that would allow up to four players at a time to play. I recently found an 800 at a thrift shop and my buddies who remember this game are wanting to play again. If anyone knows where I can obtain this game please let me know.

Thanks

Tosk

3457. Re: Percom Disk Drives, other stuff.

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-20 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <137344@cup.portal.com>
Source record: 92307

Lyman; Sounds like the cart/modem you have is a MPP. I thought the term program that came in the cart would allow downloads, but everyone I've ever heard that used it complained about problems with it. I've been digging through some of my old stuff looking for some handlers for Matt, I've also got a copy of Express written specifically for the MPP. The handlers should allow you to run something like Bobterm with the modem & IMO Express was/is a great program & more then enough for a 300 baud modem like the MPP. If you want me to UUE the programs to you let me know, but don't expect them before the middle of next week.
Rick

3458. REMEMBER THE EDUCATION CASSETTE SERIES

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-20 00:00:00 UTC
From: sanskrit@techunix.technion.ac.il
Message-ID: <D7Cx4A.EIo@discus.technion.ac.il>
Source record: 92308

Hi ...

I still have an 800 in a closet, which I haven't used in YEARS.
But, I remember one of the most favorite software packages I used
with the 800 were with the Educational Cartridge series and
casettes on Physics and History.I was wondering if anyone out there
has these cassettes in other subjects ? I know a company called
Dorsett used to make them for Atari. Thanks, Pradeep
--

GREETINGS !!!
THIS IS MY SIG FILE !!

3459. Sell your really old stuff!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-20 00:00:00 UTC
From: historical@aol.com
Message-ID: <3n6s4r$9f9@newsbf02.news.aol.com>
Source record: 92309

Or find some! "Historically Brewed", the magazine of computer history nostalgia is again offering free ad space in our classifieds. Send me a description, asking price, your name, city, state and phone. Issue #9 will be completed by May 15th. Thanks, David Greelish, HCS
David A. Greelish, President
Historical Computer Society
2962 Park Street #1
Jacksonville, FL 32205
"The best way to predict the future is to invent it."

3460. Re: River Raid for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-20 00:00:00 UTC
From: ckormos@delphi.com
Message-ID: <Z238Ja4.ckormos@delphi.com>
Source record: 92310

Yes, I have all those cartridges too.
I have also seen all of them as files (disk files that is) except for River Raid.
I have Pitfall I and II as both cartridges and disk files.
Charley

3461. Re: 50/60 MHz problem - any software?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-20 00:00:00 UTC
From: ckormos@delphi.com
Message-ID: <RW-dJs-.ckormos@delphi.com>
Source record: 92311

Vlad,
I've been working on this and have had some success.
I dissected the sound portion out of some of these programs and that has
eliminated the screen flicker.
I've succeeded in doing this in three games so far, Capt. Gather, u235, and
Dagobar.
Charley

3462. Re: Alternate Reality hint books

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-20 00:00:00 UTC
From: ckormos@delphi.com
Message-ID: <Z23d5m7.ckormos@delphi.com>
Source record: 92312

Why mess with copyrights?
I have a double sided disk with many programs to help with the game.
There are maps/clues/help/hints, everything you need to complete the game, even cheaters to give you super characters.
All this on a double sided disk.
It's PD and for sale, $4 postage included.
Charley

3463. Re: Atari 8-bit & 2600 wishlist

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-20 00:00:00 UTC
From: ckormos@delphi.com
Message-ID: <RY4c5Cw.ckormos@delphi.com>
Source record: 92313

I have just about everything on your wish list.
E-mail me for details.
Charley

3464. Re: Happy drives

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-20 00:00:00 UTC
From: bodysurf@netcom.com
Message-ID: <bodysurfD7BGJ6.8FI@netcom.com>
Source record: 92314

Randy C. <spigot@usr4.primenet.com> wrote:

>Does anyone know if the Happy company still exists?

Nope. Richard Adams dissolved the company several years ago.

Tim <bodysurf@netcom.com>
"Finger" for PGP v2.6.2 Public Key

3465. 800xl for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-20 00:00:00 UTC
From: wayfare@acca.nmsu.edu
Message-ID: <3n4fm0$s37@bubba.NMSU.Edu>
Source record: 92315

I am selling an 800xl for $35 plus $8 shipping. It includes the power supply, tv connector, joystick, and Star Raiders game cartridge. Email if interested.

---

wayfare@acca.nmsu.edu

--

wayfare@acca.nmsu.edu

3466. Re: Hello Europe.

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-20 00:00:00 UTC
From: DAG.HUGDAHL@flight.org
Message-ID: <029_9504250106@flight.org>
Source record: 92316

Quoting From: mathniss@link.xs4all.nl (Mathy Van Nisselroy)

MV>Now that you're putting together your PabQWk wish list, let me add some
stuff
MV>I'd like to see in PabQWK.
MV>
MV>- Send message to printer
MV>- Turn message into file
MV>
Agreed! I'd like that capability too. QwkSilver has that capability,
but the editor isn't as good as this one. And you could read large messages,
but in 40 columns. Tradeoffs...

-Dag-

---
* PabQwk 2.0 #23 * Hey!^ Don't pick^up th@t phone#$%& NO CARRIER
---------------------------- -//- ----------------------------
Internet: DAG.HUGDAHL@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------

3467. Re: Which is better, an 810 or . . .

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-20 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3n5hto$g15@crchh327.bnr.ca>
Source record: 92396

```
gfenwick@mcs.dundee.ac.uk (Graeme Fenwick) wrote:
>
> rogtha@delphi.com wrote:
> : Which drive is generally better, an 810 or that newer 10-something (1050)?
>
> An unmodified 1050 should be better 'cos it can hold something like 40-50%
> more on a single sided disk. And this feature is well supported by DOS 2.5
> (the standard- DON'T use DOS 3!)
>
> Graeme Fenwick:-
>

The best one is XF551. Used it and loved it.

Vladimir
vjancare@magi.com
```

3468. download problems

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-20 00:00:00 UTC
From: SU_BBUTLER@pstcc.cc.tn.us
Message-ID: <01HPK0YQ085Y986LJV@pstcc.cc.tn.us>
Source record: 92397

i really need help. i need to get k65v37 or similiar on an atari disk
i've tried to download this from umich by gopher and email. the problem seems to be in
to be in the path. i must download to a vax at pstcc,from there upload
thru kermit to my school token ring (ibm), then i upload to the school bbs
and finally phone in from my atari at home to download the file! i need k65 to download
directly
download directly from pstcc to home atari. i have uudecode, although i hand
entered this, and arcx but program error occur when i try to unarchive. any
info would help or a bbs near east tennessee running atari. please mail any suggesti
suggestions or info to:
su_bbutler@pstcc.cc.tn.us
thanks for your help, i'm in desperate need.

3469. Re: 320k XE for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-20 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <3n5mil$6ad@news.xmission.com>
Source record: 92398

Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:

: Wanna dump those mods here for us?

All of my mods are on paper - and I dont have acceess to a scanner. The
closest I can get is to FAX them to myself and convert them into TIFF
images.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

3470. These are the UUEncoded disk images of the 2 demo disks of FREE. [0/2]

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-20 00:00:00 UTC
From: bleroy@ccr.jussieu.fr
Message-ID: <1995Apr20.172034@ccr.jussieu.fr>
Source record: 92399

```
This is the demo of F.R.E.E.
What you have here is the first two
sides of the game.
They are encoded as a .ATR disk image.
If you like it, please send $20 to
Fabien Royer
3211 Society Drive
CLAYMONT, DE 19703
USA
or to
Bertrand Le Roy
72 rue des landes
78400 CHATOU
FRANCE

to receive the commercial version, featuring a hundred full-screen
images, five disk sides and a user friendly window based user
interface.
I wish you a lot of fun with FREE.
Bye.
Bertrand Le Roy.
```

3471. Wanted : Envision

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-20 00:00:00 UTC
From: gtkakega@flash.LakeheadU.Ca
Message-ID: <?.798364556@flash>
Source record: 92400

Gordon Kakegamic
gtkakega@flash.lakeheadu.ca

3472. Re: Which is better, an 810 or . . .

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-20 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3n619p$emp@hearst.cac.psu.edu>
Source record: 92401

Vladimir Jancarek (vjancare@magi.com) wrote:
: gfenwick@mcs.dundee.ac.uk (Graeme Fenwick) wrote:
: >
: > rogtha@delphi.com wrote:
: > : Which drive is generally better, an 810 or that newer 10-something (1050)?
: >
: > An unmodified 1050 should be better 'cos it can hold something like 40-50%
: > more on a single sided disk. And this feature is well supported by DOS 2.5
: > (the standard- DON'T use DOS 3!)
: >
: > Graeme Fenwick:-
: >

: The best one is XF551. Used it and loved it.

No no no. A 1050 with an Ultra Speed Doubler. Even better is a 1050
with track buffering. The XF's have too many problems, incompatability
ROM bugs, (Only drive I know with the "Unstick XF" option), and poor
workmanship. Of course, if you upgrade and XF..then thats a different
story.. but the 1050 wins hands down.

--
Karll The Ghoull creator of alt.drinks.kool-aid and chia pet undergarments.

"Most legislators are so dumb that they couldn't pour piss out of a
boot if the instructions were printed on the heel."

ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

3473. WTB: XE carts

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-20 00:00:00 UTC
From: drseuss@cris.com
Message-ID: <drseuss.53.000757AD@cris.com>
Source record: 92402

I just received an XEGS and would like to buy additional carts. The only carts I own are: Bug Hunt, Flight Sim 2, and One on One. I'm willing to buy any others, boxed or loose carts do not matter. Thanx

3474. Re: These are the UUEncoded disk images of the 2 demo disks of FREE. [0/2]

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-20 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3n68jj$nuc@nic-nac.CSU.net>
Source record: 92403

Bertrand... :) Are you SURE they're ATR files this time!? :) Also, I think it'd be wise if someone (who DOESN't have tons of trouble with DIskComm and SIO2PC, like me) could convert this to a DiskComm .DCM file before it gets put on any FTP site or BBS, because MANY MANY more Atari users have access to DiskComm than to SIO2PC / PC Xformer! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3475. Re: These are the UUEncoded disk images of the 2 demo disks of FREE. [2/2]

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-20 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3n68o4$o7l@nic-nac.CSU.net>
Source record: 92404

```
Ignore the first part of my last message! :) Yeah, these ARE true
SIO2PC ATR disk images (not XFDs) - you can tell by the original input
file size (just before the actual UUencoded file). 92176 is the size of
a SD .ATR file. (92160 is an SD .XFD file).

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick
```

3476. New Atari Classics Out

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-21 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3n8tm5$oh0@link.xs4all.nl>
Source record: 92255

```
R >From: REASERRL@POST2.LAAFB.AF.MIL (Reaser, Richard L., LtCol CFR)
R >Subject: New Atari Classics Out
R >Date: 11 Apr 1995 08:51:43 -0500
R >
R >I received the second issue of the New Atari Classics yesterday (10 Apr).
R > It was 40 pages including covers. It was dated Jan/Feb '95. There were
R >several nice advertisements in it. Haven't really read the articles in
R >detail. Anybody know what the word is on the "disk?"
R >
R >Rick Reaser

Howdy Rick

I received mine with a disk.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

PS Bob Woolley does read this group.

---
* PabQwk 2.0 *
```

3477. Wanted: a good book on programming the 6502

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-21 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <3n94fh$3dp@butch.lmsc.lockheed.com>
Source record: 92256

I'd like some recommendations about a good book (or two) on programming the 6502. I have reference manuals, a list of the instructions and the opcodes, but I'd like something a little more in depth, preferably with a few worked-out examples.

If it helps to know my background...I have a little x86 assembly background (certainly not extensive) but the 6502 isn't the same type of animal; the x86 is more register-memory based and the 6502 is more accumulator-based. I've programmed the Atari with high-level languages, but never in assembly before.

There you have it. Know any good books? Do you have any to get rid of? Do you know where I can find them? (I'd imagine that most, if not all, are out of print.)

--
Tim Irvin
ziggy29@rahul.net

3478. Re: REMEMBER THE EDUCATION CASSETTE SERIES

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-21 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <21APR199502571850@pavo.concordia.ca>
Source record: 92257

In article <3n70vv$146r@hearst.cac.psu.edu>, heller@akh104.rh.psu.edu (Andrew K. Heller) writes...
>HA KR (sanskrit@techunix.technion.ac.il) wrote:
>: I know a company called
>: Dorsett used to make them for Atari. Thanks, Pradeep
>: --
>
>I'd be interested in copies of these tapes if possible.
>
> Maybe use them in the classroom sometime.

The Dorsett series are being sold now by "Assisting Children to Excel" a non profit group in California. They match disadvantaged kids with old computers and software. They're asking $7 for the "master cartridge" required for any of the series, plus $40 for a set of tapes on a particular subject. Their address:

Assisting Children to Excel
PO Box 1213
Camarillo CA 93011

(Taken from _The Atari 8-bit Ominbus_)

||| 6502 > 486
||| Dave Paterson
/ | \ DA_PATE@pavo.concordia.ca
(Mail address changes 28 Apr. Watch here for details...)

3479. Re: 1200XL and a hard drive.

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-21 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950421231938.10928A-100000@moose.erie.net>
Source record: 92258

On 19 Apr 1995, Ben Corr wrote:

> I must heartily agree! After 10 years of an 800 and despising the 1200XL, I
> now love the beast, you can't beat it for hacking on. I have 2, one with
> every mod listed except the PBI (soon, soon) and my other for prototype
> hacks. I am near he end of Wooley's IDE HD hack, the drive works and
> reads/writes, but is pretty garbled at the moment, but is this sucker
> FAST! And it's only 2.5", 43meg. Soon as I figure out the PS problemn, it's
> going inside the good 1200. Bob also has a hack for an INTERNAL 3.5" floppy!
>

Where can I get docs for the IDE and 3.5" floppy mods for the 1200XL?

3480. Re: WTB: 600XL or similar (CANADA)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-21 00:00:00 UTC
From: lymang@cybernetics.net
Message-ID: <lymang-2104950554470001@dsnine.cybernetics.net>
Source record: 92317

In article <208acdc4.7a12d-allnsmth@compsmth.soonet.ca>,
allnsmth@compsmth.soonet.ca (Allen Smith) wrote:

>A local user had his 600XL die. Since I have no schematics, I do
>not feel able to fix this for him. This is being posted to as a
>favor to this user, so PLEASE e-mail any reply directly to me.
>He is interested in any working computer that will use the same
>cartridges as his old (dead) one. I will see that any reply is
>forwarded to the local user; and if need be can e-mail further
>messages for him.
>
>Allen
>
>
>Allen Smith C= // COMPUTERSMITH
>allnsmth@compsmth.soonet.ca // info@compsmth.soonet.ca
>ON INTERNET DAILY 01:05-06:55 EST \X/ Amiga * Internet * C64/C128
>Fax: (705) 649-1251 (rest of day) Service * Products * Support

I have an extra 600XL, but I don't/can't/won't give up my power supply.
If you are interested... let me know. Have you got any parts or anything
to trade, or would cash be the best idea?

--
Lyman C. Green, Jr. lymang@cybernetics.net lymang@uswsay.glaxo.com
http://www.cybernetics.net/users/lymang/lyman.html

3481. Re: These are the UUEncoded disk images of the 2 demo disks of FREE. [1/2]

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-21 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <D7Dv26.376.0.-s@cs.vu.nl>
Source record: 92318

For the last time....

DON'T POST BINARIES TO DISCUSSION NEWSGROUPS!!!!!!

Thank you.

Ivo

3482. Re: REMEMBER THE EDUCATION CASSETTE SERIES

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-21 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3n70vv$146r@hearst.cac.psu.edu>
Source record: 92319

HA KR (sanskrit@techunix.technion.ac.il) wrote:
: Hi ...

: I still have an 800 in a closet, which I haven't used in YEARS.
: But, I remember one of the most favorite software packages I used
: with the 800 were with the Educational Cartridge series and
: casettes on Physics and History.I was wondering if anyone out there
: has these cassettes in other subjects ? I know a company called
: Dorsett used to make them for Atari. Thanks, Pradeep
: --

I'd be interested in copies of these tapes if possible.

Maybe use them in the classroom sometime.
--
Karll The Ghoull creator of alt.drinks.kool-aid and chia pet undergarments.

"Most legislators are so dumb that they couldn't pour piss out of a
boot if the instructions were printed on the heel."

ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

3483. Xfer 130XE files to PC?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-21 00:00:00 UTC
From: brotech@pcnet.com
Message-ID: <3n79ug$es6@pcnet1.pcnet.com>
Source record: 92320

Hi. I'd like to transfer some of my old 130XE files to my PC.
I do have an Centronics adapter cable. Is there a simple way
to dump these files by "printing" them to my PC? If not, where
should I look for this information?

Thanks.

HB

3484. Re: 50/60 MHz problem - any software?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-21 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3n7923$jb9@nic-nac.CSU.net>
Source record: 92321

Hey! Please tell me about those three games! (Capt. Gather, U.235 and Dagobar)

Thanx!!!!
-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3485. WTB: 600XL or similar (CANADA)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-21 00:00:00 UTC
From: allnsmth@compsmth.soonet.ca
Message-ID: <208acdc4.7a12d-allnsmth@compsmth.soonet.ca>
Source record: 92322

A local user had his 600XL die. Since I have no schematics, I do
not feel able to fix this for him. This is being posted to as a
favor to this user, so PLEASE e-mail any reply directly to me.
He is interested in any working computer that will use the same
cartridges as his old (dead) one. I will see that any reply is
forwarded to the local user; and if need be can e-mail further
messages for him.

Allen

Allen Smith C= // COMPUTERSMITH
allnsmth@compsmth.soonet.ca // info@compsmth.soonet.ca
ON INTERNET DAILY 01:05-06:55 EST \X/ Amiga * Internet * C64/C128
Fax: (705) 649-1251 (rest of day) Service * Products * Support

3486. Re: These are the UUEncoded disk images of the 2 d

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-21 00:00:00 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FDVWDDVFUp@stingray.manawatu.gen.nz>
Source record: 92323

Boy am I glad that I just got a 14k4 modem, else I'd have really hated
having to wait for my 2400bps modem to get both these files.

Feel sorry for anyone with a 2400 or lower speed modem.

Richard.

--

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

3487. Re: These are the UUEncoded disk images of the 2 demo disks of FREE. [1/2]

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-21 00:00:00 UTC
From: bleroy@ccr.jussieu.fr
Message-ID: <1995Apr21.151359@ccr.jussieu.fr>
Source record: 92324

I apologize for having sent this binary here.
I read the news from a PC computer, and I only read what I want to read. So I'm not bothered by very long messages. I don't read if I'm not interested.

I understand that this is not the case for everybody.
I'm really SORRY for the inconvenience.
I APOLOGIZE and won't do it again.
No harm was meant.

But.
- There is no binary newsgroup for atari 8bit.
- I've posted a message some time ago asking if I should post these disks here, and the only people who answered said OK, go on. ONE person telling me not to do it and why would have been a sufficient reason for me not to do it.

In fact, I suspected there was something wrong with this, but wasn't sure. That's why I've asked. People told me to go on, and that's what I did.

Sorry.
Anyway, I hope you all enjoy FREE (and buy the commercial version, of course).
Bye.
Bertrand Le Roy

3488. Adventure International titles?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-21 00:00:00 UTC
From: followel@ix.netcom.com
Message-ID: <3n8ddc$h2k@ixnews2.ix.netcom.com>
Source record: 92325

I know i've posted this before, but, i'm trying to find some of the old Adventure International text adventures. I've located Sorcerer of Claymorgue Castle at B&C Computervisions, but, I can't find any of the original 12 text adventures or the Stone of Sisyphus. I've tried B&C, American Technivision & Toad. Can anyone think of someplace else that I havn't tried? I'm willing to try anyone. Before I had people trying to sell me pirated copies. Please, don't anyone even make the offer this time 'cause I wouldn't even consider buying something stolen. Thank you all in advance.

Sincerely,
-Byron Followell
followel@ix.netcom.com

3489. FS: ATR-8000 with Drives (or trade)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-21 00:00:00 UTC
From: chris@world-one.com
Message-ID: <D7DAox.2r4@world-one.com>
Source record: 92326

FOR SALE:

ATR-8000 64k Model
P:rinter Port
R:S-232 Port
D:isk Drive Port for up to 8 dirves (720K each)

ATR-8000 is also a CP/M computer but I haven't seen it work in that mode.
I have the CP/M software, I think.

Includes Two (2) DS/DD 5.25 Floppy Drives.

$200 o.b.o./Make offer Includes shipping.

I also have a non-working ATR-8000 should be repairable $40 includes
shipping.

Will trade for other Atari related equipment: 800XL/130XE/Disk Drive or any
interesting hardware. Also seeking tech manuals for Atari stuff.

---
chris@world-one.com | Internet Services | (610) 874-5190 BBS
WorldONE Communications | Custom On-Line Systems | (610) 874-9651 Voice
---

3490. FS: 800XL & 1050

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-21 00:00:00 UTC
From: Greg Hooper <hooper@norcross.em.slb.com>
Message-ID: <Pine.SUN.3.91.950421135312.19735A-100000@laplace>
Source record: 92327

I have the following system for sale:

800XL w/pwr supply & switch box
1050 disk drive w/pwr supply & cable
Games (disks, no docs)
Lode Runner
Bruce Lee
Millionare
Star League Baseball
Racing Destruction Set

Everything is in good shape and has been stored in a box, so its all pretty clean. I'm asking $125, with the buyer paying shipping. I'll pay insurance. Respond to email address above.

3491. Re: 800 vs 800XL question

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-21 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3n8tih$od1@link.xs4all.nl>
Source record: 92328

g >From: gaglenn@ix.netcom.com (GORDON GLENN)
g >Subject: Re: 800 vs 800XL question
g >Date: 29 Mar 1995 18:28:11 GMT

stuff deleted

g >
g >The XL Boss on my 800XL works just like that. Flip a switch and you are
g >into the 800 OS, flip the other way it is 800XL. I like the old OS
g >better since you do not have to hold a key to disable basic when loading
g >a game.
g >
g >Gordon

The UltraSpeed Plus by CSS in my 130XE works the same way.

three position switch:
1- US+ OS
2- XL/XE OS
3- 400/800 OS

1 & 3 have the OPTION key work the other way around when it comes to booting
with or without BASIC.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

(PS sorry for the previous message. I pressed the wrong key and PabQWK
doesn't have a "delete reply" option.)

---
* PabQwk 2.0 *

3492. Re: FTe to release MARS 8

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-21 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3n8tij$od5@link.xs4all.nl>
Source record: 92329

k >From: krishna@primenet.com (Glenn Saunders)
k >Subject: Re: FTe to release MARS 8 in May!!
k >Date: 29 Mar 1995 23:08:15 GMT
k >
k >
k >Could someone explain Sweet 16 some more. I've gotten incomplete info on
k >its potential for 24-bit addressable memory.

I second the motion.

k >John Harris told me that '24-bit linear ram is an easy thing to do via
k >the PBI' which means that it's not going to have a SIMM slot on the board
k >itself. That's just wonderful for BB or MIO users who will not be able
k >to daisy chain their interfaces if and when a RAM board arrives for the
k >PBI (I have yet to hear of anyone developing a successful PBI daisy chain
k >with the BB or MIO--Chuck Steinman tried with the mv80).

If it aint BB or MIO compatible, they are gonna lose A LOT of potential customers. We've invested quite some money in these and I for one am not gonna toss away my BB/FB for anything. (Well, you never know way mankind does for a kind woman :-) But that's an other story.)

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

3493. Re: XL without sound. HEL

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-21 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3n8tij$od7@link.xs4all.nl>
Source record: 92330

```
b >From: bmarcum@iglou.iglou.com (Bill Marcum)
b >Subject: Re: XL without sound. HELP!
b >Date: Wed, 29 Mar 1995 18:48:00 GMT
b >
b >
b >If your monitor doesn't support sound, plug the audio out connector of
b >the monitor cable into a stereo.
b >
b >--
b >Bill Marcum bmarcum@iglou.com

Howdy folks

Or read the "A-T-A-R-I" article by Paul Alhart in Volume 4 issue 1 of
the NEW ATARI CLASSICS.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

PS Yes, Bob and Jim promised me a Lamborgini if I mentioned their mag.

---
* PabQwk 2.0 *
```

3494. Bringing old drives up to

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-21 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3n8tik$od9@link.xs4all.nl>
Source record: 92331

```
j >From: James Wood <jamesw@PEAK.ORG>.ucs.orst.edu!odo.PEAK.ORG!news.PEAK.ORG!PE
j >Subject: Bringing old drives up to spec
j >Date: Tue, 28 Mar 1995 19:01:31 -0800

stuff deleted

j >WHAT I'D REALLY LIKE TO KNOW IS WHERE I CAN BUY NEW BELTS FOR MY INDUS
j >AND 1050 DRIVES. Are the mechanisms in the Indus and the 1050 the same,
j >or do they use the same belts?
j >
j >Thanks in advance for any tips you can throw my way!!!
j >
j >James

You might try Future Systems, Inc., 21634 Lassen Street, Chatsworth,
California 91311, USA. They bought the rights to Indus drives. Maybe they
still have parts. (they developed an Atari ST version of the Indus GT, called
GT-1000 too.)

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

3495. Re: Atari8-CD exists ???

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-21 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3n8tik$odb@link.xs4all.nl>
Source record: 92332

v >From: Vladimir Jancarek <vjancare@magi.com>
v >Subject: Re: Atari8-CD exists ??? (was Re: Complete & Essential Map!)
v >Date: 30 Mar 1995 16:52:05 GMT

stuff deleted

v >Also, I can bet that every single one of you guys, who are against making
v >8 bit software PD, have at least one version of pirated software in your
v >collection. And don't start flaming with sentences like :
v >"No, not me, never, ... "
v >
v >Vladimir
v >vjancare@magi.com

What did I win?!?

I'm against turning commercial software into PD, freeware or whatever.
Yes, I too like to walk into the store next door and buy 8 bit software off
ythe shelf, maybe even try it out before I buy it. But I can not. Doesn't
mean I can rip everybody off. What about Best, B&C, ATV, etc., etc. Look
at the FAQ. Loads of companies still supporting us. And yes, I have to
MAIL ORDER. I'm in the NETHERLANDS, EUROPE. I only have a bicycle (yep, I
have to sweat to get somewhere), my swimming isn't fantastic. And I can't
fly either. So I have to MAIL ORDER if I want something. And I have to
wait six weeks or more, before an International Postal Money Order clears.
I don't have a credit card (they check your income here before you can get
one).

And NO I do NOT have a single piece of pirated software!!!

So, you lose the bet!!

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

3496. Re: Should Atari software

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-21 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3n8til$odd@link.xs4all.nl>
Source record: 92333

```
v >From: Vladimir Jancarek <vjancare@magi.com>
v >Subject: Re: Should Atari software be PD? (was Re: Atari8-CD exists ???)
v >Date: 30 Mar 1995 17:02:29 GMT

stuff deleted

v >Well, I think Atari owes us all big time. I bought 3 Atari 130 XE computers
v >(2 of those I paid lot of money for), Atari tape deck, XF551 DD, Atari
v >printer, Atari 1040STE with monitor, HD, books and software. And now?
v >Nothing. That's right. Atari line of computers is dead. And please don't
v >try to argue with me on this one. Now I am happy 80X86 user who has some
v >good memories from using his 8 bit.
v >So I don't find it rude to ask Atari to make it PD at all. Who is with me?
v >
v >Vladimir
v >vjancare@magi.com

HaHa

Somebody owns you because you paid them.
I don't think so.

You pay, you get something and then when the warranty is over, they don't owe
you zilch. This is capitalisme we are talking about, not charity.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

PS most of the old ATARI people are working for Commodore now, we are stuck
with the old Commodore folks/creators.

---
* PabQwk 2.0 *
```

3497. Re: MAPPING THE XL!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-21 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3n8til$odf@link.xs4all.nl>
Source record: 92334

b >From: bjcorr@delphi.com (Ben Corr)
b >Subject: Re: MAPPING THE XL!
b >Date: 31 Mar 1995 06:47:04 GMT

stuff deleted

b >WHAT!? Wait a minute, the 800XL doesn't have F keys (does it? I don't have
b >one!) How could an 800XL OS recognize keys not present on an 800XL?
b >
b >Now,in Mapping I find that $60,$61 point to the definition table for the
b >1200 F-keys (an 8 byte table for F1-F4 and shift F1-F4, control F1-F4 are
b >not redefinable.) intially at $FC11. The keys themselves are $8A-$8D in value
b >and you can't assign a key it's own value. I assume the routines pointed to
b >by this table do not exsist in an 800XL OS, (indeed, the TABLE doesn't
b >exsist!) but are the keys read at all by the 800XL OS? if so then assinging
b >functions to them should be simple, yes? I haven't had the time to pursue
b >this yet, has anyone else?
b >bjcorr@delphi.com

Still inthere Ben

Check the Self test.
There are even folks that have put 4 switches in there XL/XE case and they work
fine. Just a matter of connecting the right wires to the right places.
Maybe somebody could post a description here. It's really quite easy. As long
as you can see the F1 to F4 keys during the selftest. (Newer XE computers
have a slightly different selftest, don't know for sure if they removed the
whole F1-F4 code, or just the selftest portion in the Newer machines (which
seem to be VEEEERRRRRYYYY rare in the US and Canada))

CU Mathy Van Nisselroy

---
* PabQwk 2.0 *

3498. Re: Should Atari software

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-21 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3n8tim$odh@link.xs4all.nl>
Source record: 92335

```
D >From: DanaT@ix.netcom.com (Dana Taylor)
D >Subject: Re: Should Atari software be PD? (was Re: Atari8-CD exists ???)
D >Date: 31 Mar 1995 07:03:03 GMT

stuff deleted

D >The Atari ST maybe, but the Atari 8 bits? I would have to question how
D >"new" this software really is. Atari surely is not manufacturing copies
D >of old 8-bit software. (it costs too much for something that won't sell)

Not ATARI. Other companies. See the Vendor/Developers list.

(Am I the only one who bumps (smaches) into the Atari 8 bit FAQ. That I don't
even want to receive, cause PabQWK can't handle it. SIGH. )

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

3499. NEW graphic adventure gam

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-21 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3n8tim$odj@link.xs4all.nl>
Source record: 92336

b >From: bleroy@ccr.jussieu.fr (Bertrand LE ROY)wm.edu!math.ohio-state.edu!jussi
b >Subject: NEW graphic adventure game
b >Date: 31 Mar 1995 11:26:17 +0200

Howdy Bertrand

Demo's are always a good way to convince people.

Don't know if I'd buy it. Don't have an income right now.

But I wish you the best of luck. (I know it doesn't pay the rent, but...)

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

3500. GAMES FOR SALE - NEW

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-21 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3n8tin$odl@link.xs4all.nl>
Source record: 92337

a >From: aturco@netcom.com (Art Turco)
a >Subject: GAMES FOR SALE - NEW
a >Date: Fri, 31 Mar 1995 09:12:57 GMT
a >
a >
a >Although I have never posted here before, I have been an Atari dealer since
a >the early 8-bit days. We have a selection of 8 bit titles that we have
a >not offered here. If anyone is interested I can put a list together.
a >There are still some really nice titles left, and they are all NEW.
a >
a >So if you want to see a list please send me e-mail, and be sure to
a >menione Atari 8-bit.
a >
a >Art
a >Computer Games Plus

If you do post here, please keep in mind that some of us use PabQWK. It's the best QWK reader for the Atari 8-bit, but can not handle messages over approx. 200 lines per message.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

PS I'm not saying I want anything. (read: I want a lot, but I don't have the money for it right now.)

---
* PabQwk 2.0 *

3501. Re: Should Atari software

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-21 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3n8tin$odn@link.xs4all.nl>
Source record: 92338

h >From: heller@akh104.rh.psu.edu (Andrew K. Heller)
h >Subject: Re: Should Atari software be PD? (was Re: Atari8-CD exists ???)
h >Date: 31 Mar 1995 18:19:24 GMT
h >
h >Vladimir Jancarek (vjancare@magi.com) wrote:

LOTS OF BORING STUFF DELETED

h >: I think those nice folks can just as easily change over to MSDOS and
h >: other platforms.
h >
h > I think you don't think very well. =)

IF HE DID, HE'D CHANGE OVER HIMSELF AND GO BORE SOMEBODY ELSE

MORE BORING STUFF DELETED

h >: > Tell you what. Give me a list of the stuff you want... and I'll track
h >: > down where you can purchase it.
h >: >
h >
h >: Ok, here is something for example: Draconus, Frogger 2, Karateka & Internat
h >: Karate <--- only in TURBO 2000 or diskette.
h >
h >
h > Fellow 8bitters...where can one purchase these wonderful titles?

He obviously didn't look very far. I've got Volume 4, January/February 1995
(arived just a couple a days ago) of Atari Classics lying here;

Found Karateka at:

Evangelo's Software $12.00
Toad Computers $ 7.00
B&C ComputerVisions $19.95

Hey, if you go, we will not miss you, so...

CU (hope not) Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

3502. Atari Soft NOT free but C

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-21 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3n8tio$odp@link.xs4all.nl>
Source record: 92339

v >From: Vladimir Jancarek <vjancare@magi.com>
v >Subject: Atari Soft NOT free but C64's YES? (Was: Re: Atari8-CD exist ??? ...
v >Date: 31 Mar 1995 18:23:56 GMT

stuff deleted

v >I wouldn't mind making soft for Atari for
v >FREE if I had necessary HD & SW.

To make software for the Atari 8 bit you need patience, knowledge, an 8 bit Atari (or emulator) and some way to save you program. A cassette recorder (they sometimes give those away) would do, but since you're on here I guess you have a diskdrive, which makes things easier.

Come to think of it, if your a really good programmer, you could do most of the programming on whatever computer you want, using a word processor. You only need the 8 bit Atari to test things out.

v >Why is it that soft for C64 is freeware? That is probably the most important
v >reason for me to see all 8bit soft freeware. I can get games like
v >Boulderdash, Montezuma's Revenge and practically all games for 8bit (except
v >perhaps the ones made by Atari) for free from many sites on the internet.
v >So why would I pay for a game which the other guy gets for free for his/her
v >Commodore legally?

So why are you still bugging us? Go join the Commies!

v >Vladimir
v >vjancare@magi.com
v >------
v >"A great Zen master once said: "To study the self is to forget the self.
v > To forget the self is to understand all things."
v >------

I said it once and I'll say it over and over again: "To study the self is to know the self. To know the self is to understand the universe."

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

3503. Re: Atari8-CD exists ???

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-21 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3n8tio$odr@link.xs4all.nl>
Source record: 92340

j >From: jvogel@crl.com (John M. Vogel)
j >Subject: Re: Atari8-CD exists ??? (was Re: Complete & Essential Map!)
j >Date: 31 Mar 1995 10:43:34 -0800
j >
j >Tim Irvin (ziggy29@rahul.net) wrote:
j >
j >: I saw some Atari8 stuff as late as about '86 or '87, but your point remains
j >: valid. Of course, I live in an area where there are Atari8 retailers
j >: practically in my back yard. But that doesn't change the general case.
j >
j >That brings up a good point. How many of you here speaking against
j >piracy have an Atari8 retailer, source, or whatever in your area?
j >
j >John
j >�jvogel@crl.com�

I am speaking up against piracy and the closed Atari 8bit retailer is 200 km
(125 mi.) away. (It's ANG, see vendor/developer list. As long as it still
exists (I mean the list))

Don't know exactly how far the USA is from Heerlen, the Netherlands, Europe.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

3504. Re: 8-bit wishlist & sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-21 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3n8tip$odt@link.xs4all.nl>
Source record: 92341

```
f >From: fbnx@aol.com (FBNX)hworks.com!uunet!newstf01.news.aol.com!newsbf02.news
f >Subject: Re: 8-bit wishlist & sale/trade items
f >Date: 30 Mar 1995 23:47:10 -0500
f >
f >Best Electronics carries both the light and temperature kits, I believe.
f >You may want to give Brad a call - I think they were pretty inexpensive.

So does B&C ComputerVisions according to their ad in Atari Classics.

Either for 14.95 or both for 19.95

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

3505. My Indus `bout to bite th

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-21 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3n8tip$odv@link.xs4all.nl>
Source record: 92342

```
j >From: James Wood <jamesw@PEAK.ORG>!news.PEAK.ORG!PEAK.ORG!jamesw
j >Subject: My Indus 'bout to bite the big one
j >Date: Fri, 31 Mar 1995 15:11:20 -0800
j >
j >
j >My Indus GT is sick.

Howdy James

Try Future Systems, Inc., 21634 Lassen street, Chatsworth, California 91311,
USA. They bought the rights to the Indus drives.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

3506. Re: Atari Soft NOT free b

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-21 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3n8tiq$oe1@link.xs4all.nl>
Source record: 92343

k >From: krishna@primenet.com (Glenn Saunders)
k >Subject: Re: Atari Soft NOT free but C64's YES? (Was: Re: Atari8-CD exis
k >Date: 2 Apr 1995 02:03:53 GMT
k >
k >The mortal Artem Aleksandrovich Koutchine wrote:
k >
k >: Hey d00de , r u trying to offend me ? I you do then kiss my ass, my 50 buck
k >: and go fuck your dog. If yo don't then think about getting 50 bucks from me
k >: and making a SIO2PC cable for me ? But don't think too long, i can make one
k >: myself (though, i am pretty lazy). BTW: about money in general, on sat i
k >: bought PC XT 80186 (1985) for 5$!!! WOW !
k >
k >: I am Artem, the WAREZ MAN !
k >
k >If you aren't joking here, you are burning bridges fast.

80186?? Didn't know they made those.
Lazy..... We figured that out ourselves.

Nope, not burning, blowing them up.

"I am ......" --> Trying to be Macho --> A person acts like he's self-concious,
but in reality is scared of his own mirror image.

Pittyfull.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

3507. Re: Atari Soft NOT free b

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-21 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3n8tiq$oe3@link.xs4all.nl>
Source record: 92344

k >From: koutchin@mail2.sas.upenn.edu (Artem Aleksandrovich Koutchine)
k >Subject: Re: Atari Soft NOT free but C64's YES? (Was: Re: Atari8-CD exis
k >Date: 3 Apr 1995 04:55:21 GMT

stuff deleted

k >I don't care. See, most of people are either dumbasses or assholes. So,
k >i am "persona grata" to the coolest guys here (and there, and there too)

Yeh, Yeh. You know the story about the guy who drove in the wrong direction on the freeway and heard on the radio that there was somebody driving the wrong way on the freeway HE was drivijng on. He said: "One? One? Ten! Hundreds! Thousends!"

"Cool guys" are people that are scared of everything, they have low self confidence.

I don't like your opinions on pirated software and I don't like your foul language, but that doesn't mean your grata or non-grata.

Try to stay reasonable.

It's a lonely world if you don't have real friends. I know, I've been there!

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

3508. REMEMBER THE EDUCATION CASSETTE SERIES

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-21 00:00:00 UTC
From: Michael.Fitzpatrick@flight.org
Message-ID: <4d4_9504220106@flight.org>
Source record: 92345

Your right about Dorsett being the manufacturer/distributer of the educational tapes. The local Atari Club has almost a complete set of them (many tapes) but has lost some to walk aways and never got quite all when available. They are neat but you do need the 410 or 1010 recorder and copying them with a standard tape recorder doesn't seem to work well as I've been told.

---------- -//- ----------

Internet: Michael.Fitzpatrick@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|

---------- -//- ----------

3509. Re: Should Atari software

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-21 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3n8tir$oe5@link.xs4all.nl>
Source record: 92346

k >From: koutchin@mail2.sas.upenn.edu (Artem Aleksandrovich Koutchine)
k >Subject: Re: Should Atari software be PD? (was Re: Atari8-CD exists ???)
k >Date: 3 Apr 1995 05:20:17 GMT
k >
k >it is me, Artem Just wanted to make some general commets about the thread.
k >
k >SO, firstly:
k >
k >1. as you see Vlad, IT IS IMPOSSIBLE TO BE POLITE WHEN YOU POST IN HERE !!!!
k > Why is that so ?

I only see one person being impolite here.

k >going on
k >
k >2. Well, may be some people are looking for a couple titles, but i want
k > the whole package. I have about 100 titles, and i want all 5000 or more.
k > What is it gonna cost me ? 10,000 bucks ? 15,000 bucks. I'd better go
k > and buy a VR system and P100.

Yeh. A love cars. I want a Bentley Turbo, a Lamborghini Countach, a Sbarro
(nope, not Subaru, this is a small swiss manufacturor), a Chevy Pickup, a
Suburban, a broad screen TV, Surround Sound Stereo, a Cadillac, Buick Regal,
big house, another big house in Monte Carlo, a couple a houses in resp. L.A.,
Miami, Hawaii, a yacht, off-shore power boat (Diesel powered), an Aeroplane
by Rutan, shares in Atari, GM, Holliday-Inn, Turner group, Toyota, McDonalds,
Chrysler, Disney....

Choices: A) find a way to legally make lots of money
B) live in prison
C) face reality

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

3510. Re: 800 vs 800XL question

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-21 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3n8tir$oe7@link.xs4all.nl>
Source record: 92347

d >From: da_pate@pavo.concordia.ca (PATERSON, DAVID ANDREW)e
d >Subject: Re: 800 vs 800XL question
d >Date: 3 Apr 1995 02:15 -0500

stuff deleted

d >Did get a nifty Sweet 16, though!
d >
d > ��� 6502 > 486
d > ��� Dave Paterson
d >/ ⁄ \ DA_PATE@pavo.concordia.ca

Tell us about it! What's it look like? Where does it plug in? What did it
cost? What computer is it compatible with? Etc., etc.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

3511. WTB: Atari XE in box

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-21 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3n8tis$oe9@link.xs4all.nl>
Source record: 92348

```
c >From: chandler10@aol.com (Chandler10)t.com!newsjunkie.ans.net!newstf01.news.a
c >Subject: WTB: Atari XE in box
c >Date: 3 Apr 1995 01:38:06 -0400
c >
c >I would like to buy an XE complete in box. Used is ok if in very good
c >shape, or would buy new if anyone knows of any distributers. Thanx

B&C ComputerVisions:

65XE $105.00
130XE $175.00
XEGM $ 95.00
XEGM plus Lightgun, Joystick & software $139.00 (probably BugHunt & FS2)

Toad Computers:

65XE $ 49.00
130XE $ 99.00
XE GM Sys $ 59.00

B&C ComputerVisions has a "reconditioned" section in their ad. The computers
mentioned where in the other section.

Toad Computers says something about buying up used hardware, but doesn't
specify if the prices mentioned are for NEW or USED stuff.

(info found in ATARI CLASSICS)

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

3512. Re: Atari Soft NOT free b

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-21 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3n8tis$oed@link.xs4all.nl>
Source record: 92349

```
v >From: Vladimir Jancarek <vjancare@magi.com>
v >Subject: Re: Atari Soft NOT free but C64's YES? (Was: Re: Atari8-CD exis
v >Date: 3 Apr 1995 11:56:38 GMT
v >
v >I realy pitty this guy (Russ Rubberass Gilbert). Sending a message to
v >a sys. admin? Please, wake up you naive creature. I myself have 3 internet
v >accounts, so what would you achive? Nothing. Perhaps one thing. One day
v >you will be punched in the mounth by someone you have never seen before.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

HaHa, you have pitty on Russ???

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

3513. Re: Atari Soft NOT free b

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-21 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3n8tiv$oeg@link.xs4all.nl>
Source record: 92350

```
e >From: eyvind@pvv.unit.no (Eyvind Bernhardsen)ws.unit.no!eyvind
e >Subject: Re: Atari Soft NOT free but C64's YES? (Was: Re: Atari8-CD exist ???
e >Date: 03 Apr 1995 16:17:08 GMT
e >
e >> Maybe you should read some previous messages next time before flapping
e >> your asshole lips in here. I mentioned before that I can get any soft
e >> I want for Atari 8 bit but still would like to see it Freeware.
e >> Next time try not to look like you have a brain power of a bag of hammers.
e >
e >Aww. Did oo maybe not like what me said? Coochie coochie coo!
e >
e >They're so cute in that age, aren't they?
e >--
e >Eyvind Bernhardsen

Howdy Eyvind

Yeh, they hear words in KinderGarden and use 'em all day.

Maybe I SHOULD register my copy of PabQWK. It's far from bug free, but
atleast I can use a TWIT file.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

3514. Re: Atari Soft NOT free b

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-21 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3n8tj0$oei@link.xs4all.nl>
Source record: 92351

```
e >From: eyvind@pvv.unit.no (Eyvind Bernhardsen)nd
e >Subject: Re: Atari Soft NOT free but C64's YES? (Was: Re: Atari8-CD exist ???
e >Date: 03 Apr 1995 16:20:45 GMT
e >
e >Aah. Love at first sight. Spring is in the air, everyone!
e >--
e >Eyvind Bernhardsen

Maybe these two could "live happyly ever after" in a far away place without
bottering us anymore.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

3515. Artem and Vlad

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-21 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3n8tj1$oem@link.xs4all.nl>
Source record: 92352

Howdy Folks

This is too much.
People are leaving this group, just because to idiots think they can say and do whatever they want without taking into consideration what other people feel or think.

I don't know how kill fills work. I've heard that QWK readers can use a TWIT file. The QWK reader will then take out all mail by certain people. unfortunately this happens after you receive your mail, so you still have to pay for this BS.

Can we ask our providers to sift out messages by certain people?

Maybe we should start our own petition and send it to the sysadmin(s) of both Artem and Vlad. Why should we have to pay?

Maybe somebody who knows his/her way around InterNet, could collect all the non-sensence and foul language these guys have spread here and send it to their respective sysadmins. Please keep in mind that we might need these msg's in the future. They have more then one address.

I think it's time to come into action!!!

If I thread starts after this message I will answer it.
All other msg's from or to Artem or Vlad will no longer be answered as of right now.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

3516. Re: Should Atari software

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-21 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3n8tm3$ogr@link.xs4all.nl>
Source record: 92353

```
l >From: Lonnie McClure <lmcclure@delphi.com>
l >Subject: Re: Should Atari software be PD? (was Re: Atari8-CD exists ???
l >Date: Sun, 9 Apr 95 16:05:17 -0500

stuff deleted

l >Also, unlike Commodore, which was up to its proverbial eyeballs in debt,
l >Atari is virtually debt-free.

Wouldn't it be cool, if Atari dumped the Falcon and bought the rights to
the Amiga line?!?! The Amiga after all was an Atari once.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

3517. Re: File fixer

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-21 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3n8tm4$ogu@link.xs4all.nl>
Source record: 92354

r >From: rfunk@magnus.acs.ohio-state.edu (Rob Funk)
r >Subject: Re: File fixer
r >Date: 10 Apr 1995 04:33:35 GMT
r >
r >In article <D6qGqJ.5M5@itex.jct.ac.il>, iT <bruck@brachot.jct.ac.il> wrote:
r >>I'm looking for a diskfile desegmenter, so a file made up of 255-byte
r >>chunks will be turned into one big loading block.
r >>Anyone who knows what I'm talking about, knows what I'm talking about.
r >>There shouldn't be a limit on file size!
r >
r >ANALOG printed a program to do that back in its heyday (before LFP)...
r >the program was called Streamliner. I don't have my Big Box O'
r >Magazines handy to give you an issue number, but I think it was in the
r >30s or 40s.
r >
r >
r >I really need to catch up on my c.s.a.8 reading.....
r >--
r >---------- R o b F u n k ---------- ---------> funk+@osu.edu <--------

My collection starts somewhere between 44 and 46 and I've seen the listing.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

3518. Kingdom

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-22 00:00:00 UTC
From: james.ancsanyi@asb.com
Message-ID: <19950424.n25a@asb.com>
Source record: 92259

Looking for a copy of the old basic program Kingdom, anyone have it?

... Divorcee: a woman who gets richer by decrees.
___ TagDude 0.86 [Unregistered]
___ Blue Wave/QWK v2.12

3519. Wanted: a good book on programming the 6502

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-22 00:00:00 UTC
From: Michael.Fitzpatrick@flight.org
Message-ID: <c52_9504230116@flight.org>
Source record: 92260

I have a book called "Programming the 6502" and I think I have a spare packed down. If you're really interested I'll look for my spare but it may take a day or two.

---------- -//- ----------
Internet: Michael.Fitzpatrick@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3520. 800xl for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-22 00:00:00 UTC
From: wayfare@acca.nmsu.edu
Message-ID: <3nbjaf$n1r@bubba.NMSU.Edu>
Source record: 92261

In good condition. Includes power supply, tv connector, joystick, and the
Star Raiders game cartridge, all for $35 plus shipping. Email if interested.
--
wayfare@acca.nmsu.edu

3521. Ace of America BBS

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-22 00:00:00 UTC
From: Blair.Bingham@hologram.metronj.org
Message-ID: <999_9504232109@nisc.fidonet.org>
Source record: 92262

Ve> BTW, PRO is still going but what ever happened to OASIS with
Ve> Glenda Stocks? She went PC and I havent heard anything from her
Ve> since...

She still runs a BBS(StarSeed?), and is moderator of I_UFO on fidonet, she is into things of an esoteric nature. (I didn't know her before I saw her on the paranormal echoes). If you want I can dig up the phone #.

bbingham@turbo.kean.edu

... (_____)------< This tagline is protected by The Club!
___ Blue Wave/QWK v2.11

3522. Re: 800XE->ST Color Monit

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-22 00:00:00 UTC
From: Jeff.Thomas@balmybeach.gryn.org
Message-ID: <a60_9504231806@tor250.org>
Source record: 92263

> composite monitor, but you get no real gains in picture quality this
> way.
>

Even if no significant gain in picture quaility was acheived, it would still
mean that 8-bit users would have another option in the kind of monitor they
could use.

Later...

... OFFLINE 1.52
--
| Fidonet: Jeff Thomas 1:250/422
| Internet: Jeff.Thomas@balmybeach.gryn.org

3523. Re: Ace of America BBS

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-22 00:00:00 UTC
From: ve1@cec.wustl.edu
Message-ID: <3napkl$1me@bigfoot.ecl.wustl.edu>
Source record: 92264

jeking@xmission.com (James King) wrote:

>In article <3mng17$t5b@news.primenet.com>, krishna@primenet.com (Glenn Saunders) says:
>>
>>I've noticed, Jim, that sometimes you get all interested in this or that,
>>for one reason or another, but Carina is a piece of software you should
>>avoid using.

I used to be a SysOp using Carina][2.5 and I made lots of mods for it
(I am Dr. Wiz or X-Droid, you may remember me). Carina][was the BEST BBS
software, bar none. I had Express Pro and it was good, but it could not be
set up like Carina can. In Carina you can do anything you want, its all basic
programming and batch files, you can program anything you want you can even
program online remotely and even enter spartados remotely. My BBS was the
Outer Zone BBS here in ST. Louis, Missouri. Carina was slower than pro, this
is common knowledge, but it was the ultimate. Then David Hunt got into the
picture (this guy is a pathological lier), dont believe anything he says, its
a total lie. PC BBS's have come a long way, but there is nothing on the PC
like Carina][with its flexiblity.

BTW, PRO is still going but what ever happened to OASIS with Glenda
Stocks? She went PC and I havent heard anything from her since...

The man with the master .plan

3524. SIP2PC38

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-22 00:00:00 UTC
From: bober@pinn.nacjack.gen.nz
Message-ID: <znr798558217k@pinn.nacjack.gen.nz>
Source record: 92265

I have built the interface and need a bit of help guys.
The voltages just don,t match the Testing section of the instructions :-
DB9 Connector.
Pin 9 = 9v (mine - 8v) Pin 2 = -9.4v (mine - 8v)
The RS232 pins are as follows:-
2 = + 8v. 6 = - 8v. 7 = - 8v. 14 = -8v.
I have checked and double checked for bridges,stuffed capacitors
etc,even changed the 232,still the same.The only difference between the
schematic and my attempt is the type of Diode used,the one I obtained is
an MBR150.
ifave Vrrm Vf
1A 50v 0.75
which the dealer assured me met the specs of the BYV10-30.
Any suggestions would be gratefully received.

3525. FlickerTerm

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-22 00:00:00 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9504231005.AA25227@emh.kunsan.af.mil>
Source record: 92266

Hey all you FlickerTerm fans...

I'm MAYBE going to be officially releasing the latest update of FlickerTerm in the next week or two (Version 0.4). I haven't made as much progress on it as I'd like (still no protocols), but have added a few features that make life with Flick a little easier.

Before releasing this thing though, I'd like your help. I need two things:

Suggestions-- Are there any cool features, no matter how strange or insignificant, that you'd like to see added to Flick? Don't be shy... you're talking to someone who added ROT-13 decoding on a lark!

Bugs-- When the first rev of Flick was officially released, rumors were flying that it was incompatible with MIOs, R-Times, Sparta, Sparta X, etc etc... Haven't heard much about this lately. Anyone still having problems? Mysterious crashes? Lockups? Let me know!

Thanks in advance to everyone for their cooperation.

--
Clay Halliwell | ATARI XL/XE DO + THE
ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
Lonersoft ... Solutions you don't want, for problems you don't have!

PS-- Pab! Pab Sungenis!! Where are you? I need to talk to you!

3526. Re: Ace of America BBS

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-22 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3nbffb$e6t@nic-nac.CSU.net>
Source record: 92267

Actually, Telix terminal software has what looks to be a VERY nice C-like scripting language. You can use it to do QUITE a bit, including creating a BBS (or editing an existing one).

I used to run the BBS which came with it - but only to screw around with it and to send files back/forth with a friend.

If I wrote a BBS nowadays, it's be command-line based but of course would included programs to present the common user with all of the standard BBS menus and stuff.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3527. Re: Atari Soft NOT free but C

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-22 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3nbg3b$bai@crchh327.bnr.ca>
Source record: 92268

mathniss@link.xs4all.nl (Mathy Van Nisselroy) wrote:
>
> v >From: Vladimir Jancarek <vjancare@magi.com>
> v >Subject: Atari Soft NOT free but C64's YES? (Was: Re: Atari8-CD exist ??? ...
> v >Date: 31 Mar 1995 18:23:56 GMT
>
> stuff deleted
>
> v >I wouldn't mind making soft for Atari for
> v >FREE if I had necessary HD & SW.
>
> To make software for the Atari 8 bit you need patience, knowledge, an 8 bit
> Atari (or emulator) and some way to save you program. A cassette recorder
> (they sometimes give those away) would do, but since you're on here I guess
> you have a diskdrive, which makes things easier.
>

Wrong. When I wrote this I didn't have any Atari 8 bit HW or SW, I just
used my pentium (in case you were wondering)..

> Come to think of it, if your a really good programmer, you could do most of
> the programming on whatever computer you want, using a word processor. You
> only need the 8 bit Atari to test things out.
>
> v >Why is it that soft for C64 is freeware? That is probably the most important
> v >reason for me to see all 8bit soft freeware. I can get games like
> v >Boulderdash, Montezuma's Revenge and practically all games for 8bit (except
> v >perhaps the ones made by Atari) for free from many sites on the internet.
> v >So why would I pay for a game which the other guy gets for free for his/her
> v >Commodore legally?
>
> So why are you still bugging us? Go join the Commies!
>
> v >Vladimir
> v >vjancare@magi.com
> v >------
> v >"A great Zen master once said: "To study the self is to forget the self.
> v > To forget the self is to understand all things."
> v >------
>
> I said it once and I'll say it over and over again: "To study the self is
> to know the self. To know the self is to understand the universe."
^^^^^^^^^^^^^^^^^^^^^^
The statement above shows your twinsted mind.

Vladimir
vjancare@magi.com

> CU Mathy Van Nisselroy mathniss@link.xs4all.nl
>
>
> ---
> * PabQwk 2.0 *
>

3528. Re: Atari8-CD exists ???

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-22 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3nbgd2$bai@crchh327.bnr.ca>
Source record: 92269

mathniss@link.xs4all.nl (Mathy Van Nisselroy) wrote:
>
> v >From: Vladimir Jancarek <vjancare@magi.com>
> v >Subject: Re: Atari8-CD exists ??? (was Re: Complete & Essential Map!)
> v >Date: 30 Mar 1995 16:52:05 GMT
>
> stuff deleted
>
> v >Also, I can bet that every single one of you guys, who are against making
> v >8 bit software PD, have at least one version of pirated software in your
> v >collection. And don't start flaming with sentences like :
> v >"No, not me, never, ... "
> v >
> v >Vladimir
> v >vjancare@magi.com
>
> What did I win?!?
>
> I'm against turning commercial software into PD, freeware or whatever.
> Yes, I too like to walk into the store next door and buy 8 bit software off
> ythe shelf, maybe even try it out before I buy it. But I can not. Doesn't
> mean I can rip everybody off. What about Best, B&C, ATV, etc., etc. Look
> at the FAQ. Loads of companies still supporting us. And yes, I have to
> MAIL ORDER. I'm in the NETHERLANDS, EUROPE. I only have a bicycle (yep, I
> have to sweat to get somewhere), my swimming isn't fantastic. And I can't
> fly either. So I have to MAIL ORDER if I want something. And I have to
> wait six weeks or more, before an International Postal Money Order clears.
> I don't have a credit card (they check your income here before you can get
> one).
>
> And NO I do NOT have a single piece of pirated software!!!
>
> CU Mathy Van Nisselroy mathniss@link.xs4all.nl
>

I didn't know you can be such a liar. Tell me some more lies, come on,
you can do it.

3529. Re: Ace of America BBS

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-22 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3nbhtv$t2h@news.primenet.com>
Source record: 92270

The mortal Vladimir Elberg wrote:
: I used to be a SysOp using Carina][2.5 and I made lots of mods for it
: (I am Dr. Wiz or X-Droid, you may remember me). Carina][was the BEST BBS
: software, bar none. I had Express Pro and it was good, but it could not be
: set up like Carina can. In Carina you can do anything you want, its all basic

As long as 2400 baud was the standard modem speed in the telecom arena, Carina was a good BBS (when it was stable) but not today. The only reason Carina is still being run by sysops is the fact that within the insulated 8-bit world, 9600 and above is the exception and not the rule due to the now-horribly-inadequate 850 and P:R:. Fewer people have MIOs or BBs (which was the main reason I kept on pestering Bob Puff for the never-to-be-released R:P:--AFFORDABLE 19.2K hardware flow control SIO interface...).

But these days, with 8-bit users being few and far between, 8-bit sysops usually find themselves servicing a mostly non-8-bit callerbase, and even 8-bitters these days (like myself) call on a different machine for the ANSI and the high speed and such. So I would never put up a BBS and force people to drop down to 2400.

By the way, you have quite a reputation in the Carina circle.

I think Shadow blacklisted you for some reason. I forget the details, but you are definitely on his bad side.

I think he said something about how you were responsible for ACE BBSs pulling out of the crossnet (the now mythical ACE bulletin board system which Shadow claims is being used a lot in international locales).

3530. PC Xformer Problems!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-22 00:00:00 UTC
From: toby@cyberspace.com
Message-ID: <3nc09q$h27@case.cyberspace.com>
Source record: 92271

ARRG! I think PCXformer is nice, but I wish that they'd fix the alignment
problem and have SB/ADLIB sound emulation, instead of PC speaker. It
would also be nice to have it read DCM images and load multiple files
into the same disk...I.E.:
Files: BOB.EXE, AUTORUN.SYS, BOB.DOC, COWS.BBS
Commands (currently) to load onto disk:
XF25 DISKNAME.XFD BOB.EXE
(copy to D1:)
XF25 DISKNAME.XFD AUTORUN.SYS
(copy to D1:)
...
Anyway, it would be nice to be able to put them all into one file with an
external utility, like this:
FILE2XFD /DENSITY:0 DISKNAME.XFD BOB.EXE AUTORUN.SYS BOB.DOC COWS.BBS
Where DENSITYs are: 0 = Single, 1 = Enhanced, 2 = True Double.
Can anyone write me a utility like this? Maybe even with the capability
of converting archives to disks:
FILE2XFD /DENSITY:2 /DEL /ARC THISPROG.XFD THATPROG.ARC
^^|^ ^^^^^^^^^|^^ ^^^^^^^^^|^^
Specify Archive Mode Create Decompress
Where /DEL deletes the archive afterwords, and /DENSITY creates a 90k,
135k or 180k disk. It would also be nice to change an XFD to dos files,
when it's not a boot disk, that is, and maybe even write the VTOC and
rebuilding info into a file (not really useful), so that someone could
take those files and make a replica of the original disk. Anyway, I guess
that the subject sort-of changed while I was writing this, l8r.
Toby

+---+
| Toby <toby@cyberspace.com> Player of DOOM, O |
| DOOM][, DUNE 2, SC2k, Heretic and Wizard \+/ |
| of Cheeze, 4DOS, Telemate, Atari 8-bits, | |
| Buyer of DAUPHIN DTR-1's and Overall Cool / \ |
| person. (Alternate Internet MAIL address Jump fer |
| is <toby@nameless.eskimo.com>... :-P Joy! |
+---+

3531. FS: 8-Bit Software

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-22 00:00:00 UTC
From: scottw@itis.com
Message-ID: <3nbs0n$4ri@tower.itis.com>
Source record: 92272

Hello,

I acquired an Atari 800 recently and this disc software is surplus. All of these programs load, but I have not actually played them. They are original and have original docs and packaging as marked.

I'd rather sell them as a set and make somebody a great deal, or trade them for 8-bit cartridge sofware (I need most anything, but prefer arcade conversions).

Prices are $3 each, plus diskette mailer ($1) and postage (varies on quantity). If you buy all 17 disks for $30, or make me a cart trade for everything I'll include shipping by Priority Mail.

Thank you, Scott.

==========

AI Graphic adventure #1, sleeve, docs
AI S.A.G.A. #2, sleeve, docs
Archon, sleeve, docs/packaging
Bandits, docs/packaging
David's Midnight Magicsleeve, docs/packaging
Dropzone, docs/packaging
Frogger, docs
Home Accountant (no book), sleeve
Knicker Bockers, docs
Rasterblaster (no book)
Sands of Egypt, sleeve, docs
Seafox, docs
Shamus, sleeve, docs
Sneakers, docs/packaging
Stocks & Bonds, sleeve, docs
Threshold, sleeve, docs/packaging
Wayout, docs/packaging

==========

In addition, to the buyer of the most disks, I will include docs for...

AI Olin in Emerald
Choplifter
Conan
Whomper Stomper

Scott Williams
Madison, WI

3532. HyperIt! 0.5 beta (finally :)) up at UMich!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-22 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3nabel$ogv@nic-nac.CSU.net>
Source record: 92273

HyperIt! (PLEASE tell me I don't need to describe it AGAIN! :)) is
currently available via FTP at:

ftp:atari.archive.umich.edu/atari/8bit/Newitems/hitb5.arc
~~~~~~~~~~~~~~~~~~~~~~~ ------------------ ~~~~~~~~~
site directory file

Also, Gopher works: gopher:gopher.archive.umich.edu
Under menu items: Merit Archives / Atari Archives / atari / 8bit/ Newitems
Menu item: hitb5.arc

THis is the beta version (0.5) of HyperIt!. Posts about it have been made
here (comp.sys.atari.8bit) lately, so go back and read those for more details.

Later!

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick
Sophisticated navigation systems
~~~~~~~~~~~~~~~~~~~~~~~

3533. A "homecoming?" Your opinions...

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-23 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <23APR199502402928@pavo.concordia.ca>
Source record: 92274

Schools all around the world routinely have homecomings. They are a way to bring back alumni for reflection on the school.

The Atari 8-bit was used as a training ground for thousands of prorgammers and comp sci personnel around the world. Many of them are on the 'net. So I thought: why not have a homecoming here for them? I've written up a brief blurb, and compiled a list of groups to which it could be sent. I've tried to limit the groups to comp.*.programmer.misc, so as not to Spam. Any feedback? If I don't get any real negative reaction by this Wednesday night (say 21h00 EST 26 Apr 1995) I will go ahead.

Message follows:

Everyone got their start with computers somewhere. For some, it was a card reader, for others a fleeting glimpse of tape reels. But for many others "computer" will always bring back images of the Zylon fleet attacking your bases in Star Raiders.

If that's you, then comp.sys.atari.8bit would like to welcome you back home. If you got your start with the Atari 8-bit line, the 400,800, xl or xe, whether you're Bob Polin, Doug Neubauer, Russ Wetmore or John Doe, we of comp.sys.atari.8bit would like to hear from you. Stop by and say hello. Tell us what you've been up to lately. And maybe dust off that old 800 for another round of Star Raiders, or Preppie, or Blue Max, or MULE, or Archon, or...

Suggested distribution list:
comp.os.ms-windows.programmer.misc,comp.os.msdos.programmer,
comp.os.os2.programmer.misc,comp.sys.amiga.programmer,
comp.sys.next.programmer,comp.unix.programmer,comp.sys.newton.programmer,
comp.sys.mac.programmer.misc,comp.sys.atari.programmer,
comp.sys.acorn.programmer

That's it. Your thoughts?

||| 6502 > 486
||| Dave Paterson
/ | \ DA_PATE@pavo.concordia.ca
(Mail address changes 28 Apr. Watch here for details...)

3534. Re: 800 vs 800XL question

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-23 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <23APR199501503210@pavo.concordia.ca>
Source record: 92275

In article <3n8tir$oe7@link.xs4all.nl>, mathniss@link.xs4all.nl (Mathy Van Nisselroy) writes...
>d >Did get a nifty Sweet 16, though!
>d > ��� Dave Paterson
>
>Tell us about it! What's it look like? Where does it plug in? What did it
>cost? What computer is it compatible with? Etc., etc.
>
>CU Mathy Van Nisselroy mathniss@link.xs4all.nl

The Sweet 16 is a small plug in board that replaces the 6502C CPU on your Atari xl/xe computer. It consists of a WDC 65816 on top, with a 65729 (I think) on the reverse of the board. TO mount it, you must either use inline machine pins, or cut out the middle of the existing socket. The board is well designed and clean; the pins are gold. Once installed, it works exactly like a 6502, unless you're running '816 code. Thus far, the only '816 software I've got is MAE... and until I find a decent reference, I won't be writing any '816 code.

I got mine as a show special; list price is $69.95. Oh, and I suppose I should mention this to KMK: SI.COM thinks that it's a 6502, but the speed graph display becomes messed up when running with the '816. I get gibberish pixels the width of the screen along that line. Replacing the 6502 provides a proper display.

I'm still looking for more '816 help, but so far even with almost no software I'm very satisfied.

||| 6502 > 486
||| Dave Paterson
/ | \ DA_PATE@pavo.concordia.ca
(Mail address changes 28 Apr. Watch here for details...)

3535. Re: FlickerTerm

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-23 00:00:00 UTC
From: bosco@host.yab.com
Message-ID: <3ndtd0$t1t@news.yab.com>
Source record: 92276

Earl C Halliwell (ehalliwe@emh.kunsan.af.mil) wrote:
: Hey all you FlickerTerm fans...

That's me...!

: I'm MAYBE going to be officially releasing the latest update of FT
: the next week or two (Version 0.4). I haven't made as much progress on
: I'd like (still no protocols), but have added a few features that make
: with Flick a little easier.

No protocols, arghhh!

: Before releasing this thing though, I'd like your help. I need two things:

: Suggestions-- Are there any cool features, no matter how strange or
: insignificant, that you'd like to see added to Flick? Don't be shy... you're
: talking to someone who added ROT-13 decoding on a lark!

How 'bout an ATASCII font? Betcha never thought of that!

: Bugs-- When the first rev of Flick was officially released, rumors were
: flying that it was incompatible with MIOs, R-Times, Sparta, Sparta X, etc
: etc... Haven't heard much about this lately. Anyone still having
: problems? : Mysterious crashes? Lockups? Let me know!

None here!

: Thanks in advance to everyone for their cooperation.

You're welcome!

: Clay Halliwell | ATARI XL/XE DO + THE
: ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
: Lonersoft ... Solutions you don't want, for problems you don't have!

3536. Re: 800XE->ST Color Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-23 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <J6xepxQ.lmcclure@delphi.com>
Source record: 92277

In a message dated 3-14-95, Byron Followell said:

"You wouldn't happen to have a copy of this article or
know which issue it was from would you?"

I found the issue in question. It turned out to be the October 1990 issue of
Radio-Electronics, rather than Modern Electronics.

Reply with your address in e-mail, and I will take the mag to work and
make a photocopy of the article and send it to you.

About the only extra work that would be required is a sync separator.
The project outputs composite sync, and the Atari SC1224 monitor expects
inverted separate horizontal and vertical sync.

3537. Re: FlickerTerm

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-23 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3ne7j5$gdm@news4.primenet.com>
Source record: 92278

Inverse is a problem because there is no way to have "half" an inverse character. See diagram below:

AN inverse 3l would look like this as the 2/30ths of a second pageflip?

l character, right shifted and inversed:

```
xxxxxxxx
xxxx x
xxxxx x
xxxxx x
xxxxx x
xxxxx x
xxxxx x
xxxxx x
```

3 character, left shifted and inversed:

```
x xxxxx
xx xxxx
xxx xxxx
xxx xxxx
xx xxxxx
xxx xxxx
xx xxxx
x xxxxx
```

When you flip these, the blank portion which outlines the characters should appear as the background, right? WRONG. THe extra "lip" of the inverse essentially "fills in" the characters via persistence of vision.

So instead of the characters appearing as the background, they appear to be inbetween the brightness of the inverse pixels and the background. If you have the characters totally bright (thus making bold useless) then ivverse characters will be 1/2 contrast and that's about as readable as you can get it. If you drop the brightness down a little bit so bold can take effect, then it will be even less than 1/2 contrast and will be harder to read.

There is NO problem with non-inverse characters because no "filling in" occurs with the unlit pixels.

People have to realize that we're still talking about 2 sets of 40 collumn fonts, and if you inverse a character, you are inversing 2 80 collumn characters, whether or not the terminal tells you to. This leads to the "inverse lips" hanging off the edges of the inverse boundaries...

3538. Re: AR: Dungeon (boot-up problems)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-23 00:00:00 UTC
From: drutherford@delphi.com
Message-ID: <Zy-+pLb.drutherford@delphi.com>
Source record: 92279

James King <jeking7@delphi.com> writes:

>Even though I owned an original copy of AR:Dungeon/City, I decided
>to purchase yet another pack from American Technavision (prce was
>right!).
>
>Odd thing is suddenly, I'm having problems booting up with both sets
>of disks.

Hi Jim,
I did the same thing, bought a new package from American-TV. I have no answer to your problem, just a comment on a similar expeience. Both my copies refuse to let me into the Damian & Pythias shop right by the entrance. I get the same message over and over
'Insert Disk 3 side A'.I have to re-boot and forget about going in the shop. You didn't ask the program to backup disk #1 side #1 by mistake did you? I did that once and suffered the attacks by the 2 FBI agents for awhile until i used a sector editor to f
ix the problem.

3539. Re: AR: Dungeon (boot-up problems)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-23 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995Apr23.230616.11127@wariat.UUCP>
Source record: 92280

(Problems J.King and somebody responded, with AR.)
I gotta say that you IGNORE the docs and DO put a write protect tab on the original disks(disk? I don't remember). I do remember putting the write protect on, and making a backup of side two and putting that in drive 2. I also routinely make a Disk Wizard backup, even if it snarks forever, of any significant commercial disk I have. Worst comes to worse, I can restore the good sectors. With double sectoring and other bs, this will not always work. It sounded like J.K. made a 'Archiver' or 'Happy' backup that was somehow thwarted by Price's copy protection. So to end this long story, DO put a write protect tab on side one. I must say that I haven't progressed far enough into the game to say that it absolutely will not effect the game, but frankly, if Price made it so that you MUST allow writes to the original disk, then I really give a big rats patooty about the game. By the way, Bob Puff's 'Black Patch' refuses to run on my ICD doubled 1050, and I don't think it is an accident. Egos and greed or bs and crapoony.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

3540. Re: FlickerTerm

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-23 00:00:00 UTC
From: stronae@rice.edu
Message-ID: <3nd2g8$p9v@larry.rice.edu>
Source record: 92281

Earl C Halliwell (ehalliwe@emh.kunsan.af.mil) wrote:
: Hey all you FlickerTerm fans...

: I'm MAYBE going to be officially releasing the latest update of FlickerTerm in
: the next week or two (Version 0.4). I haven't made as much progress on it as
: I'd like (still no protocols), but have added a few features that make life
: with Flick a little easier.

There have been problems with FlickerTerm and Sparta, and (can I be
tomatoed for this?) let me just whimper "Dialing lists! Dialing lists!"
That alone would make life much more bearable.

(Is it me, or is inverse-video kinda hard to read on FlickerTerm? Right now
I'm using a b/w teevee, so that could be the source...)

Thanks!

3541. Unofficial Atari 8-bit New User, Emulator Help FAQ v.0.7 (reposted)

Newsgroup: comp.sys.atari.8bit
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Welcome to:
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| The Unofficial Atari 8bit |
| New User, Emulator Help |
| FAQ |
Rev.0.7 | | Rev.0.7
| By Bill Kendrick |
| Revision 0.7 |
| January 17, 1995 |
| Repost April 22, 1995 |
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An HTML version may be available within the next month!

[ Differences from Rev.0.5: Corrected descriptions of Atari computers;
Corrected PC Xformer 3.0 dealer list; listed where Mule and Util
can be found]
[ Differences from Rev.0.6: Updated Branch Always Software information ]

PLEASE also refer to: MyDOS 4.5x documents, SIO2PC documents,
XFormer documents, and the Atari 8-bit F.A.Q.

For general help (hardware, magazines, etc.) please check the Official
Atari 8-bit FAQ file:
From: Michael Current <MCURRENT@carleton.edu>
Where to get the latest copy of the Atari 8-Bit Computers
Frequently Asked Questions List:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq
(and many other FTP sites that archive Usenet FAQ Lists)
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq/faq.html
news:comp.sys.atari.8bit, news:comp.answers, news:news.answers

or, send a message to mailto:mail-server@rtfm.mit.edu that says:

send usenet/news.answers/atari-8-bit/faq
quit

Finally, you can always ask Michael for a copy at
mailto:mcurrent@carleton.edu

Summary of Atari 8-bit's an emulated 8-bit Atari's:

Atari 8-bit computers were produced between 1979 and 1987. The
major models released were the:
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400 - 8K-16K, 400/800 OS, CTIA or GTIA graphics (depends when made)
800 - 8K-16K-48K, 400/800 OS, CTIA or GTIA graphics (depends when made)
1200XL - 64K, 1200XL OS, GTIA graphics
600XL - 16K, XL OS, GTIA graphics
800XL - 64K, XL OS, GTIA graphics
65XE - 64K, XL OS, GTIA graphics
130XE - 128K, XL OS, GTIA graphics
XEGS (Game System) - 64K, XEGS OS, GTIA graphics (Had Missile Command)

All of the XL's except the 1200XL had BASIC installed on ROM. BASIC can be purchased on cartridge for the 400/800/1200XL's.

Branch Always Software are the creators of:
ST Xformer (Atari 8-bit emulator for ST's), Quick ST, Quick Index, Gemulator (Atari ST emulator for PC's), and PC Xformer (Atari 8-bit emulator for PC's).

ST Xformer 2.0 and 2.5 released for the Atari ST 16-bit machines. Very limited. Now public domain (used to be commercial).
PC Xformer 2.0 and 2.5 released for IBM PC machines. 2.0 is limited and supports only 800 OS. Both public domain (were always PD).
PC Xformer 3.0 released for IBM PC machines. Supports all OSes, 320K RAM, and best of all, player/missile collision detection (which MANY games use!)

Graphics:

The Atari has maximum resolution of 320 x 192 (standard, non-overscanned screen) x 2 colors. 160 x 192 x 4, 160 x 192 x 2, 160 x 96 x 4, 160 x 96 x 2, 80 x 48 x 4, 80 x 48 x 2, 40 x 48 x 4 graphics are also supported. 40 x 24 x 256-character (128 normal, 128 inverse, character set indirection available) text mode is standard (2 colors).
40 x 24 x 128-multi-colored-character (4 colors per character allowed, the other 128 characters have 4th changed into a color 5) and
40 x 12 x 128-multi-colored-character screen modes are available.
GTIA graphics support 80 x 192 x 16 shade-only, 80 x 192 x 16 hue-only, and 80 x 192 x 9 color screen modes.
Normal (bordered), narrow (underscanned), and wide (overscanned) screen modes are available.
Screen modes can be mixed (by lines) down the screen using the Display List (a program which is executed by the ANTIC graphics chip every screen refresh (60 times per second on real NTSC Ataris).
Fine scrolling (both vertical and horizontal) can be enabled on any line on the screen.
All other screen attributes (color, player/missile horizontal position, screen width, player/missile/playfield priority, etc.) can be ajusted at any point down the screen via a "Display List Interrupt."
Four 8-bit wide, 128 or 256 byte high single color players, and four 2-bit wide, 128 or 256 byte high single color missiles are available.
A mode to combine the 4 missiles into a 5th 8-bit wide player is also available, as is a mode to XOR colors or blacken out colors when players overlap (good for making three colors out of two players!) Players and missiles have adjustable priority and collision detection (which

is not supported by the PC Xformer 2.0 and 2.5 and ST Xformer programs).

Sound:

Four voices of 8-bit pitch-resolution, 4-bit volume-resolution,
8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4)
can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only
modes can be enabled for digitally sampled sound replay.
A fifth "voice" is produced by the internal speaker on Atari 400/800's
(for keyclick and buzzer) and in the XL's and XE's this was
(fortunately!) rerouted through the normal audio output, and the
keyclick can be disabled.

Objective of this file:

At the time of its release (mid 1994), much discussion went on in the
comp.sys.atari.8bit Usenet newsgroup about the Atari 8bit emulator for
IBM / MSDOS based computers, the PC Xformer 2.0 (XF2 for short). Many
people in the 8-bit community had gotten, well, fed up with the XF2-based
questions which did not pertain to them, or to the really dumb questions
which were in fact understandable to new or rusty Atari 8-bit users, but
had just gotten on the nerves of some of the comp.sys.atari.8bit
readers/digest subscribers.
This file was created to reduce the number of 'newbie' and XF2
questions. Now it's becoming a fairly good reference (and got me the job
of writing the commerical 3.0 release's documents!).
This FAQ will present answers to simple questions like "how do I turn
off BASIC" (a good answer to that of course is, READ THE FRIGGIN' MANUAL)
and "how do I get a disk directory?" (which is less obvious on
Atari 8-bits, err.. MOST 8-bits <grin>).
It will also direct people who are unaware of the large amount of Atari
8-bit support (NOT NECESSARILY EMULATOR SUPPORT) and perhaps become a
supplement for the many official and unofficial files floating around the
net (like the official FAQ, the Vendor/Developer List, the Who's Who list,
etc.).
Since revision 0.4 of this file, PC Xformer 2.5, a replacement for 2.0,
and 3.0, the first commercial release, have been released. It is assumed
that the reader has the latest versions of PC Xformer (2.5 or 3.0), although
if you have 3.0, I must say, those documents are great! (If you don't get
the joke, look at the name of the author of the manual, and look at my name.)

---=== Xformer Questions: ===---

Q.1) What does "READY" mean?
A.1) This is the Atari BASIC prompt. See below for hints on Atari BASIC.

Q.2) Why doesn't this program load?
A.2.1) The program may not work under the Atari 800 Operating System, it may
require the XL/XE Operating System. Be sure you're in 800XL or 130XE
mode. (130XE mode is only supported by XF3.0, not 2.5, but there is
no real difference in the operating systems.)
A.2.2) It may not work under the XL/XE Operating System (rare cases), switch

to 800 mode.
A.2.3) Be sure you turned BASIC off before trying to load it if it cannot
run with BASIC on.
A.2.4) It might be a BASIC game! Be sure you're in BASIC and use the BASIC
"RUN" or "LOAD" (and then "RUN") command. Also, be sure it works
with the BASIC you have. Some programs only run in BASIC XL or XE
(which are both cartridge-based BASIC's not currently supported by
the Xformer), and some run with TurboBASIC XL (disk-based).
A.2.5) It may just refuse to run on the emulator.

Q.3) How do I turn off BASIC?
A.3) To toggle BASIC on and off, press [SHIFT]-[F10] ([F10] is [RESET], note:
on a real Atari 8-bit, [SHIFT]-[RESET] does not have this effect).

Q.4) Why doesn't this game/program run correctly?
A.4.1) It may use player/missle collision detection which is not supported
on the XF2.5. You might have to shell out the $29.95 for 3.0!
A.4.2) (See Question 2).

Q.5) How do I exit XF and return to DOS?
A.5) Press [F5]. Note: this does NOT temporarily 'shell' or 'jump' to MSDOS.

Q.6) How do I get to Atari DOS?
A.6.1) In BASIC, type "DOS" at the "READY" prompt.
A.6.2) Reboot without BASIC on.
A.6.3) Be sure you have a DOS-bootable disk image as the first MSDOS
parameter after the "XFORMER" command. (DOS25.XFD and MYDOS45.ATR
are both DOS boot-disk-images and are both in the XF25.ZIP file or
on your XF3 disk).

Q.7) How do I use MSDOS files with XFormer?
A.7.1) Add the files to the command line and use them as their respective
drives (be sure the first drive is a DOS-bootable disk image).
Example: XFORMER MYDOS45.ATR filename.ext
When booted the Atari will have two drives, D1: will be the MyDOS
4.50 disk image and D2: will be a write-protected disk which contains
only the file "filename.ext". Note: there are bugs in XFormer which
make accessing files from different directories a bit hard, just use
the MOVE (or COPY and DEL) commands in MSDOS to get the file to the
directory where you call XFORMER from.
A.7.2) Use the MSDOS program S2PC (S2PC.ARC available in the Utilities
directory at the UMICH archives) which allows you to access files
within a MyDOS/compatible .ATR disk image without using an SIO2PC
or the XFormer. S2PC let's you read, write, delete, change directory,
and view the directory of a MyDOS/compatible .ATR disk image. It
can be used via command-line parameters from MSDOS, or as a menu.
A.7.3) If you can, use the MSDOS program ATARIMG, which is much like
S2PC but has a nicer, more graphical (less-menu driven) interface.
(Unfortunately, this doesn't run on all IBM's!)

Q.8) Just what ARE .ATR and .XFD files?
A.8.1) Refer to the XFormer and SIO2PC manuals for details on these files.

A.8.2) Simply put, they are Atari disks, stored as files which are as big
as the disk they represent (an 88k disk image will use 88k on the
IBM). .ATR files are used by SIO2PC (see below) as well as the
XFormer (and the S2PC program mentioned above). .XFD files are used
by ST Xformer (the Atari 8-bit emulator for Atari ST's) and PC
Xformer (XF2,XF25,XF3).

Q.9) What's SIO2PC?
A.9.1) Refer to the XFormer and SIO2PC manuals for details on this program.
A.9.2) This is a program which runs on IBM/compatibles which, with the use
of a simple (and relatively inexpensive) cable, makes the IBM act
as though it were an Atari disk drive. (Up to four drives, actually).
It uses disk image files (.ATR's) and can also let the Atari access
single IBM files (much like XFormer does) as a single file all alone
in its own disk. It also currently allows Print-Thru (all access to
the Atari "P:" (printer) device can be redirected to the IBM's printer,
screen, or MSDOS file; different translations/conversions are
user-defined when the Print-Thru mode is turned on). Finally, with
the use of two programs on the Atari 8-bit (the only two programs
that currently have anything to do with SIO2PC that have been written
(to my knowledge) for the Atari 8-bit), the IBM can be controlled
remotely (commands are sent from the Atari, typing on the IBM is not
necessary) and files can be sent directly to the IBM's drives.

Note: The following sections will simply discuss Atari BASIC, the Atari OS,
and Atari DOS 2.5 and MyDOS 4.5x (because these topics seem the most
relevant to the less-knowledged/experienced XFormer users).

---=== Getting around on the Atari: DOS and OS ===---
I. AtariDOS and MyDOS QuickReference:

MyDOS (4.50 and 4.53) presents the user with the following commands:

[*] Disk directory of current directory (like "dir *.*" in MSDOS)
[1]-[9] Disk directory of a disk drive (like "dir a:*.*" - "dir i:*.*")
[A] Disk directory (like "dir <mask>" and optional output destination)
[B] Quit to cartridge
[C] Copy file(s) ("<source>,<destination>" copies from one place or
disk to another, just "<source>" copies from one place on one disk
in a drive to the same place on another disk in the same drive
(asks for swapping))
[D] Delete file(s) (add "/N" to delete without being prompted first)
(add ">*.*" or ":*.*" after a subdirectory name to delete the
files within it. A subdirectory name alone will delete the
subdirectory (if it is empty and unlocked)). (Acts like both
"del" and "rd" in MSDOS.)
[E] Rename file(s) (renaming multiple files is allowed, but be careful).
(like "ren <old> <new>" in MSDOS - with MyDOS, use "," between
old and new masks.)
[F] Locks file(s) from overwrite, deletion and appending (like
"attrib +r <mask>" in MSDOS.)
[G] Unlocks file(s) (returns them to their default state).

[H] Writes DOS files to a disk (this creates a disk which boots with
the current version of MyDOS you are using and also has the menu
file "DUP.SYS" on it as well). (This is like "sys"(?) in MSDOS.)
[I] Formats a disk (add "/N" after the drive number to do a quick-format
of an already-formatted disk (ie, just a very fast delete "*.*").
[J] Duplicate disk (copies an entire disk, including boot sector,
when using XFormer, it's much quicker to just copy one .XFD or .ATR
to another).
[K] Make binary file: saves memory and makes it binary-loadable. See [L].
[L] Load binary file: loads a compiled program. (like "<filename>" in
MSDOS, except any ".EXE", ".COM", ".OBJ", etc. is still required.)
[M] Run at address. Mainly for advanced users. Reboot is "E477",
reset is "E474" (these are the hex values of the addresses where
the routines to reboot and reset are.)
[N] MEM.SAV: when this is on, whenever you go to DOS (from BASIC,
for example) it will write what is in memory to a file "MEM.SAV"
so that when DUP.SYS (the menu) loads it isn't lost forever.
When you exit DUP.SYS with the "B: Run Cartridge" command, MEM.SAV
is reloaded and the environment should be as it was when you left.
It's probably quicker to simply "SAVE" your programs (if in a
language) which aren't nearly as big as all of the memory that
MEM.SAV saves.
[O] Options: this presents the user with some options. Mainly for
advanced users or special setups. See the MyDOS docs for details.
[P] Set density. Forces a drive to be recognized at a certain density
if MyDOS can't figure it out. (??)
[Q] Make a subdirectory. (like "md" or "mkdir" in MSDOS).
[R] Set default directory. (like "cd" in MSDOS and "cwd" in SpartaDOS)
This makes "D:" now the same as a subdirectory or other drive.
ie, "D2:" will make all calls to "D:" act as though they are to
"D2:" instead. Some programs when prompting for filenames do not
add "D:" to the beginning if one is not present, they add "D1:".
If you don't trust a program to look to "D:" instead of "D1:" and
you want it to look to some place OTHER than "D1:" (ie, where "D:"
is pointing which could be a VERY long path list), just add "D:"
to the beginning. ALSO, some programs don't even ADD "D:"'s if they
aren't in the filenames you give and may give errors (138, for
example: device not present, ie, if you said "TESTFILE.DAT" it
may think you want "T:" instead of "D:TESTFILE.DAT").
[S] Set ramdisk number. This is also under [O]ptions.
[V] Verify writes. This is also under [O]ptions. When Verify is on,
writes will be slower but 100% reliable. With it off, writes will
be much faster but possibly not as reliable (on bad disks, for
example). Default is off.

AtariDOS presents the user with the following commands which are identical
to MyDOS's commands: A,B,C(no swaping),D,E,F,G,H,I(some densities),J,K,L,M,N

AtariDOS 2.5 presents the user with the following commands not present or
not the same as MyDOS's commands:
[O] Duplicate file. This is used to copy a file from one disk to another

using only one drive. (In MyDOS, giving just a source will make
[C]opy act like DOS 2's Duplicate.)
[P] Format Single. In DOS 2.5, this is used to format 88k (Single Density)
disks. To format an Enhanced Density (127k) disk, just use [I].
In DOS 2.0, [I] is the only format option and only handles 88k.
(I may be wrong, but I have never had a Double Density drive under
Atari DOS 2.0 or 2.5!)

II. General DOS and OS questions:

Q.1) How do I access the disk drives?
A.1) First, you need to have booted with a DOS. All but one DOS is on
disk (SpartaDOS X is on cartridge). When the Atari boots up, it
does some of its 'boot-up stuff' which includes looking for a
disk drive connected and turned on which is set up as drive #1.
It then begins to load from the disk's "boot sector". If none
exists or there's a nasty error on the disk, you get the
"BOOT ERROR" notice until the error is fixed. (On SpartaDOS disks,
even non-bootable disks have a boot sector, but all the boot
sector is is a small program which displays a 'not a boot disk'
error).
To end the digression, the answer to 'how do I access the disk
drives' starts with 'you must boot the Atari with a DOS'. Check
the 8-bit FAQ and the UMICH and other FTP archives for lists of
DOSes available for Ataris, but the most used are Atari DOS (for
compatibility with almost ALL older software), MyDOS (for an
Atari DOS compatible high-end DOS), and SpartaDOS (for a very
high-end DOS which looks much like MS-DOS but unfortunately
cannont run all software which runs fine with Atari DOS and
MyDOS.) Note: SpartaDOS does NOT run on Atari 400's and 800's
(except the cartridge versions and I believe disk version 1.1).
Now that you have a DOS loaded, the Atari understands the
"D:" device (see below for Atari devices). Since there is more
than one disk drive, you have to be able to tell them apart.
The Atari uses numbers when it has more than one of the same
device, so "D1:" is drive 1, "D2:" is drive 2, "D3:" is drive 3,
etc.!
After the "D:" device name comes the filename. Of the most used
DOSes, only MyDOS supports lowercase letters in filenames, but
since most programs force uppercase entry for filenames, nobody
really seems to use lowercase in their filenames.

Q.2) How do I copy things from one place to another?
A.2) Atari DOS and MyDOS give you the "C" command in their menu
interface. When it asks for a source and destination, you can
use wildcards (* and ? like in most other DOSes) to copy more
than one file at a time. You can also present no destination
so that a file can be copied from one disk in drive 1 to another
disk in drive 1, for example, and the DOS will ask you to insert
each disk.

Q.3) What are subdirectories?
A.3) Subdirectories are places where files go which are just like the normal directory of a disk, except the they happen to be WITHIN that normal directory, or even another subdirectory. For example, you can have your disk divided up into the "GAMES" files, the "GRAPHICS" files and the "SOUNDS" files. A directory of the disk (the "root" or "base" or "trunk" directory) will simply list the three subdirectories, "GAMES", "GRAPHICS" and "SOUNDS". Then, if you ask for a directory listing of the "GAMES" subdirectory, you will see the files (and perhaps other subdirectories) within the "GAMES" directory. Think of it as a tree. For people familiar with Macintoshes, "Folders" are simply subdirectories. A window which appears when you open a "Disk" Icon is the "root", and all of the "Folders" within it have more windows in them which also have file and folder icons.
Here's a comparison to using subdirectories on different DOSes
root 'GAMES' 'SPACE' within 'GAMES'
AtariDOS D: n/a n/a
MyDOS D: D:GAMES: D:GAMES:SPACE:
SpartaDOS D: D:GAMES> D:GAMES>SPACE>
MSDOS (IBM) \ \GAMES\ \GAMES\SPACE\
Note, only Atari DOS would be using drive 1 here, all other DOSes are not necessarily using drive 1, and MyDOS and SpartaDOS may already 'be within' a subdirectory.
In MyDOS and SpartaDOS (and MSDOS), you can change the 'current' or 'default' directory to a different place (a different drive or a subdirectory). "D:" can stand for "D1:" (like AtariDOS always does) or "D2:GAMES:SPACE:"! PLEASE READ THE MYDOS DOCUMENTS FOR DETAILS ON THIS!

Q.4) What does "P:", "E:", "K:", etc. mean?
A.4) As stated before, the Atari has devices. "D:" is added when a bootable disk in drive 1 is read. Other exist as well:
C: cassette - readable and writeable, no filenames
D: disk drive - readable, writeable, random access, directory, files, multiple devices (up to 9 on MyDOS and newer SpartaDOS, 8 on AtariDOS)
E: editior - readable, writeable. This is how input from the keyboard and output to the screen is normally handled. If you wish to type a small file up by hand and have it sent to the printer or a file, use "E:" as the source.
G: graphics - writeable. This is not built into the Operating System but must be loaded. This is an Epson-compatible printer driver which can easily dump graphics.
K: keyboard - readable. This is just the keyboard. Input from it is not 'echoed' back like with the "E:ditor".
M: multi-mouse - readable, writeable? This is not built into the Operating System but must be loaded. This is a handler which runs in the background and accepts input from either a mouse, a joystick or a touch-tablet and displays a mouse pointer on the screen.

P: printer - writeable. Send data to this and it will appear
on the printer. You can print files (documents, etc.) by
using "P:" as the destination. The Atari XL/XE OSes support
"P1:" and "P2:", although I believe this usage is rare.
R: RS232 - readable, writeable, concurrent mode. This is not
built in to the Operating System, but is loaded. It supports
modems. The Atari 850 Interface has it's "R: handler"
'built-in', which means the Atari also looks for an 850 (or
other compatible interface) and receives the "R: handler" code
from it. Other interfaces and the Atari 'direct-connect'
modems require a file to be loaded which contains the "R:"
code. "R1:" and "R2:" is also supported, but also its usage
seems rare.
W: Windowing (screens) - readable, writeable. This is a graphics
8 graphical windowing driver (rarely used, unfortunately!).
It must of course be loaded as well.
Z: RTime8 clock - readable, writeable. This is also not built
in to the OS, but loaded. This is loaded from disk and lets
the user access the "RTime8" real time, battery-backed up clock
for the Atari 8-bit. (This is a cartridge-based device).
I am unaware of any "Z:" clone which let's you set the Atari
internal (non-real time, non-battery-backed-up) clock if you
do not have an RTime8, although I'd love to see one! <hint!!>

Q.5) How do I print something from DOS?
A.6) As stated above, just use the "C"opy command, then use the file
you wish to print as the 'source', and "P:" as the 'destination'.
Example: "D1:DOCUMENT.TXT,P:"

---=== Getting around on the Atari: BASIC ===---

Q.1) What does "READY" mean?
A.1) Again, this is simply the prompt that Atari BASIC (and most older
BASIC's) presents the user when it is in "Immediate" mode.
Entering a command will cause it to act immediately.
Entering a line number and then a command will place that line into
the current program.
Entering a line number alone will remove that line from the current
program.
To start a program, use the "RUN" command.
To erase a program, use the "NEW" command.
To clear variables, strings and arrays, use the "CLR" command.
To load a program, use the "LOAD" command followed by a filename
(see below). To load and run a program, use the "RUN" command followed
by a filename.
To save a program, use the "SAVE" command followed by a filename.
To list a program, use the "LIST" command followed by an optional
start and end set of lines seperated by commas.

Q.2) Where can I learn Atari BASIC?
A.2) A (set of) file(s) will be created explaining all of Atari (and Turbo)

BASIC's commands and their usage. (A larger file may be produced
which will be based on examples provided in the Atari BASIC Reference
Manual). (As of Jan. 7, 1995, these particular files do not exist).

Q.3) How do I quit BASIC?
A.3.1) Type "DOS" to quit BASIC and return to DOS.
A.3.2) Type "BYE" to quit BASIC and exit to the OS's "bye" routines
(Atari Memo Pad on 400/800's, Atari Rainbow on 1200XL's, and
Self Test on other XL's and XE's). (Note: On 1200XL's, use [HELP]
to go to the Self Test when the Atari Rainbow appears).
A.3.3) For XFormer users, remember, [SHIFT]+[F10] reboots and toggles BASIC.

Q.4) Why don't strings work?
A.4) Strings must be "dimensioned" like arrays in Atari BASIC. Strings
are special character arrays. See the BASIC usage/etc. files mentioned
in the answer to question 2. Simply put, to make a string that will
accept up to "#" character, use DIM <name>$(#) . Example:
DIM A$(10) - now A$ can contain between 0 and 10 characters.

Q.5) How do I make graphics?
A.5) Use the "GRAPHICS" command to switch between the following screen modes:
(Note: All modes except 0, 9, 10 and 11 have four lines of 40 x 24 x 2
sized text covering the bottom of the screen. Add "16" to the mode
number to remove this window (but do not make any PRINTs or PUTs to
the standard output otherwise a GRAPHICS 0 screen will appear))
(Note: Add "32" to the mode number to keep the screen from clearing
when it appears. One problem, however, all screens overlay each other
so unless you only use certain modes at certain times, parts of some
screens will become (or start out) with 'garbage' on them.)
0 40 x 24 x 2 text
1 20 x 24 x 5 text
2 20 x 12 x 5 text
3 40 x 24 x 4 graphics
4 80 x 48 x 2 graphics
5 80 x 48 x 4 graphics
6 160 x 96 x 2 graphics
7 160 x 96 x 4 graphics
8 320 x 192 x 4 graphics
9 80 x 192 x 16 luminence-only graphics
10 80 x 192 x 9 graphics
11 80 x 192 x 16 hue-only graphics
12 40 x 24 x 4-colored text
13 40 x 12 x 4-colored text
14 160 x 192 x 2 graphics
15 160 x 192 x 4 graphics
Commands available in Atari BASIC for manipulating simple graphics
include:
PLOT x,y POSITION x,y COLOR c (c=color or character value)
DRAWTO x,y LOCATE x,y,r (where r is where result will be stored)
SETCOLOR c,h,l (c=palette location, h=hue, l=lum)
Colors:

COLOR command colors are not identical to SETCOLOR command colors:
COLOR 0 will draw using the background color, set with
SETCOLOR 4,hue,lum
COLOR 1 will draw using color "0", set with
SETCOLOR 0,hue,lum
COLOR 2 will draw using color "1", set with
SETCOLOR 1,hue,lum
COLOR 3 will draw using color "2", set with
SETCOLOR 2,hue,lum
Except in GRAPHICS mode 10, where COLORs 0, 1, 2, and 3 must be
POKEd into memory locations 704, 705, 706 and 707 (the
player/missle graphics color locations). Examples of this will
be presented in the BASIC usage files. (Sorry)

Q.6) How do I make sound on the Atari
A.6) Remember, XFormer 2.5 doesn't support sound! (XF3.0 does)
But anyway, in Atari BASIC:
SOUND c,p,d,v
c=channel (0-3)
p=pitch (0-255)
d=distortion (0,2,4,6,8,10,12 or 14)
v=volume (0-15)
The buzzer character is CHR$(253) aka [CONTROL]+[2] (NOT [CONTROL]+[G])

Q.7) How do I move the cursor and edit?
A.7) The Atari "E:" device (standard input/output which is the "editor")
allows the following characters for editing:

Key: AtASCII #: Use:
Atari none Turn inverse on/off (Atari 400/800 kybds)
Inverse [Triangle] none Turn inverse on/off (Atari XL/XE kybds)
CAPS none Turns caps-mode to lowercase (400/800 OS)
CAPS none Toggles caps-mode from upper to lower (XL/XE)
Sh-CAPS none Turns caps-mode to uppercase (all OSes)
Ct-CAPS none Turns caps-mode to [Control]-[Lock] (all)
Up ([^-]) 28 Move cursor up
Down ([^=]) 29 Move cursor down
Left ([^+]) 30 Move cursor left
Right ([^*]) 31 Move cursor right
Space 32 Move cursor right (overwrites w/Space char)
BackSpace 126 Move cursor left (deletes previous char)
Delete ([ShBkspc]) 156 Deletes a (logical) line (1-3 physical lines)
Insert ([Sh>]) 157 Inserts a physical line
Ct-Delete ([^Bksp]) 254 Deletes char under cursor, pulls rest left
Ct-Insert ([^>]) 255 Inserts space under cursor, pushes rest right
ClearScn ([^<]) 125 Clears screen
Bell ([^2]) 253 Sounds buzzer
TAB 127 Moves cursor to next TABstop
ClrTAB ([^TAB]) 158 Clears any TABstop under cursor
SetTAB ([ShTAB]) 159 Sets a TABstop under cursor
ESC 27 Sets ESCape (next edit char after is shown,

not done, non-edit chars shown (like normal))
RETURN 155 Sends End Of Line (moves cursor to lowerleft
of next line, accepts input)
Note: Inverse characters have values of the normal version of the
characters plus 128. (The only non-viewable inverse character is
inverse-ESC, or what would be the [ESC],[RETURN] combination. The
character exists, but must be set into screen RAM by hand. Oh well,
at least you still have 255 easily viewable characters! <grin>)

Q.8) How do I make the editor characters appear
A.8.1) As shown above, you must have an ESC sent before them.
When simply entering text, type [ESC] then the edit key and the
character for that edit key should appear.
When entering text in a PRINT statement, you must have it send an
ESC beforehand, so first type [ESC],[ESC] to make an ESCape character
appear, then type [ESC] then the edit key and the character for that
edit key should appear. When the PRINT statement is executed, the
first ESCape (which you typed as two [ESC]'s) will make the editor
SHOW the following character (even if it is an edit character), then
the character which you entered (with [ESC] and then the edit key)
will make that character appear. This makes it difficult to align
a set of PRINT statements which make a multi-line picture or menu
which uses viewed edit keys. It is probably best to have all of the
lines in your program with the PRINT statements that can fit visible
on the screen, then edit them (without putting any of the ESCape
characters in, then when the picture looks like how you want it on
the screen, move the cursor to on top of each edit-key character and
press [Control]+[>] (Control-Insert). A blank space should appear
under the cursor and the rest of the line should move right. Now,
type [ESC],[ESC] and an ESCape edit-key character should appear
where the blank space was. When you are finished doing that for
each line with those PRINTs in it, BE SURE TO ENTER THEM INTO THE
PROGRAM BY PRESSING [RETURN] ON EACH OF THOSE LINES! Whew!
A.8.2) Set the memory location "766" to "1" with the command "POKE 766,1"
to turn on the no-edit mode (ALL characters except End Of Lines
will appear, even ClearScreens!) When you want to go back into
normal mode, set the location back to "0" with "POKE 766,0".

Q.9) What's with the colors changing?
A.9) THIS, MY FRIEND, IS THE FIRST EVER SCREEN SAVER! This is called
"Attract mode" as was used on the Atari 2600 and Atari 400/800/XL/XE
series (and probably on the 5200 and 7800 but I cannot confirm this).
When a key hasn't been pressed for 7 or 9 (depending on OS, model, etc)
minutes, the screen colors begin changing, thus protecting your TV
or monitor from having a static image burned on it.
To turn this mode off, press a key, or, if within a program, use the
command "POKE 77,0" at least once every few minutes (IF the screen is
active, otherwise turning it off would be kinda useless).
To turn it on, wait 7 or 9 minutes without pressing a key or having
location "77" set to "0", or set location "77" to "128" with
"POKE 77,128", voila! instant attract mode!

Q.10) How do I access 'devices' on the Atari?
A.10) The following commands are available to Atari BASIC's (and also
variations on these are available in most other Atari languages!):
OPEN #a,b,c,d$ Opens channel 'a' for access to 'd$' in mode 'b'
with auxillary mode 'c'. Channel 'a' must be
free or a 'Channel already open' (129) error
occurs. Examples:
OPEN #1,4,0,"K:" - input from keyboard
OPEN #2,8,0,"P:" - output to printer
OPEN #3,12,0,"D:FILE" - random access to disk
OPEN #4,9,0,"D:DATA" - append-output to disk
OPEN #5,13,0,"R:" - concurrent to RS232 (modem)
OPEN #6,6,0,"D:*.TXT" - directory access to disk
(reads directory of "*.TXT" mask)
CLOSE #a Closes channel 'a' (freeing it for use)
GET #a,b Reads a byte from channel 'a' and stores it in 'b'
PUT #a,b Puts byte 'b' onto channel 'a'
INPUT #a,b$ Reads a string (up to 255 bytes and a REQUIRED
'end of line' (character 155)) from channel 'a'
and stores it in 'b$'
INPUT #a,b Reads a string (up to 255 bytes and a REQUIRED
'end of line' (character 155)) from channel 'a'
and stores the numeric value of it in 'b'
PRINT #a,<stuff> Just like the normal BASIC PRINT statement, but
sends the information to channel 'a' (semicolons,
comas, and mixed types are of course allowed).
STATUS #a,b Reads the error 'status' of channel 'a' and stores
it in 'b'
XIO a,#b,c,d,e$ General I/O call. This a little complicated and
may be expanded upon in a future revision. Just be aware of the
following:
a - command
b - channel to use (usually must be free)
c - auxillary mode 1
d - auxillary mode 2
e$ - file or device to act upon
Examples:
XIO 32,#1,0,0,"D:FILE,OLDFILE" - renames file
XIO 33,#1,0,0,"D:OLDFILE" - DELETES file
XIO 34,#1,0,0,"D:GAMES" - creates a directory in My- & Sparta-DOS
XIO 35,#1,0,0,"D:NEWFILE" - locks a file from over-write and
deletion
XIO 36,#1,0,0,"D:NEWFILE" - UNlocks a locked file
XIO 40,#1,4,0,"D:PROG.OBJ" - loads and runs a binary file
(like "L" in Atari and MyDOS)
XIO 40,#1,5,0,"D:PROG.OBJ" - loads a binary file
(like "L" in Atari and MyDOS with the "/N" option)
XIO 41,#1,0,0,"D:GAMES" - changes default directory that
drive/subdirectory (all calls to "D:" will now occur within
that drive/directory)
XIO 254,#1,0,0,"D2:" - FORMAT a disk (in Atari DOS 2.5, this is

format 'enhanced', to format 'single' density, use XIO 253)
(in MyDOS, this is format, but not 'enhanced', use
XIO 253,#<channel>,1,0,"D<drive>:" for format a drive in enhanced
mode).
NOTE: 39 and 40 are the same. Also note the useage of AUX1 in the
"XIO 40" example.

---=== Getting Atari files to an IBM: ===---

Q.1) How can I read Atari disks on my IBM?

____
[note:] Someone please give more details or corrections here! Thanx!
~~~~~~~
A.1.1) If you have double-density Atari disks, you can use the program
"Util" on the IBM which can read double-density Atari disks. Please
see the Atari 8-bit FAQ for more details.
A.1.2) If you have an Atari 1050 disk drive, you can use the program MULE
to copy files, one file at a time, 20k chunks at a time, from the
Atari to the IBM. You first must format a 180k disk on your IBM,
the run MULE on your Atari to get a file onto the MULE disk, then
run MULE on the IBM to get the file onto the IBM. Tedious, isn't
it? MULE wasn't meant to be a fully-functional program, just a
demo to show that this was even possible.
A.1.3) If you're fortunate to have a Black Box interface on your Atari,
you can get an external IBM drive and the Black Box's add-on, the
Floppy-Board and simply copy files from your Atari disks or hard
drive(s) onto IBM disks via the floppy board, then load them up
on your IBM.

Q.2) Ok, I can't do any of that, now what?
A.2.1) You can use SIO2PC, which is a program for IBM's which turns your
IBM into a set of Atari disk drives. You need the SIO2PC cable
(which you can purchase, assembled or unassembled, or buy parts
and build it yourself) and the SIO2PC software (available at UMICH).
Connect your IBM to your Atari, load SIO2PC, and then run the
program FILE2PC on the Atari to transfer files to the IBM's hard
drive. Or instead create a disk image within SIO2PC and copy files
from one disk (a real Atari floppy) to another (the SIO2PC image)
with the Atari or MyDOS "C"opy command. If you want to extract files
out of the SIO2PC disk image file and store them on your IBM's hard
drive or floppies as single files, either again use FILE2PC or use
S2PC, an IBM program which can extract files from or add files to
MyDOS-compatible SIO2PC disk images!
A.2.2) You can use two modems to download files from your Atari 8-bit.
A.2.3) If you don't necessarily want files that you already have on your
Atari 8-bit, you can download files from the huge collection
available at FTP sites and Atari 8-bit supporting bulletin boards
and save them onto your IBM.
A.2.4) If you have only one modem, so you can't connect both your Atari
8-bit and your IBM together via modems, you can do it via null-
modem, OR you can upload files from your Atari to some bulletin
~~~~~~~

board or account you have access to, and then connect the modem
to your IBM and download the files.

Q.3) Is there any easier way to get Disk Communicator (Atari disk image)
files to and from SIO2PC disk images or PC Xformer XFD disk images
other than using Disk Communicator 3.2 on my Atari! I mean, both files
are disk images! They're both on my PC's hard drive! <cry>
(AND NOTE: DiskComm. doesn't like SIO2PC a lot of the time anyway!)
A.3.1) Yes! There's a new IBM program out called DCM2DSK.
(Why "DSK" and not "ATR"? To keep people from getting confused with
the ATR-8000(?)) The current version is '2' and it's available at
UMich's archives and probably elsewhere. Filename: "DCM2DSK2.ZIP" in
the SIO2PC directory.
A.3.2) There's also a new program which converts DCM's to XFD's. I need to
look at it myself first before I can describe it (or someone help
me, please?)

---=== Where to get or FTP files mentioned in this FAQ: ===---

The PC Xformer 2.0 and 2.5 can be downloaded from the "ftp.clark.net" FTP
site:
Directory/file-path: systems/msdos/emulators/xf25.zip (or xf2.zip)

PC Xformer 3.0 can be purchased for $29.95 (prices may vary) from:

U.S.A.
======
American Technavisions 510-352-3787, fax 510-352-9227
B & C Computervisions 408-986-9960, fax 408-986-9968
Mid Cities Computers 310-867-0626, fax 310-920-8933
Rising Star Computers 800-252-2787, fax 513-254-7970
Toad Computers 800-448-8623, fax 410-544-1329

Germany
=======
Atari Bit Byter User Club +49 02366-39623 (same for fax)
KE-Soft +49 06181 87539, fax: +49 06181 83436

United Kingdom
==============
Micro Discount +44 021 353 5730, +44 021 352 1669

or directly from Branch Always Software: (USA)
14150 N.E. 20th Street, Ste 302, Belleuve, WA 98007.
1-206-369-5513, fax 1-206-885-5893
e-mail: BraSoft@aol.com

The following programs are availabel at the "archive.umich.edu" FTP site:
SIO2PC: atari/8bit/sio2pc/*.* (all files are SIO2PC/utility files)
Mule: atari/8bit/Diskutils/mule.com (Atari), mule.exe (IBM), mule.txt
Util: atari/8bit/Utilities/myutil.zip (IBM)

AGAIN, >>> PLEASE <<< CHECK OUT THESE OTHER FILES:
ATARI 8-BIT FAQ
PC XFORMER DOCUMENTS
MYDOS DOCUMENTS
SIO2PC DOCUMENTS

Thanx!

Contacts:

I (Bill Kendrick) can be contacted at:
mailto:kendrick@vax.sonoma.edu,
or on the "comp.sys.atari.8bit" and "comp.emulators.misc" newsgroups,
or New Breed Software, 59 Palm Lane, Novato, CA 94945-2574 USA.

Darek Mihocka, the author of the PC Xformer can be contacted at:
mailto:BraSoft@aol.com
or on the "comp.sys.atari.8bit" and "comp,emulators.misc" and
other newsgroups,
or Branch Always Software, 14150 N.E. 20th Street, Ste 302, Belleuve,
WA 98007 USA.

Micheal Current, keeper of the Atari 8-bit FAQ files can be contacted at:
mailto:mcurrent@carleton.edu,
or on the "comp.sys.atari.8bit" newsgroup.

PLEASE add questions and report any mistakes or bugs to me ASAP.

-bill

3542. Re: A "homecoming?" Your opinions...

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-23 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ncvnt$hea@nic-nac.CSU.net>
Source record: 92283

Heh-heh-heh.. going to post it JUST before your e-mail address changes, huh?
Perhaps you're anticipating the ever-present flame throwing us 8-bitters
get (of course, not often from ex-Atari-8'ers, but from people who either
got into computing (or were BORN) after its era, or were into C=64s or AppleIIs
back then. :))

Good luck! Neat idea!

>I've< always wanted to write the TV show Computer Chronicles and tell them
we're still around and mention things like...

ColorView
IntelOutside (8-bit in a PC-case)
BlackBox/FloppyBoard
MIO-2
Sweet16
Mars8
SIO2PC
us here at c.s.a.8 (and elsewhere), esp. the programmers

>:^)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3543. Re: 800 vs 800XL question

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-23 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3nd009$hgh@nic-nac.CSU.net>
Source record: 92284

1) Who's KMK
2) What's SI.COM
3) My guess as to the problem (gibberish on a scan-line)..
65816 is >99%< compatible with the 6502.. I believe all it misses is
NOP (no-operation) - the time-wasting command. Some demos/graphics displays
(GED, Our5oft demo, Sweet Illusions demo bio intro, etc.) use the NOP
in part of their HORIZONTAL display list change trick (ie, Graphics 8 on
the LEFT half, Graphics NINE on the RIGHT!!)).

I think that when I get a Sweet16, I'll be needing another 800XL and a PAL800XL
(finally :))...

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick
need need need <$igh...>

3544. magazines for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-23 00:00:00 UTC
From: ah292@cleveland.Freenet.Edu
Message-ID: <3nd3po$mps@usenet.INS.CWRU.Edu>
Source record: 92285

```
for sale:

Atari 8-bit magazines from mid 1980's to late 1980's.
Atari ST magazines from late 1980' to early 1990's

if interested and/or want a detailed list of what mags I have
please leave me a message at
ah292@cleveland.freenet.edu
no reasonable offer refused for single or multiple mags.
```

3545. Re: PC Xformer Problems!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-23 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ncli9$av8@nic-nac.CSU.net>
Source record: 92286

A few things..
1) cool ideas!
2) you CAN do this:
XF25 disk.atr file1.com file2.txt file3.arc file4.obj
copy 2 to 1, copy 3 to 1, copy 4 to 1, copy 5 to 1
3) Atari disks can (with the standard, popular DOSes) support up to 16MB disks. 180K is pretty small nowadays! :)
4) Get S2PC or ATARIMG. They're PC programs which let you do this and that to/between ATR disk images and your PC's files.
5) Get DCM2DSK - makes converting DCMs into ATRs MUCH easier! :)
6) Use ATRs :) They're much more flexible :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3546. Re: FlickerTerm

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-23 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <R4495XZ.jeking7@delphi.com>
Source record: 92287

I would just like to see Ymodem and a scroll back buffer.

In addition, what's the chance of making an XEP80 version (send
everything to E:)??

I know it defeats the purpose, but it would remove all that
flickering by putting the graphics through the XEP80.

Just an idea..

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

3547. WANTED: Rally-X for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-23 00:00:00 UTC
From: DAG.HUGDAHL@flight.org
Message-ID: <02a_9504250106@flight.org>
Source record: 92288

Quoting From: sydtech@winternet.com (Allison Butler)

AB>Was a version of this classic ever released for the Atari 8-bits? The
AB>closest I've got is a game called Parallax, which is a grid/maze shoot em
AB>up. It's close, but not close enough....
AB>
AB>Thanks!
AB>Scott

Do you mean the scrolling game with a race car attempting to collect
flags scattered throughout the "maze"? That was one of my coin-op favorites.
Probably the closest I've seen to that is Getaway!, I think originally
released by APX (Atari Program eXchange).

-Dag-

---
* PabQwk 2.0 #23 * ERROR- 170: File not found ... should I fake it? (Y/N)
---------- -//- ----------
Internet: DAG.HUGDAHL@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3548. Home security via Atari XEGS

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-24 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <3ng8dh$dun@news.xmission.com>
Source record: 92205

I'm thinking about creating a home security system using an extra XEGS.
What I have in mind is this:

I run wire out to the gate at the front of my house with magnetic sensors
or something. If the gate is opened, the system will recognize this and
put forth a little alarm.

Has anything like this been created already? No sense in duplicating
effort..

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

3549. 800XL won't work in colour...

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-24 00:00:00 UTC
From: acb4@ukc.ac.uk
Message-ID: <10616@raven.ukc.ac.uk>
Source record: 92206

I've just bought an old 800XL. It seem to work fine, except that the
TV picture is only black & white. I've had a fiddle around with it,
but can't seem to see what's up.

Does anyone have any ideas what's wrong? Or anything I can try?

Cheers,
Alan

3550. Re: 50/60Mhz problems

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-24 00:00:00 UTC
From: MBITDC9306@titan.newi.ac.uk
Message-ID: <9504241618.AA19496@dylan.newi.ac.uk>
Source record: 92207

> It is not a big deal to get a computer from Europe. The problem is to get
> a cheap multisystem TV or multi-sync monitor for that computer. Well,
> perhaps it would also be cheaper to get a small TV from Europe as well.

> Vladimir
> vjancare@magi.com

Not a big deal, but not very cheap. I was talking to one of the guys
who run TWAUG yesterday, and he was saying that someone recently
asked them if they could do this. Unfortunately, although the
equipment would be pretty cheap, the postage costs would be
horrendous ... especially for a TV.

Dave
David Wyn Davies
The Atari Classic Programmer's Club
mbitdc9306@newi.ac.uk

John Major said: 'We will reduce taxes when it is
prudent to do so.'
Prudent for who? The country or the Tories? I wonder
what odds William Hill will give on taxes being cut
6 months before the next election?

Sleaze is a word invented by the Conservatives.

3551. Re: 50/60Mhz problems

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-24 00:00:00 UTC
From: MBITDC9306@titan.newi.ac.uk
Message-ID: <9504241610.AA19369@dylan.newi.ac.uk>
Source record: 92208

> bosco@host.yab.com <bosco@host.yab.com> wrote:
> : The programmers in Europe should take this 60/50mhz problems into
> : account. This would make all their software compatable with all 8-bits.
> : Some of them apparently have done so, like the Hi-Tech Team and Bewesoft.
>
> They are going to need a good reason to give a damn. I know European
> programmers for the Commodore didn't give a damn. I think a good reason is
> that the userbase for this machine is diminishing quickly, and if they want
> to target the entire userbase then they should come out with two version
> NTSC and an PAL version. They can write it totally for NTSC code and
> just throw in several NOPs to reduce flicker/etc.

I've just heard of something that might interest users of NTSC
machines. One of the club members in the States has come up with a
hardware hack that will allow US Atarians to run European software
without any problems (apparently). He's set to start advertising it
soon (if he hasn't already done so. I'm trying to catch up with my
Easter mail :-)

Dave
David Wyn Davies
The Atari Classic Programmer's Club
mbitdc9306@newi.ac.uk

John Major said: 'We will reduce taxes when it is
prudent to do so.'
Prudent for who? The country or the Tories? I wonder
what odds William Hill will give on taxes being cut
6 months before the next election?

Sleaze is a word invented by the Conservatives.

3552. Re: 50/60Mhz problem

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-24 00:00:00 UTC
From: MBITDC9306@titan.newi.ac.uk
Message-ID: <9504241625.AA19584@dylan.newi.ac.uk>
Source record: 92209

> To which Bosco went and made a sandwich and then replied:
>
> The programmers in Europe should take this 60/50mhz problems into
> account. This would make all their software compatable with all 8-bits.
> Some of them apparently have done so, like the Hi-Tech Team and Bewesoft.
>
> Are you programmers listening?
>
> John Collins
> (in NTSC-land)

If that was all there is to it, then we'd all have done so. Trouble is that I, for one, have no way of testing if something works on an NTSC system anyway. So if I did want to write something that was 100% compatible, then I'd have to fork out on importing a TV from the states, getting it rigged with a 240V - 110V power adaptor, and get an NTSC Atari to run on it.

Alternatively, I could try guessing if something would work or not :-)

Dave
David Wyn Davies
The Atari Classic Programmer's Club
mbitdc9306@newi.ac.uk

John Major said: 'We will reduce taxes when it is prudent to do so.'
Prudent for who? The country or the Tories? I wonder what odds William Hill will give on taxes being cut 6 months before the next election?

Sleaze is a word invented by the Conservatives.

3553. Re: 50/60Mhz problems

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-24 00:00:00 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3ngjut$b8v@crchh327.bnr.ca>
Source record: 92210

MBITDC9306@titan.newi.ac.uk (DAVID DAVIES) wrote:

> I've just heard of something that might interest users of NTSC
> machines. One of the club members in the States has come up with a
> hardware hack that will allow US Atarians to run European software
> without any problems (apparently). He's set to start advertising it
> soon (if he hasn't already done so. I'm trying to catch up with my
> Easter mail :-)
>
> Dave

I bet many users would like to hear about this. Keep us informed, please.

Thanks

Vladimir
vjancare@magi.com

3554. Re: Name this keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-24 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ngsgg$7nu@nic-nac.CSU.net>
Source record: 92211

Atari 1200XL. Left key = RESET.

Right keys = Start / Select / Option / F1 / F2 / F3 / F4 / Help / Inv / Break

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3555. Re: 800XL won't work in colour...

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-24 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ngt7n$864@nic-nac.CSU.net>
Source record: 92212

Ok, you said "TV" picture. Now, this could mean TV vs. monitor, right?

If the monitor output is also b/w (and I'm giving a 50/50 chance that
the knob I'm talking about ONLY controls TV output - so even if the mon.
output ISN'T b/w) then check the little knob inside on the motherboard.
If I'm right, when you flip the 800XL upside down (keyboard farthest
on the desk/floor/whatever), you can get to it with a little screw-driver
through a hole on the case on the far left corner (ie, near the left SHIFT
key if it were on top). Remember, this is a guess. The 1200XL's in the
center.

Anyway, this controls some sort of color control on GTIA I think and I
remember that if it gets turned too far, pictures go B/W.. Again, I only
played with this a long time ago when I was using RF output on my 1200XL,
so I dunno if it does anything to monitor output.

Now, if it's JUST monitor output that's B/W (which it seems you DIDN'T say),
then, esp. if you have a 4-plug monitor cable, you could be hooking up
Luma into the monitor instead of Video.

Good luck!
Tell me if I'm right/wrong :)
~~~~~~~~~~ probably, knowing me

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick
~~~~~~~~~~

3556. Re: Name this keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-24 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3ngu34$18lh@hearst.cac.psu.edu>
Source record: 92213

James King (jeking7@delphi.com) wrote:
: Came across a keyboard by itself over the weekend, and I cant for the
: life of me, figure out which Atari it came from.
:
: It's a Mitsumi that looks just like an XL keyboard, but it has about 10
: "function keys" across the top right and one solitary function key
: on the top left.
:
: Does this sound/look familiar to anyone??

Its a 1200XL keyboard. Radio Shack had some of them for sale
(the keyboard) many years ago. I wish I had purchased some then.

--
Karll The Ghoull creator of alt.drinks.kool-aid and chia pet undergarments.

ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

3557. Re: NEW graphic adventure gam

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-24 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <137512@cup.portal.com>
Source record: 92214

Mathy, just read an article about the Jaguar in a gaming mag where they interviewed Sam Tramiel. I aggree with you that I would be nice to have a consolidated ![MS DOS, Mac] computer, but the tone of the article seems to be "it won't be attempted by Atari". The way Atari is structured now is everything is made by somebody else, Atari buys it & puts their labels on it (really at the factory <g>) & makes their money by charging a premium over what the manufacturer charges. Sam said the current computer market is too cutthroat for Atari to compete. If penny pinching Atari can't compete, it doesn't look good for anybody.
Rick

3558. Re: IDE Harddrive interface

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-24 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <137511@cup.portal.com>
Source record: 92215

Ben; Actually while the $D100 line is in the ROM region, it's part of the
2k hardware hole from $D000 to $D7FF. Currently, there's nothing in a
1200XL at [$D100, $D600, $D700] so it literally points to air. The Atari
uses pull-up resistors on the data lines so anytime you look at one of these
holes, it'll read $FF since there's no ram/rom/hardware chips to exsert
anything else. It sounds like there may be a typo or two in the file.
Bob may be using the Phase 2 clock on pin 39 rather then an A2 line on
36 or whatever. I've got a few minutes to proof the file if you want to
send it to me.
Rick

3559. Need Happy 7.1 (or greater) software.

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-24 00:00:00 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3nh862$232@news2.delphi.com>
Source record: 92216

Subject says it all. I need the newest version (or at least 7.1) of
the Happy software.

-Bry

3560. Atari 7800 Monitor Output

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-24 00:00:00 UTC
From: bjwiklem@aol.com
Message-ID: <3nh6le$mrq@newsbf02.news.aol.com>
Source record: 92217

I could have sworn a couple of weeks ago there was an article in this forum (or similar) on how to get a monitor output (other than RF, maybe composite) from the 7800.

Anyone have info on how to do it? Please e-mail me with instructions so I can do this (RF is killing me!)

Thanks!

3561. Re: Wanted: a good book on programming the 6502

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-24 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <JC5-B9l.ransom22@delphi.com>
Source record: 92218

Tim Irvin <ziggy29@rahul.net> writes:

> I'd like some recommendations about a good book (or two) on
>programming the 6502. I have reference manuals, a list of the
>instructions and the opcodes, but I'd like something a little more
>in depth, preferably with a few worked-out examples.

The best book I have found (and I have many!) for 6502 assembly language
programming is called "Atari Roots: a guide to atari assembly language",
by Mark Andrews.
Unfortunately, I don't have a spare to sell you, and I have no idea
where you could find it. But, if you CAN find it, I recommend you get
it! :)

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

3562. Re: Home security via Atari XEGS

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-24 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <3nh4ju$prn@dartvax.dartmouth.edu>
Source record: 92219

jeking@xmission.xmission.com (James King) writes:

>I'm thinking about creating a home security system using an extra XEGS.
>What I have in mind is this:

>I run wire out to the gate at the front of my house with magnetic sensors
>or something. If the gate is opened, the system will recognize this and
>put forth a little alarm.

>Has anything like this been created already? No sense in duplicating
>effort..

I once wired up a connection to my door so that the Atari would think the joystick button had been pressed whenever the door was open. With an 800, you can get 20 such connections, along with 8 light sensors (which are read like paddle controllers). Or maybe 24 connections--it's been a long time since I've dealt with what the different pins are for. (Half those numbers for an XL/XE)

Anyway, that should be sufficient for a simple security system.

--PC
--
"First things first, but not necessarily in that order" --The Doctor

3563. Anyone recognize this?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-24 00:00:00 UTC
From: lelie@smail.srl.ford.com
Message-ID: <lelie.325.004EB853@smail.srl.ford.com>
Source record: 92220

I have what is obviously some sort of printer adapter (centronic connector on one end) with a 9 pin "D" connector on the other (joystick port). There is no name or number on the box. I suspect some software (which I might have if I knew what I was looking for) must be run to make the thing work (neither BASIC nor DOS recognises a printer with this thing plugged in to any joystick port). Does anyone recognise/want this thing?

Larry Elie
lelie@smail.srl.ford.com

3564. Re: 1010 & 1020 & XC12

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-24 00:00:00 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3nftuh$nbe@dux.dundee.ac.uk>
Source record: 92221

Vladimir Jancarek (vjancare@magi.com) wrote:
: I've had 2 XC12s. I remember that there was a small default with the
: moving part in which the cassete was inserted. The piece, which locked
: the compartment with tape in it, locked a little bit higher than it was
: supposed to, causing it to look like it was slightly open. That had an
: effect on loading accuracy. In the few days I had to load games using
: a regular speed tapes, I had to put a heavy book on top of the player to
: close it better. Many people fixed that problem by adding a little plastic
: piece so the cover had to be lower to close. With Turbo installed it wasn't
: a problem at all.

SNAP!
I got my XC12 second hand, the guy I bought it off said he had tightened
something up, I thought this was the cause of the problem. Is this common
with XC12s?
BTW, what did the XC11 look like- has anyone got a GIF or anything?
Why was it withdrawn?

What the world needs is a new age.
What the world doesn't need is New Age.

Graeme Fenwick:-

email gfenwick@mcs.dundee.ac.uk
homepage http://www.mcs.dundee.ac.uk:8080/~gfenwick/index.html
---

3565. Raffle & ALL Computers & Electronics SwapMeet: Pacific NorthWest!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-24 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <3nfjb5$enl@kelly.teleport.com>
Source record: 92289
Cross-posted to: alt.forsale,alt.satellite.tv.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.hp.misc,comp.sys.ibm.pc.hardware.misc,comp.sys.mac.wanted,comp.sys.misc,comp.sys.tandy,comp.sys.ti

ACE of America, an All Computers and Electronics User Group, with a special emphasis on Atari. At ACE Swap Meets you might find Atari, Apple, Macintosh, Commodore, Amiga, IBM & Clones, Nintendo, SNES, Sega Genesis, Jaguar, Game Boy, Game Gear and Lynx. You could also find the following items to go with your system, such as Printers, MoDeMs, Monitors, Hard Drives, Disk Drives, Power Supplies, MIDI Devices, Mice, Joysticks, CD Roms, Cables, supplies and Accessories.

ALL COMPUTERS, GAME MACHINES AND ELECTRONICS ARE WELCOME!!

ACE will be holding a combination RAFFLE & SWAP MEET on Monday, June 5th at 7 P.M. It will be an ALL Computer & Electronics Swap Meet with various Raffle Prizes. Funds raised by the Raffle will help us to continue presenting these Swap Meets. Donations of Raffle Prizes will go towards this or Future Raffles. Raffle tickets will be 2 for a $1. And members of ACE will receive their first $1 worth of Raffle tickets FREE! And the final prize of this Raffle will be $25 in cash from the Money Raised by the Raffle. Prizes will be laid out for all to see. Winners will get their choice of available Prizes on display, with the Cash Prize held til the last Drawing. Drawings once be laid out for all to see. Winners will get their choice of available Prizes on display, with the Cash Prize held til the last Drawing. Drawings once started will be every 10 Minutes. Prizes will vary depending on Donations, so to Help make this Raffle a Success, Please be Generous with your Donations. To Donate, call (503)256-9974.

Monthly Swap Meets are Held on the First Monday of each Month from 7 PM. Swap Meets are Held at 1819 NW Everett at the NW Service Center 3 Blocks North of the corner of 18th and W Burnside in Portland, Oregon. USA! Table space is $10. Tables provided as long as they last. Show up early to get a good table, like 6:30 PM.

The Next Monthly Swap Meet will be Monday, May 1st at 7 P.M.

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The Next Monthly Swap Meet will be Monday, May 1st at 7 P.M.

This Message is distributed throughout the Pacific NorthWest, everyone reading and their Brother is welcome to come and Attend!!

Please Direct all Replies to bensmith@teleport.com in E-Mail or call Ben anytime at (503)256-9974.

--

Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

3566. WANTED: Dealers for SwapMeet: Pacific NorthWest!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-24 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <3nfikk$e1v@kelly.teleport.com>
Source record: 92290
Cross-posted to: alt.forsale,alt.satellite.tv.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.hp.misc,comp.sys.ibm.pc.hardware.misc,comp.sys.mac.wanted,comp.sys.misc,comp.sys.tandy,comp.sys.ti

The Next Monthly SwapMeet will be on Monday, May 1st at 7 P.M.

WANTED: Dealers to sell at Upcoming Swap Meets. Dealerships sought
fall into such Categories as Computer Dealers, all kinds. All kinds of
Computer HardWare, SoftWare, Peripherals & Accessories for ALL Computer Makes
and Types.

Also Sought are Dealers in Video Gaming Equipment, such as Video Game
Consoles, Cartidges, Video Game CD Players and Video Game CDs. ALL Video Game
Makes and Types. ALL Video Game Consoles, Cartridges, CDs, Peripherals &
Accessories.

Also Wanted are Dealers in ALL Types of Electronics.

WANTED are Dealers in Ham Radio, CB Radio, Music CDs and other
Recorded Music. Stereo Equipment also Wanted.

Also Wanted are VCR's, Video Tapes (NO PIRATED MEDIA OF ANY KIND,
PLEASE!!), TVs and Satelite Gear.

This is an ALL Computers, Game Machine and Electronics Swap Meet!!

Small Businesses, and all Dealers Welcome and Wanted!!

NO PIRATED ITEMS PLEASE!! NO PIRATED ITEMS PLEASE!! NO PIRATED ITEMS PLEASE!!

NO ADMISSION CHARGE!!! PLENTY OF FREE PARKING!!! NO ADMISSION CHARGE!!!

TABLES $10! CALL FOR RESERVATIONS! REMAINING TABLES, FIRST COME, FIRST SERVE!

Swap Meet Location in Portland, Oregon. USA. At 1819 N.W. Everett St.
at the NorthWest Service Center On the First Monday of each Month.

To find out about more about the Swap Meet or Table Rentals.
Reply in E-Mail to bensmith@teleport.com.
Or Call Ben Anytime at (503)256-9974 (VOICE/VOICE MESSAGING).

Please Direct all replies to bensmith@teleport.com in E-Mail or Call
Ben Anytime at (503)256-9974.

The Next Monthly SwapMeet will be on Monday, May 1st at 7 P.M.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

3567. Re: Ace of America BBS

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-24 00:00:00 UTC
From: bz284@cleveland.Freenet.Edu
Message-ID: <3nfedf$ctd@usenet.INS.CWRU.Edu>
Source record: 92291

In a previous article, Blair.Bingham@hologram.metronj.org (Blair Bingham) says:

>She still runs a BBS(StarSeed?), and is moderator of I_UFO on fidonet, she is
>into things of an esoteric nature. (I didn't know her before I saw her on the
>paranormal echoes). If you want I can dig up the phone #.

I'd thought that was the same person...nice to know it's true. As far as
Oasis, for some reason I'd thought Jeff Williams (Alf on GEnie) now
held the rights to it...

--
--- * * * --
* * * Mike Todd Info-Atari8 Digest
* * * bz284@cleveland.freenet.edu GEnie = S.SNYDER10
** * ** snyder10@convex1.tcs.tulane.edu CIS =

3568. Re: Inquiry Atari #1025 printer kludge

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-24 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9504240247591.DLITE.bjcorr@delphi.com>
Source record: 92292

```
>I dont know.. I think the 1025 *IS* an Okidata as I recently came across
>an Okidata Lu82 (or some such model) and it looked EXACTLY like the 1025,
>except that it has the standard centronics port rather than SIO..
>
>--
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - jeking7@delphi.com @ @ @
> @ @ @ ------------------------------------ @ @ @
>
I heard the same thing, the 1025 is a micro 92.
bjcorr@delphi.com
```

3569. Re: IDE Harddrive interface

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-24 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9504240247592.DLITE.bjcorr@delphi.com>
Source record: 92293

>I saw a thread a while ago about the development of an IDE harddrive
>interface. Has any progress been made on it?
>
>Chris
>
Some. I have been working on Bob Wooley's IDE hack for the 1200XL. I am using a 2.5" 43meg Toshiba so it can go inside the 1200 when I'm done. So far;
The drive responds to the computer, ACTS like it is working perfectly, but is reading garbage. Part of the problemn at the moment is a lack of time to REALLY sit down and work on it and some ambiguities in the article (or just my plain stupidity!) One problemn seems to be that the IDE is seen by the 1200 as 9 registers (for data, status, I/O, etc.) which needs to sit at $D1xx. As we all know, this is part of the OS rom. No problemn, switch the ROM to RAM. Now all signals required are on the CPU except for $D1xx. Bob writes, "For that, I lifted pin 34 of the 6502 and brought it ($D1xx) over from pin 14 of U18, the 74LS138 on the motherboard." Lift pin 34? Isn't this R/W? This signal is needed to talk to the hard drive. Lift the pin, lose R/W! (All the signals are tapped off of the CPU itself.) The article also ssays to pull A2 off of 6502 pin 36. Isn't pin 36 n.c.? Hmmm... I lifted pin 34 and ran a jumper to pin 14 of U18 and the drive responds, but garbage. Hmmm.... This is the main confusion at the moment, that and my questionable soldering skills. I have to leave to Arizona for the weekend (work) and so won't get back to this project till Monday, but I will come crying for help or howling with delight next week and let you know how it's going. It may be reading junk right now, but it is formating and writing and it is fast! And the price is right. About $5 in parts and $40 for the drive!

Now if I can get this thing to work. Hell, Bob did, so it can be done.
bjcorr@delphi.com

3570. Re: 320k XE for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-24 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9504240247593.DLITE.bjcorr@delphi.com>
Source record: 92294

```
>WHOA!? RAMDISK LED! That's cool! I Want one of those! :) Is it just
>a banked RAM LED? Also, how many 8-bit users out here with Hard Drives
>have "hard drive busy" lights?
>
>-bill!
>kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
>William (Bill) Kendrick / | \ ** New Breed Software **
>http://zippy.sonoma.edu/~kendrick
>Ahh.. novelties
>
>
I will! When I get the IDE figured out and IN the 1200 I'm running it's LED
to one of the 1200's.
bjcorr@delphi.com
```

3571. Air-sea Battle - 2600

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-24 00:00:00 UTC
From: mworden@nlnet.nf.ca
Message-ID: <3netnv$bc2@coranto.ucs.mun.ca>
Source record: 92295

```
--
>>> Mark Worden - mworden@nlnet.nf.ca - St. John's, Newfoundland, Canada <<<
-------------------------------------------------------------------------
"Tact is the ability to listen to your boss tell a joke and laugh without
letting him know you told it to him last week."
```

3572. FTE at Trenton?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-24 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3neuu1$o45@hearst.cac.psu.edu>
Source record: 92296

Rumor has it that the wife of someone who worded on the MIO2 was
at Trenton...

Would he care to let us know what he was doing there? =)

--
Karll The Ghoull creator of alt.drinks.kool-aid and chia pet undergarments.

"Most legislators are so dumb that they couldn't pour piss out of a
boot if the instructions were printed on the heel."

ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

3573. Re: Percom Disk Drives, other stuff.

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-24 00:00:00 UTC
From: Steven J Tucker <classics@en.com>
Message-ID: <3nf4fu$oai@antares.en.com>
Source record: 92297

lymang@cybernetics.net (Lyman C. Green, Jr.) wrote:
>Anyone know if there is any electronic info on Percom disk drives? I
now
>have two, after recent acquisitions, and have two major questions:
>How do I arrange those little blue jumpers on the back to set one disk
>drive as 1 and one as 2 (or whatever) and also, can I combine 1 half
>height and one full height into one case? (they sure look like they'd
>fit, and the space it would save would be GREAT!)

Take out that SS/SD FH drive and place it in the nearest garbage can :)

Your percon drive can control upto 4 drives. Using MYDOS all percom
drives can operate 3.5" drives quite easily. If you have a SD drive
you will get 360k per disk, if DD you will get 720K per disk.

My percom has 2 720k drives mounted inside the case, running off the
Percom power supply and have had no problems for 2 years now.

As for the jumpers, just set the jumpers so that the drive you have NOW
does work and then leave them alone. You can select the drive number
by setting it on the floppy drive. (i.e. device 0, 1, 2 or 3)

If you have any more questions feel free to e-mail.

-- @ @ @ ------------------------------------ @ @ @
@ @ @ Steven Tucker - classics@en.com @ @ @
@ @ @ ------------------------------------ @ @ @

Video game playin, adventure addicted, chocolate craving, woman lovin,
Limbaugh hatin, Trek watchin, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VGAME GOODIES !! 2000+ Lines
!!

3574. Re: 800 vs 800XL question

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-24 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <24APR199500361222@pavo.concordia.ca>
Source record: 92298

In article <3nd009$hgh@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu (William Kendrick) writes...
>1) Who's KMK
>2) What's SI.COM
>3) My guess as to the problem (gibberish on a scan-line)..
> 65816 is >99%< compatible with the 6502.. I believe all it misses is
> NOP (no-operation) - the time-wasting command. Some demos/graphics displays
> (GED, Our5oft demo, Sweet Illusions demo bio intro, etc.) use the NOP
> in part of their HORIZONTAL display list change trick (ie, Graphics 8 on
> the LEFT half, Graphics NINE on the RIGHT!!)).

KMK is the guy who put togther the SDXPACK.ARC at Umich - I recently got SDX, and it's incredibly useful (both the cart and the pack). There are utilities to calculate the CPU speed (MIPS.COM), floating poit math speed (FLOPS.COM), editor speed (QE_TEST.COM). There's a Fast Floating Point OS for installation as a RAM OS, an E: accellerator that crashes my system, and SI.COM, the System Investigator, which will tell you the OS revisions, whether or not internal BASIC is present, RAM (both normal and XE) and CPU speed. It's the CPU speed line that's messed up. Other demos that I've seen don't have any problems, and I believe that there is still a NOP with the '816. For more info on the '816, check out Ivo van Poorten's homepage.

||| 6502 > 486
||| Dave Paterson
/ | \ DA_PATE@pavo.concordia.ca
(Mail address changes 28 Apr. Watch here for details...)

3575. Black Box Guy!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-24 00:00:00 UTC
From: steveg@phantom.com
Message-ID: <3nf91t$ap1@dockmaster.phantom.com>
Source record: 92299

Would the guy who was going to sell me his Black Box please contact me again? I lost your email address, and I just got my replacement checks today so I can mail yours out!

3576. Monitor audio input resistance? /j.p.

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-24 00:00:00 UTC
From: as195@cleveland.Freenet.Edu
Message-ID: <3nfj51$eme@usenet.INS.CWRU.Edu>
Source record: 92300

I have 3 monitors that I use with my 3 XEs. One monitor has an audio input resistance of 10k ohms, another monitor is 5k ohms and another is 89k ohms.

I bought another monitor which is 75 ohms. I measured the resistance at the audio output of my XE. It is 1.5k ohms. I'm afraid to plug it into the 75 ohms.

I put a 10k ohm resistor in series with the two but alot of hum appeared.

What is the lowest resistance that I can plug into? Thanks.

3577. Re: FlickerTerm

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-24 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <24APR199500432583@pavo.concordia.ca>
Source record: 92301

In article <9504231005.AA25227@emh.kunsan.af.mil>, ehalliwe@emh.kunsan.af.mil (Earl C Halliwell) writes...
>I'm MAYBE going to be officially releasing the latest update of FlickerTerm in
>the next week or two (Version 0.4). I haven't made as much progress on it as
>I'd like (still no protocols), but have added a few features that make life
>with Flick a little easier.
>
>Bugs-- When the first rev of Flick was officially released, rumors were flying
>that it was incompatible with MIOs, R-Times, Sparta, Sparta X, etc etc...
>Haven't heard much about this lately. Anyone still having problems?
>Mysterious crashes? Lockups? Let me know!
>
I'm running right now with SDX and RTime8 and have had no problems.
Heck, I'm running on a Sweet16 board and have no problems. Remapping
character attributes would be nice <g>, since that way I could show all
the inverse as bold, which wouldn't have the overlap that glenn was
discussing.

||| 6502 > 486
||| Dave Paterson
/ | \ DA_PATE@pavo.concordia.ca
(Mail address changes 28 Apr. Watch here for details...)

3578. Re: If you build it, they will come !

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-24 00:00:00 UTC
From: smrgoodw@reading.ac.uk
Message-ID: <3nfk17$c67@susscsc1.rdg.ac.uk>
Source record: 92302

In article K1q@serval.net.wsu.edu, pkormany@quibble.eecs.wsu.edu (Peter Kormanyos - EECS (EE331)) writes:
>
>
>Legal or not, I stand in support of liberation for all atari 8 bit
>warez. If nothing else, I implore anyone out there who is reading
>this to maintain your library of warez in a fashion that will
>be as permanent and long lasting as possible.
>

I doubt any pirate will suddenly sit up and go "hmm... maybe they're right. I'd better trash my 2000+ games collection." I doubt there is much to fear on the subject of old games being lost (some pirate will have them) the only worry I have is of new games being lost. That - I believe - is the main argument against the freeware/piracy arguments. There may not be a sackload of games appearing but the 8-bit is certainly not extinguished yet.

There are some of us programmers still out here and if all we're going to get is a pat on the back for all the sleepless nights and rushed meals to get that piece of software finished then that's fine. Loyalty is one thing; being a sucker is another.

- Joel G.

3579. Name this keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-24 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <hWwcpFf.jeking7@delphi.com>
Source record: 92303

Came across a keyboard by itself over the weekend, and I cant for the
life of me, figure out which Atari it came from.

It's a Mitsumi that looks just like an XL keyboard, but it has about 10
"function keys" across the top right and one solitary function key
on the top left.

Does this sound/look familiar to anyone??

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

3580. Re: FS Huge Atari Collection

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-24 00:00:00 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3nfu7u$nbe@dux.dundee.ac.uk>
Source record: 92304

ckormos@delphi.com wrote:
: I am interested in just the 2 1050 Happy Drives.
: Just the drives, no cables, no power supplies.
: If you are interested in splitting up the collection then E-mail me and I will
: give you my offer for the 2 drives.
: Charley

Why do people always reply to things like this in USENET?
Surely since only one person is actually selling it, you should email him
direct?

It's boring enough having to skip lists of hardware sales.

What the world needs is a new age.
What the world doesn't need is New Age.

Graeme Fenwick:-

email gfenwick@mcs.dundee.ac.uk
homepage http://www.mcs.dundee.ac.uk:8080/~gfenwick/index.html
---

3581. Atari/Commodore software SALE

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-25 00:00:00 UTC
From: Lawrence Estep <71450.1050@CompuServe.COM>
Message-ID: <3nj6qc$7uv$1@mhadg.production.compuserve.com>
Source record: 92222
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

FOR SALE - ATARI/COMMODORE ACCESSORIES

(2) Atari CO17945 9v AC power supply (NEW) $7.50/ea. (1010/1020/1050,etc.)

FOR SALE - NINTENDO ACCESSORIES

Nintendo Zapper light gun (NEW) $7.50

FOR SALE - ATARI 8-BIT SOFTWARE

GAMES:

Adventure Master (CBS) $5
Astrology (Antic APO167) $3
Chessmaster 2000 (Software Toolworks) $5
Computer Baseball (SSI) $3
Crypts Of Plymbous (Cosmi) $3
Elektraglide (Mastertronic) $3
Encounter at Questar IV (Artworx) $3
F-15 Strike Eagle (Microprose) $5
Flight Simulator II cartridge (Atari)
Forbidden Forest (Cosmi) $3
Lords Of Conquest (Elec. Arts) $5
Ninja (Mastertronic) $3
Pensate (Penguin) $3
Touchdown Football (Elec. Arts) $5
Winter Challenge (Thunder Mtn.) $5

UTILITIES:

Get Rich! Insurance Planning (Arrays) $4
Megafont II/II+/Font Sim. package (XLent) $4

FOR SALE - COMMODORE 64/128 SOFTWARE

F-15 Strike Eagle (Microprose) $5.00
The Filer (Spinnaker) $3.00
Bop 'N Rumble (Mindscape) $5.00
Pensate (Penguin), Computer Baseball (SSI) $3.00 each

Bruce Lee $2.00
USED: Professional Gambler (Load & Go) $2.00

Brand new software (software/docs only-no packaging):
Beyond The Black Hole (Software Toolworks) $5.00
Clubhouse Sports (Mindscape) $4.00
Chessmaster 2000 (Software Toolworks) $5.00

Crime Stopper (Hayden Software) $2.50
Crypts Of Plumbous (Cosmi) $3
Dig Dug (Thunder Mountain) $3.00
Double Dragon II:The Revenge $3.00
Forbidden Forest (Cosmi) $3
General Knowledge Builder (Disk-count Software) $2.00
Mind-Roll (Epyx) $3.00
Ninja (Mastertronic) $3.00
Navcom 6 (Cosmi) $2.50
Payday (Gametek) $5.00
Robocop (Data East USA) $5.00
Shoot 'Em Up Construction Kit (Accolade) $5.00
Take Down (Gamestar) $3.00
Thing On A Spring (Epyx) $2.50
20 Solid Gold Entertainment Hits (Cosmi) $5.00

ALL C-64/128 SOFTWARE LISTED ABOVE ONLY $50.00 + shipping

I will consider other package offers, and COD shipping is available.

All items include original docs unless noted, and some are new in original shrinkwrapped boxes. Inquire for specifics on any programs.

Shipping charges based on size of order.
If interested, please contact Lawrence Estep at 71450,1050 on CompuServe or 71450.1050@COMPUSERVE.COM on Internet.

--

Lawrence Estep / 71450.1050@COMPUSERVE.COM
Remember...Friends Don't Let Friends Drive Drunk!!!

3582. Re: Name this keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-25 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <3niluf$p3c@news.xmission.com>
Source record: 92223

In article <3ngu34$18lh@hearst.cac.psu.edu>, heller@akh104.rh.psu.edu (Andrew K. Heller) says:
>
>James King (jeking7@delphi.com) wrote:
>: Came across a keyboard by itself over the weekend, and I cant for the
>: life of me, figure out which Atari it came from.
>:
>: It's a Mitsumi that looks just like an XL keyboard, but it has about 10
>: "function keys" across the top right and one solitary function key
>: on the top left.
>:
>: Does this sound/look familiar to anyone??
>
>Its a 1200XL keyboard. Radio Shack had some of them for sale
>(the keyboard) many years ago. I wish I had purchased some then.
>

I thought the 1200xl only had 4 or 5 function keys total??

This XL-like keyboard had at least 10 function keys on the upper right
hand side and one solitary function key on the upper left hand side.

3583. Re: IDE Harddrive interface

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-25 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <137551@cup.portal.com>
Source record: 92224

Andrew; You're right about pin 14 being the !ENABLE pin for the $D100 area.
As far as pins 4&5 being wired together, these are both !E pins for the
74LS138. I only have 800xl schematics, but I'll assume these are tied to
the $D000-$D7FF hardware decoded output of the MMU. On at least the 800xl,
they just tied one of these lines to ground while the other remains connected
to the hardware decode. I guess they wanted to reduce the load on the MMU &
it has no effect doing it this way other then the load. Just a guess, but
in reading some of Bob's articles I believes he refers to "lifting the xxxxx
signal" from [pad, pin, what have you]. In all likelyhoodm, this is what he's
refering to rather then bending out pins.
Rick

3584. Re: SIP2PC38

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-25 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <137552@cup.portal.com>
Source record: 92225

The voltages you got sound OK, from experience, wiring a MAX232 wrong will pull the voltages to about 1/2 of specs. As far as the diode goes, I almost always use 1N914 switching/small signal diodes. They only handle about .2 amp, but that's probably 100 times more then you need. The forward voltage of these diodes is lower then most power diodes. Another problem I've had is the ground & logic ground signals are not always compatible in every cable I've used. I'd try using the 'other' ground from whatever you're doing now. You should be able to see the logic levels switching from the SIO2PC menu if you have almost everything hooked up right. All else fails, you can always have me repost my 74LS00 version, it's a little easier/quicker to make & you should have 1/2 a cable left around anyway<g>.
Rick

3585. Rom Scanner for 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-25 00:00:00 UTC
From: MBITDC9306@titan.newi.ac.uk
Message-ID: <9504251332.AA24803@dylan.newi.ac.uk>
Source record: 92226

I'm finally about to get to work on a Rom Scanner unit for the 8-bit.
It was designed for me back in 1993 by Jason Keane
(jkeane@ugmail.eeng.dcu.ie) and allows up to 8 ROMs to be connected
to the Atari at once.

I've made my own minor modifications to the design and on an 800XL,
there's a small hardware hack to fit. I think I may be able to get
away without the hack on a 130XE - just trying to find out.

The units can be daisy-chained to allow you to connect at many ROMs
as you like and the ROMs are simply selected by pushing a few
buttons.

How much interest would there be in such a device amongst the games
players and cartridge collectors amongst you? Don't worry, there's
also an on/off switch so that you can run your disk and cassette
collections without any problems :-)

Dave
David Wyn Davies
The Atari Classic Programmer's Club
mbitdc9306@newi.ac.uk

Politicians should be bounced on their heads until
their skulls crack ... only thing is, I don't like
swimming in shit!

3586. Re: 50/60Mhz problem

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-25 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950425093355.14266A-100000@moose.erie.net>
Source record: 92227

On 24 Apr 1995, DAVID DAVIES wrote:

> > The programmers in Europe should take this 60/50mhz problems into
> > account. This would make all their software compatable with all 8-bits.
> > Some of them apparently have done so, like the Hi-Tech Team and Bewesoft.
> >
>
> If that was all there is to it, then we'd all have done so. Trouble
> is that I, for one, have no way of testing if something works on an
> NTSC system anyway. So if I did want to write something that was 100%
> compatible, then I'd have to fork out on importing a TV from the
> states, getting it rigged with a 240V - 110V power adaptor, and get
> an NTSC Atari to run on it.
>
> Alternatively, I could try guessing if something would work or not

Or you could send it to me and I'd be glad to try me and I'd be
glad to try it out for you!!! :)

3587. Re: Name this keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-25 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950425093709.14266B-100000@moose.erie.net>
Source record: 92228

On 25 Apr 1995, James King wrote:

> >James King (jeking7@delphi.com) wrote:
> >: Came across a keyboard by itself over the weekend, and I cant for the
> >: life of me, figure out which Atari it came from.
> >:
> >: It's a Mitsumi that looks just like an XL keyboard, but it has about 10
> >: "function keys" across the top right and one solitary function key
> >: on the top left.
> >:
> >: Does this sound/look familiar to anyone??
> >
> >Its a 1200XL keyboard. Radio Shack had some of them for sale
> >(the keyboard) many years ago. I wish I had purchased some then.
> >
>
> I thought the 1200xl only had 4 or 5 function keys total??
>
> This XL-like keyboard had at least 10 function keys on the upper right
> hand side and one solitary function key on the upper left hand side.
>

The 1200XL had four function keys (F1-F4) in addition to Start,
Select, Option, Help, and Reset. It also had the Break key up there with
the function keys.

3588. Mac 65 help

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-25 00:00:00 UTC
From: ivan@rcp.co.uk
Message-ID: <cDRnvA7GBh107h@rcp.co.uk>
Source record: 92229

Hi,

I have got the Mac 65 cartridge and instruction for my Atari, although using PCs all day I though it would be fun to play with the file M65V42 from the atari archive. This file is supposedly a version of Mac 65 for the PCXFormer.

My question is: when I am using my cartridge I will assemble my program and type DDT to go into the debugger and test the program. When I try this on M65V42 it says "what!". Is it posible to run/test/debug my program without resorting to binary saving it and running it from DOS.

Thanks

Ivan
ivan@rcp.co.uk

--

3589. File-transfer PC=>Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-25 00:00:00 UTC
From: Frank A Scheuermann <s071@mailserv.uni-giessen.de>
Message-ID: <Pine.A32.3.91.950425142726.17779A-100000@smail.hrz.uni-giessen.de>
Source record: 92230

Hello everyone!
While searching an ftp-site for an PC-Program i found ATARI 8-bit
resources. Since i have an still good running 800XL with 5.25" Disk-Drive
i wondered, wether there are programms for PC's fro formatting the 5.25"
PC-Disks in an 800XL readable format, so i can exchange datas between my
computer systems.
Any suggestions welcome (if hardware would be necessary i need the
software for usage also).
Thanks! Frank

3590. Re: Name this keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-25 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3nj6gq$png@nic-nac.CSU.net>
Source record: 92231

Nope.. 11 function keys (4 of those are "F-keys", ie, true function keys >:^))

Like I said before: Reset ... Start / Select / Option / F1-F4 / Help / Inv / Break

that's 11!

-bill!

3591. Magazine Indexes???

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-25 00:00:00 UTC
From: rosborn@en.ecn.purdue.edu
Message-ID: <3nji9j$gkl@mozo.cc.purdue.edu>
Source record: 92232

I`m looking for some detailed information on the 1020 plotter. I have several magazines I could search through. I was wondering if there exists an index of the Antic or ANALOG magazines based on the article topics. Any information will be helpful. Thanks a lot.

--
| Looking for games and rare recordings:
Ryan H Osborn | Black Sabbath, Ozzy, Chase, Maynard Ferguson
rosborn@en.ecn.purdue.edu | 800 XL/2600/7800/Vectrex/SMS/NES/Lynx/SNES
| GameBoy/GameGear/Coleco/Odyssey^2

3592. Re: A "homecoming?" Your opinions...

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-25 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3nj6tb$pqn@nic-nac.CSU.net>
Source record: 92233

Tsk tsk Glenn.. remember, we have 4mb nowadays. :) And IDE hard drives
<cough cough>, and 16-bit CPUs and 4096 colors (albeit a little low res hehe).

'course, a PC friend of mine say Zybex (160x96x4 res. playfield gfx) and
thought it was 320x200x256! Hahah! :)

I'm beginning to think that giving the numbers (80x192) is a mistake-
just show it to them and give them the # of colors. :)

-bill! |||
kendrick@zippy.sonoma.edu / | \

3593. Re: 320k XE for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-25 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3njqsb$o2o@charm.magnus.acs.ohio-state.edu>
Source record: 92234

In article <9504250045591.DLITE.bjcorr@delphi.com>,
Ben Corr <bjcorr@delphi.com> wrote:
>>Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
>>All of my mods are on paper - and I dont have acceess to a scanner. The
>>closest I can get is to FAX them to myself and convert them into TIFF
>>images.
>
>Not a bad idea! Would this be an acceptable practice for everyone to get all
>these mods we all want online without having to resort to a scanner and OCR?

Sounds good to me -- then at least those with OCR could grab the TIFF
and convert to text, then upload that.

--
------------ R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

3594. Re: Mac 65 help

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-25 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3njse2$o8j@charm.magnus.acs.ohio-state.edu>
Source record: 92235

In article <cDRnvA7GBh107h@rcp.co.uk>, Ivan Mackintosh <ivan@rcp.co.uk> wrote:
>My question is: when I am using my cartridge I will assemble my program
>and type DDT to go into the debugger and test the program. When I try this
>on M65V42 it says "what!". Is it posible to run/test/debug my program
>without resorting to binary saving it and running it from DOS.

DDT is only in the cartridge version, while I believe that is based on
the original disk version. It's been a long time since I've looked at
it, but I think there's a program called BUG65 on there.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

3595. Re: Name this keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-25 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3njs3t$o6u@charm.magnus.acs.ohio-state.edu>
Source record: 92236

Definitely a 1200xl keyboard.

If you want to connect it to another Atari,and you have WWW access,
look at "http://www.cis.ohio-state.edu/~funk/Atari/".
I put up an article there that you may find useful. I still have to
convert the drawings from TIFF to GIF format, but I did get the
article and tables converted to text.
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

3596. Trashed Disk

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-25 00:00:00 UTC
From: dreich@PEAK.ORG
Message-ID: <3nk16g$3qo@odo.PEAK.ORG>
Source record: 92237

I have a disk written by an Atari 1050 drive. I wrote
a BASIC program to read a file on it one byte at a time,
and only the first 256 bytes belonged to that file.
The other bytes were garbage or belong to other files.

I figure that what ever data structures ATARI DOS 2.5
uses got trashed on this disk. If any one has some
suggestions for retrieving the data on this disk,
please let me know.

Dusty Reichwein
Corvallis OR
dreich@peak.org

3597. Re: Name this keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-25 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <D7LtLK.5ED@iglou.com>
Source record: 92238

The 1200XL keyboard looks like the keyboard test screen on the
800XL/65XE/etc. The keys on the top right are Start, Select, Option, F1,
F2, F3, F4, Help, Atari, Break.

--
Bill Marcum bmarcum@iglou.com
Louisville: We've got bourbon that will knock you on your butt.

3598. Re: IDE Harddrive interface

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-25 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3nhgqg$v7k@hearst.cac.psu.edu>
Source record: 92239

Ben Corr (bjcorr@delphi.com) wrote:
: >I saw a thread a while ago about the development of an IDE harddrive
: >interface. Has any progress been made on it?
: >
: >Chris
: >
: Some. I have been working on Bob Wooley's IDE hack for the 1200XL. I am
: using a 2.5" 43meg Toshiba so it can go inside the 1200 when I'm done. So
: far;
: The drive responds to the computer, ACTS like it is working perfectly, but
: is reading garbage. Part of the problemn at the moment is a lack of time to
: REALLY sit down and work on it and some ambiguities in the article (or
: just my plain stupidity!) One problemn seems to be that the IDE is seen by
: the 1200 as 9 registers (for data, status, I/O, etc.) which needs to sit
: at $D1xx. As we all know, this is part of the OS rom. No problemn, switch
: the ROM to RAM. Now all signals required are on the CPU except for $D1xx.
: Bob writes, "For that, I lifted pin 34 of the 6502 and brought it ($D1xx)
: over from pin 14 of U18, the 74LS138 on the motherboard." Lift pin 34? Isn't
: this R/W? This signal is needed to talk to the hard drive. Lift the pin,

No, pin 36 is R/W. Not sure what ping 34 is.
A2 is pin 11. Just check out the table of pin outs on the next page
of the article. My question is, in his schematic he has pins 4 and 5 wired
together on the 74HC138 and then the wire goes to D1xx. Um..where
is D1xx? that pin 14 of U18?

I'm not sure why things are going on here the way they are. I am
making the assumption that he is taking the hardwired hardware line
and running it to the unused ram.
--
Karll The Ghoull creator of alt.drinks.kool-aid and chia pet undergarments.

ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

3599. Re: Atari 7800 Monitor Output

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-25 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3nhh1h$v7k@hearst.cac.psu.edu>
Source record: 92240

BJ Wiklem (bjwiklem@aol.com) wrote:
: I could have sworn a couple of weeks ago there was an article in this
: forum (or similar) on how to get a monitor output (other than RF, maybe
: composite) from the 7800.

: Anyone have info on how to do it? Please e-mail me with instructions so I
: can do this (RF is killing me!)

: Thanks!

Its in the CAGSFAQ. I havn't had time to write up a new edition yet.
but you can pull it via ftp from akh104.rh.psu.edu under /pub/Oldatari/Faqs.

--
Karll The Ghoull creator of alt.drinks.kool-aid and chia pet undergarments.

ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

3600. 130 XE - Disk drive - programs

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-25 00:00:00 UTC
From: charley@omni.voicenet.com
Message-ID: <charley.9.2F9C5D39@omni.voicenet.com>
Source record: 92241

I have a barely used Atari 130-XE, the disk drive in like condition and somewhere around 1200 Atari games on disk. What is this worth? Please E-Mail me if you can help me out.

3601. Re: 320k XE for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-25 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9504250045591.DLITE.bjcorr@delphi.com>
Source record: 92242

>Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
>
>: Wanna dump those mods here for us?
>
>All of my mods are on paper - and I dont have acceess to a scanner. The
>closest I can get is to FAX them to myself and convert them into TIFF
>images.

Not a bad idea! Would this be an acceptable practice for everyone to get all these mods we all want online without having to resort to a scanner and OCR?
bjcorr@delphi.com

3602. Re: 1200XL and a hard drive.

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-25 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9504250045592.DLITE.bjcorr@delphi.com>
Source record: 92243

```
>
>
>On 19 Apr 1995, Ben Corr wrote:
>
>> I must heartily agree! After 10 years of an 800 and despising the 1200XL,
I
>> now love the beast, you can't beat it for hacking on. I have 2, one with
>> every mod listed except the PBI ( soon, soon ) and my other for prototype
>> hacks. I am near he end of Wooley's IDE HD hack, the drive works and
>> reads/writes, but is pretty garbled at the moment, but is this sucker
>> FAST! And it's only 2.5", 43meg. Soon as I figure out the PS problemn,
it's
>> going inside the good 1200. Bob also has a hack for an INTERNAL 3.5"
floppy!
>>
>
> Where can I get docs for the IDE and 3.5" floppy mods for the 1200XL?
>
I got the IDE docs from the San Leandro Computor Club ( after joining ) and
am trying to find ther time to pester them about the 3.5" floppy articles,
but I need to work out the IDE hack first. They can be reached via snail
mail at:
San Leandro Computer Clun
P.O. Box 1506
San Leandro, CA 94577-0374
or ccall the president, Robbie Bridges at (510) 797-5636.
bjcorr@delphi.com
```

3603. Re: SIP2PC38

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-25 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9504250045593.DLITE.bjcorr@delphi.com>
Source record: 92244

>I have built the interface and need a bit of help guys.
>The voltages just don,t match the Testing section of the instructions :-
>DB9 Connector.
>Pin 9 = 9v (mine - 8v) Pin 2 = -9.4v (mine - 8v)
>The RS232 pins are as follows:-
>2 = + 8v. 6 = - 8v. 7 = - 8v. 14 = -8v.
>I have checked and double checked for bridges,stuffed capacitors
>etc,even changed the 232,still the same.The only difference between the
>schematic and my attempt is the type of Diode used,the one I obtained is
>an MBR150.
>ifave Vrrm Vf
>1A 50v 0.75
>which the dealer assured me met the specs of the BYV10-30.
>Any suggestions would be gratefully received.
>
I went through 3 '232's when I first built mine, I was suprised at how
sensetive the chip was to my incompatence! I finally found out that this
was the case by using a breadboard and mounting the chip and the caps,
giving it 5v and ground and checking the voltage at pins 6 (-10v) and 2
(+10v). All the bad chips failed the test. When I got a good one, I
finished the circuit on the breadboard, checked again (got -9.4v and +9.4v
this time) and it worked! Then I got out the soldering iron.
The 232's are easily damaged by the ham fisted (in my experience) and
should be checked for the correct voltages BEFORE attaching the inputs.

bjcorr@delphi.com

3604. WTB/TRADE for: 1200XL's

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-25 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3nhi21$v7k@hearst.cac.psu.edu>
Source record: 92245

I need a few 1200XL's to try some experiments on. =)
Anybody have some? I have some 800XL's for trade + cash maybe.

--
Karll The Ghoull creator of alt.drinks.kool-aid and chia pet undergarments.

ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

3605. Re: Ace of America BBS

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-25 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3ni6bo$nl2@news4.primenet.com>
Source record: 92246

Alf holds the rights to it and has a new version which is probably about 80% complete but he gave up on it and will probably never release it and he has essentially washed his hands of Oasis support duties.

What some other poster said was true about the Oasis situation vs. Carina. Carina is withering on the vine similar to the way Oasis did, from lack of timely support and updates.

3606. Re: A "homecoming?" Your opinions...

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-25 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3ni757$nl2@news4.primenet.com>
Source record: 92247

I've got a rant I want to make about Computer Chronicles.

When the IBM PC came out in 1984, the Computer Chronicles guys were just starting, and they must have creamed their jeanes over this hunk of garbage.

For as long as I can remember, the Computer Chonicles with head-geek Stuart Chafe' (sp?) {you know, the guy with a bird's nest of hair combed over his baldspot} and the software reviewer Schindler {the classic computer geek with a mercifully bearded face that only a mother could love and a beanbag-chair physique} treating the "PC" as the ONLY real computer. Even back when the ST and the Amiga were considered viable alternatives, like up til 1987, CC was towing the PC line.

I almost fell out of my seat some time in the late 80s when I saw them do a review of Cad Cam/animation software and they showed some Atari ST stuff. It was truly a once in a lifetime event to see them cover an Atari product. And of course, the industry-news portion rarely mentioned companies not 80x86 related.

These days they cover more kiddie stuff than they used to, and they DO give some token MAC support, but it always seemed a foregone conclusion to them that everyone had a "PC with DOS". I don't think they even reviewed any alternative operating systems that were competing with Microsoft before they were crushed into the ground....

Definitely a show for the "mainstream" and we should be duty bound to ignore them since any coverage they would give on the 8-bit would be filled with negative and condescending or humorous attitude, like "look, how quaint, thank God we've gone beyond 64K and 1.79mhz" rather than "look, hardware sprites and scrolling, this is something that has paved the way to todays custom GFX asics like the Playstation". These are people who have bought into the "brute-force and bloat is best" mindset from Micro$loth and Intel.

3607. Re: Wanted 2793 data sheet

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-25 00:00:00 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D7KItC.3nA@nntpa.cb.att.com>
Source record: 92248

```
In article <3l0s4n$cel@usenet.INS.CWRU.Edu>,
Kenneth L Siders <cp576@cleveland.Freenet.Edu> wrote:
>
>I inquired A while ago about looking for a 2793 floppy
>controller data sheet. Anyone know where I can get one
>or how many pages it is.
>
>cp576@cleveland.freenet.edu
>Ken SIders

Have you found a source as yet? Depending on what you need, I
have the 1793 sheet, which would be adequate for programming purposes.

--
Richard Dell
```

3608. Re: Hello Europe.

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-25 00:00:00 UTC
From: atari8@netcom.com
Message-ID: <atari8D7KxuK.DsB@netcom.com>
Source record: 92249

In article <029_9504250106@flight.org> DAG.HUGDAHL@flight.org (DAG HUGDAHL) writes:
>MV>- Send message to printer
> Agreed! I'd like that capability too. QwkSilver has that capability,
>but the editor isn't as good as this one. And you could read large messages,
>but in 40 columns. Tradeoffs...

Turn on your printer, hit P... This is one of the functions I too asked
Pab to put in during the beta phase...sadly while 1.2 supports write to
disk, 2.0 does not. Maybe when James gets the source this can be added
along with fixing the alive marker bug that causes PQ to lockup with
some VBBS boards and a trap to catch over sized BBSname lines (found in
Maxis (sp?) boards...along with a few others.

3609. Re: Atari Soft NOT free b

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-25 00:00:00 UTC
From: DAG.HUGDAHL@flight.org
Message-ID: <fed_9504270106@flight.org>
Source record: 92250

Quoting from: mathniss@link.xs4all.nl (Mathy Van Nisselroy)

MV>Maybe I SHOULD register my copy of PabQWK. It's far from bug free, but
MV>atleast I can use a TWIT file.
MV>
MV>CU Mathy Van Nisselroy mathniss@link.xs4all.nl

It is handy! ;)

-Dag-

---
* PabQwk 2.0 #23 * JUMP! Ten thousand lemmings can't be wrong!
---------- -//- ----------
Internet: DAG.HUGDAHL@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3610. FlickerTerm

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-25 00:00:00 UTC
From: DAG.HUGDAHL@flight.org
Message-ID: <fee_9504270106@flight.org>
Source record: 92251

Quoting from: ehalliwe@emh.kunsan.af.mil (Earl C Halliwell)

EC>Hey all you FlickerTerm fans...
EC>
EC>I'm MAYBE going to be officially releasing the latest update of FlickerTerm
EC>in
EC>the next week or two (Version 0.4). I haven't made as much progress on it
as
EC>I'd like (still no protocols), but have added a few features that make life
EC>with Flick a little easier.
EC>
EC>Before releasing this thing though, I'd like your help. I need two things:
EC>
EC>Suggestions-- Are there any cool features, no matter how strange or
EC>insignificant, that you'd like to see added to Flick? Don't be shy...

I use Flick on an 800XL with a P:R:C and SDX, but it seems very picky
as to which handler I use. Right now, the best one seems to be PRC.SYS.
I've tried using the built-in handler with the SDX RS232, but it doesn't
seem to be very stable - probably thanks to the P:R:C - when entering the
term everything seems to freeze.

Other than that, I'm open to about any feature!

-Dag-

---
* PabQwk 2.0 #23 * Backup not found: (A)bort (R)etry (S)mash the computer to
bits ...
--- -//- ---
Internet: DAG.HUGDAHL@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
--- -//- ---

3611. Re: FlickerTerm

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-25 00:00:00 UTC
From: DAG.HUGDAHL@flight.org
Message-ID: <fef_9504270106@flight.org>
Source record: 92252

Quoting from: stronae@rice.edu (Kenneth Ryan Matheis)

KR>Earl C Halliwell (ehalliwe@emh.kunsan.af.mil) wrote:
KR>: Hey all you FlickerTerm fans...
KR>
KR>: I'm MAYBE going to be officially releasing the latest update of
KR>FlickerTerm in
KR>: the next week or two (Version 0.4). I haven't made as much progress on it
KR>as
KR>: I'd like (still no protocols), but have added a few features that make
life
KR>: with Flick a little easier.
KR>
KR>There have been problems with FlickerTerm and Sparta, and (can I be
KR>tomatoed for this?) let me just whimper "Dialing lists! Dialing lists!"
KR>That alone would make life much more bearable.
KR>
KR>(Is it me, or is inverse-video kinda hard to read on FlickerTerm? Right now
KR>I'm using a b/w teevee, so that could be the source...)

I have to agree and would like these features added in the future.
(I didn't want to request too much at once!)

-Dag-

---
* PabQwk 2.0 #23 * He's dead, Jim. You take his phaser, I'll take his wallet.
---------- -//- ----------
Internet: DAG.HUGDAHL@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3612. Re: IDE Harddrive interface

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-26 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9504260327591.DLITE.bjcorr@delphi.com>
Source record: 92105

>Ben Corr (bjcorr@delphi.com) wrote:
>: >I saw a thread a while ago about the development of an IDE harddrive
>: >interface. Has any progress been made on it?
>: >
>: >Chris
>: >
>: Some. I have been working on Bob Wooley's IDE hack for the 1200XL. I am
>: using a 2.5" 43meg Toshiba so it can go inside the 1200 when I'm done. So
>: far;
>: The drive responds to the computer, ACTS like it is working perfectly,
but
>: is reading garbage. Part of the problemn at the moment is a lack of time
to
>: REALLY sit down and work on it and some ambiguities in the article (or
>: just my plain stupidity!) One problemn seems to be that the IDE is seen
by
>: the 1200 as 9 registers (for data, status, I/O, etc.) which needs to
sit
>: at $D1xx. As we all know, this is part of the OS rom. No problemn, switch
>: the ROM to RAM. Now all signals required are on the CPU except for $D1xx.
>: Bob writes, "For that, I lifted pin 34 of the 6502 and brought it ($D1xx)
>: over from pin 14 of U18, the 74LS138 on the motherboard." Lift pin 34?
Isn't
>: this R/W? This signal is needed to talk to the hard drive. Lift the pin,

> No, pin 36 is R/W. Not sure what ping 34 is.
>A2 is pin 11. Just check out the table of pin outs on the next page
>of the article.

Yes, I have read the schematic in the article, the pinouts in the Rockwell
Data book I borrowed were however different! Any reason why? According to
the Rockwell book pin 34 is r/w (?)

> My question is, in his schematic he has pins 4 and 5 wired
>together on the 74HC138 and then the wire goes to D1xx. Um..where
>is D1xx? that pin 14 of U18?

Yes

> I'm not sure why things are going on here the way they are. I am
>making the assumption that he is taking the hardwired hardware line
>and running it to the unused ram.

Yes, in order to give the IDE registers the D1xx area to reside in and to
set aside the $D600 - $D7FF area to hold the code for the IDE driver in a
safe area of memory (can't get much safer than the ROM area!) Right now I

am just running the code out of RAM due to some uncertainty in Bob's instructions. I am trying to get an answer from him.

bjcorr@delphi.com

3613. Re: Wanted 2793 data sheet

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-26 00:00:00 UTC
From: richczeta@aol.com
Message-ID: <3nkhtm$l3v@newsbf02.news.aol.com>
Source record: 92106

JDR Microdevices sells both the 2793 & 2797 FDC chips.
They should be able to provide data sheets for both of
them, but they charge $1.50 each for data sheets.

JDR Microdevices
1850 South 10th Street
San Jose, CA 95112
1-800-538-5000

richczeta@aol.com

3614. Re: Name this keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-26 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <5Y3cBPo.jeking7@delphi.com>
Source record: 92107

Guess I should have purchased that keyboard, eh? It's not too often
you come across clean 1200xl keyboard..

I bet it's probably still there.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

3615. Reference for programming joystick ports

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-26 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <563e53m.jeking7@delphi.com>
Source record: 92108

Still considering my security project, but havent found any decent
references to programming the joystick ports (which would probably be
the only decent (easy) input/output ports to use).

Anybody have any recommendations?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

3616. Re: Wanted: a good book on programming the 6502

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-26 00:00:00 UTC
From: chris@world-one.com
Message-ID: <D7MHBx.7vI@world-one.com>
Source record: 92109

```
Tim Irvin (ziggy29@rahul.net) wrote:
: I'd like some recommendations about a good book (or two) on
: programming the 6502. I have reference manuals, a list of the
: instructions and the opcodes, but I'd like something a little more
: in depth, preferably with a few worked-out examples.

The Atari Assembler by Inman & Inman, from Reston Publishing.

A "Mapping the Atari" book is a must as well.

Chris

-------------------------------------------------------------------------
Christopher McKeen at | General Computer |chris@world-one.com
WorldONE Communications| - Consulting - |(610) 874-5190 BBS
P.O. Box 4070 | On-Line Systems Dev. |(610) 874-9651 Voice/FAX
Elwyn PA 19063 | Programming & HTML |
-------------------------------------------------------------------------
```

3617. Tech manuals for 800XL/130XE?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-26 00:00:00 UTC
From: chris@world-one.com
Message-ID: <D7MIDI.81J@world-one.com>
Source record: 92110

I'm starting to learn some electronics and would like to work my way to hacking some mods for the Atari computers 800XL, 130XE, or even 1050 Disk Drive.

Does anyone know where these can be found?

Thanks,
Chris

3618. Info wanted on hooking up a 825 printer to a regular parallel port

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-26 00:00:00 UTC
From: sanskrit@techunix.technion.ac.il
Message-ID: <D7nFJA.JzK@discus.technion.ac.il>
Source record: 92111

I remember MANY years ago that I tried hooking up the 825 to a parralel port, and for some reason it didn't work. I was told that there was a special chip set you could bye for the 825 that enhanced it. I wasn't sure if this was what I needed, but does anyone have information on either of these things ?

Thanks
--

GREETINGS !!!
THIS IS MY SIG FILE !!

3619. Re: "Protecting" copies of protected software

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-26 00:00:00 UTC
From: btomlin@crl.com
Message-ID: <3nlvf6$b3g@crl5.crl.com>
Source record: 92112

Tim Irvin (ziggy29@rahul.net) wrote in comp.sys.atari.8bit:
> I've dug up Ultima III recently (currently looking for the other
>Ultimas made for Atari, hint hint), and I have not seen this title
>available commercially anywhere. What do I do if the disk fails to
>boot in the future? With copy protection schemes as I know them, I
>can't make a backup for archival purposes. Also, I paid $29.95 for
>one game fairly recently, and I don't want to pay another $30 should
>it fail (if I can find it at all).

Well, all they do is use a feature of the standard 17xx series FDC chip. It allows two extra "sector type" bits to be recorded along with each sector when you write it. When you read it, the bits are available in a status register.

Atari just defined one of the four sector types as "normal" and another as "protected". Since there was a separate CPU controlling the floppy drive, they could just make it not know how to write "protected" sectors.

The point of Happy drives is that they have disk controller software that DOES know how to write protected sectors. So copying a normal copy protected disk is simple. I don't know if any other copy protection methods were used on Atari disks, but I doubt it.

Also, you could copy the disk using an old TRS-80, since they had direct control of their FDC chip. I plan on eventually writing a bunch of disk utility programs for my Model 4, both with "bit copying", and file translation. Atari disks should be no problem for it. :) (The TRS-80 can even switch density in the middle of a track, to allow formatting a "double-boot" disk!)

FYI, most of the various TRS-80 DOSes used the sector type bits to mark directory sectors. If it tried to read the directory and didn't find the mark, either the head was on the wrong track, or a new disk had been inserted with the directory on a different track. Either way, it was time to get back to track zero and see what was wrong.

(Disclaimer: This info is from the POV of someone who grew up with TRS-80s, not Ataris. That's why I don't know if any other copy protection methods were used. I prefer cartridges these days anyhow.)

3620. FlickerTerm

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-26 00:00:00 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9504271125.AA15838@emh.kunsan.af.mil>
Source record: 92113

From: stronae@rice.edu (Kenneth Ryan Matheis)

> There have been problems with FlickerTerm and Sparta, and (can I be

Please be more specific. What problems? With what setup? Seems some people can run Flick under Sparta (disk-based and X), and some can't. Anyone know why this is?

> tomatoed for this?) let me just whimper "Dialing lists! Dialing lists!"
> That alone would make life much more bearable.

No "Dialing Menu" per se, but there's something in there now that serves the same function. <hint>

> (Is it me, or is inverse-video kinda hard to read on FlickerTerm? Right now
> I'm using a b/w teevee, so that could be the source...)

It's not you. Inverse is very hard to read.

From: bosco@host.yab.com ()

> How 'bout an ATASCII font? Betcha never thought of that!

Nope. If you want to call an Atari board, use BobTerm. It'll do a much better job at ATASCII than Flick ever could. My goal with Flick is to make it the best VT100 terminal it can be... NOT some all-singing, all-dancing, but ultimately half-@ssed terminal.

From: James King <jeking7@delphi.com>

> I would just like to see Ymodem and a scroll back buffer.

Ymodem-- I'm hoping Tom Hunt will be able to provide me with a Ymodem module.

Scrollback buffer-- Once I implement a capture buffer, we'll see. Bear in mind however that I'm down to 13K of free RAM at this point. Further development on Flick may come to a screeching halt simply due to running out of space!

> In addition, what's the chance of making an XEP80 version (send
> everything to E:)??

Zilch.

> I know it defeats the purpose, but it would remove all that
> flickering by putting the graphics through the XEP80.

And I could remove the flickering AND get all the IBMASCII characters by ditching the Atari and rewriting it on the PC!

By adapting Flick to the XEP80, I would have to completely replace huge chunks of code, modify about half of the rest, and the end product would be slower and useable by a smaller number of people.

This is a GOOD idea??

From: da_pate@pavo.concordia.ca (PATERSON, DAVID ANDREW)

> Remapping character attributes would be nice <g>, since that way I could show
> all the inverse as bold, which wouldn't have the overlap that glenn was
> discussing.

You can count on attribute remapping being in there. It won't be user friendly, but it'll be in there.

--
Clay Halliwell | ATARI XL/XE DO + THE
ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
Lonersoft ... Solutions you don't want, for problems you don't have!

3621. Re: FlickerTerm

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-26 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3nma9l$30b@nic-nac.CSU.net>
Source record: 92114

Clay Says:

"No "Dialing Menu" per se, but there's something in there now that serves the same function. <hint>"

I smell a MACRO function! :)

I'm actually WAY behind on what ANY of the new modem software can do (well, "what BOTH of the new modem software" to be exact :)). All I know is I've looked at FT, mainly interested in the flicker-screen (I thought of that too, ya know! :) Speaking of this <hehe> where can one get ahold of really old c.s.a.8 posts???? I know this is possible (either that or I'm making it up)).

I've played with Ice-T a little but with no modem either <sigh>......

I NEED a P:R:Conn R: cable, and I've GOT one coming to me.... WHEN is the question though! :)

Oh well.. I should be (and am) thankful.. but I'm so psyched up about getting my 8bit pumped up (the little that it is at the moment) that I can't WAIT! :)

Oh joyous day it would be if I came home to find a package had arrived.. |^)

-bill!
kendrick@zippy.sonoma.edu.wasting.more.bandwidth!!!! (how wide IS this band, anyway!?)

3622. Re: "Protecting" copies of protected software

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-26 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3nmi8i$knd@hearst.cac.psu.edu>
Source record: 92115

Preston F. Crow (crow@coos.dartmouth.edu) wrote:
: As I understand it, there are at least four ways in which software was
: copy-protected on the Atari 8bits:

: 1. The used-sector table (sector 360) is incorrect, so DOS's duplicate
: disk will skip needed sectors. Many sector copy programs will deal with
: this.

: 2. The program checks to see that there is a bad sector (unformatted,
: or otherwise returning an error code) in a particular location on the
: disk. I know someone came up with a simple hardware modification to
: allow writing of bad sectors, but I don't know where the documentation
: on it is. [This is what they used for Ultima IV, the last of the
: series released for the 8bit.] There may have been modified versions
: of this scheme where the sector contained useful data, but still
: returned an error code.

: 3. The disk has two sectors that both claim to be the same sector, so
: the program re-reads the sector until it happens to get the other
: copy. [I think this was quite rarely used.]

: 4. The disk is formatted with different interleave on different
: tracks, so as to produce different access times for the tracks. These
: programs generally required the Happy enhancement to copy them, as it
: was able to detect the formatting and duplicate it.

5. Short sectors. Contain less than the standard 128bytes and when
read by the disk drive, fill up the missing data with the physical
sector header data from the next adjacent sector.

6. Fuzzy sectors. Only half the data in the physical sector is actually
formated. The rest is random magnetic data.

7. More than 18 sectors per track. This is common on an Enhanced density
disk where 21? sectors are used. The drive must be physically slowed
down in order to write more than 21 sectors per track.

8. In addition to "BAD/MISSING" sectors, there are Soft Errors, such
as bad CRC bytes, deleted data marks, etc..

9. I actually think there is a LONG sector.

10. There are still a few more...

BUT I WOULD BE INTERESTED IN THE TRS80 COPIER!
--
Karll The Ghoull creator of alt.drinks.kool-aid and chia pet undergarments.

ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

3623. 8-bit cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-26 00:00:00 UTC
From: vrp@delphi.com
Message-ID: <J+5dh7w.vrp@delphi.com>
Source record: 92116

I'm looking for old 8-bit carts for the Atari-800. Anybody got any?
Email me at vrp@delphi.com with reply.

...

3624. Re: Reference for programming joystick ports

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-26 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3nln9n$hnt@nic-nac.CSU.net>
Source record: 92117

Whoa James! What do you need to know!? You know how to use the BASIC
"STICK()" function, right? Do you know how to extract certain bits out of it?
(Actually, if you work it just like a joystick: 4 inputs either on or off,
you don't need to twiddle with the bits (except for speed if you're in like
Action! or assembler):
IF S>4 AND S<8 THEN - right button pressed
IF S>8 AND S<12 THEN - left button pressed
IF S=13 OR S=5 OR S=9 THEN - down button pressed
IF S=14 OR S=6 OR S=10 THEN - up button pressed
and..... whoops... well, not "all combinations", but a certain set of
combinations are handled there :) up/down/left/right/diagonal.. that's
only 8 + 1 no buttons = 9. There are 7 more (including ALL of them down)..
I guess you will need to do some binary-"and" operations... :))

Anyway, if it's OUTput you need to learn about, well, most everyone here
with a copy of De Re or Mapping (probably Mapping) can tell you how! :)

It's all pretty simple actually (at least, that's what I keep telling myself
hehee)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3625. Re: "Protecting" copies of protected software

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-26 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <3nmae2$raf@dartvax.dartmouth.edu>
Source record: 92118

As I understand it, there are at least four ways in which software was copy-protected on the Atari 8bits:

1. The used-sector table (sector 360) is incorrect, so DOS's duplicate disk will skip needed sectors. Many sector copy programs will deal with this.

2. The program checks to see that there is a bad sector (unformatted, or otherwise returning an error code) in a particular location on the disk. I know someone came up with a simple hardware modification to allow writing of bad sectors, but I don't know where the documentation on it is. [This is what they used for Ultima IV, the last of the series released for the 8bit.] There may have been modified versions of this scheme where the sector contained useful data, but still returned an error code.

3. The disk has two sectors that both claim to be the same sector, so the program re-reads the sector until it happens to get the other copy. [I think this was quite rarely used.]

4. The disk is formatted with different interleave on different tracks, so as to produce different access times for the tracks. These programs generally required the Happy enhancement to copy them, as it was able to detect the formatting and duplicate it.

Now what I would like to see is a method for representing this copy protection information in disk image files, and then to have SIO2PC able to emulate protected disks. Then I could put my old 810 into storage. (It should be relatively simple to tack on a table listing sectors with error codes, and only a little more complicated to specify a seek delay for certain sectors.)

--PC
--
"If guns were outlawed, only outlaws would shoot people."
"Guns don't kill people, lack of structural integrity of the brain does."
"I wasn't aborted, and I vote!"

3626. Re: Need Happy 7.1 (or greater) software.

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-26 00:00:00 UTC
From: ckormos@delphi.com
Message-ID: <RO68ZF1.ckormos@delphi.com>
Source record: 92119

Bryan,
I ahve a copy of HAppy 7.1, it's yours for $2 postage included.
I've moved since we last did business:
CHarles Kormos
10003 Oakengate Place
Tampa, FL 33624
are you still in Orlando?
Charley

3627. "Protecting" copies of protected software

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-26 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <3nlnom$sud@butch.lmsc.lockheed.com>
Source record: 92120

I've got a few software titles which I haven't seen available commercially anywhere. One of my mortal fears is that either through my own carelessness or a 1050 run amok, some treasured game which is very hard to find these days will no longer function.

As insidious as "doc-check" copy protection is, and as much of a pain in the rear some of it is to use ("Page 53, line 27, word 5..."), at least you can make backup copies of your software.

I doubt that many of the software manufacturers who offer a replacement policy for a nominal price (usually $5 to $10) are doing this anymore. In other words, if some of this stuff fails, it's all over. You either learn to live without or you try to find another copy of it somewhere.

I've dug up Ultima III recently (currently looking for the other Ultimas made for Atari, hint hint), and I have not seen this title available commercially anywhere. What do I do if the disk fails to boot in the future? With copy protection schemes as I know them, I can't make a backup for archival purposes. Also, I paid $29.95 for one game fairly recently, and I don't want to pay another $30 should it fail (if I can find it at all).

(Actually, in the case of U3, I bought it used at B&C a couple of years ago, and the twit who owned it first used the *original* player master disk as his/her scenario disk. Sheesh.)

Another issue, of course, is a desire to place copy-protected software on a hard drive. Have any of you done this? Are there tools which allow you to do this?

This is a touchy subject, due to the P-word, but it *is* a real concern for many of us who want to keep enjoying our software long into the future. How have some of you out there learned to adapt to this limitation? Can the inability to duplicate program disks eventually lead to the death of some titles, as disks slowly wear out and stop booting?

I hate to even bring this up...but I remember crunching a couple of game disks for the 8-bit back when you could easily find replacement software and when the software companies could replace disks for a few bucks. I haven't mangled a game disk in my 8-bit renaissance yet... but I know it's possible and that I may have no recourse when it happens.

And I'm proud to say that I have *never* possessed a copy of commercial 8-bit software which wasn't legitimate. Just thought I'd

throw that in as flame retardant.

--
Tim Irvin
ziggy29@rahul.net

3628. Re: Magazine Indexes???

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-26 00:00:00 UTC
From: jlodoen@shell.portal.com
Message-ID: <3nm8an$1v9@jobe.shell.portal.com>
Source record: 92121

rosborn@en.ecn.purdue.edu (Ryan H Osborn) writes:

> I`m looking for some detailed information on the 1020 plotter. I
> have several magazines I could search through. I was wondering if there
> exists an index of the Antic or ANALOG magazines based on the article
> topics. Any information will be helpful. Thanks a lot.

There was a review of the 1020 in ANALOG #14, page 109. A program
called Turtle 1020 appeared in #35, page 88.

Antic published 1020 Plotter demos by Kris Cruz in February 1986,
Vol. 4, #10

The two programs can be FTPed from allison.clark.net

/pub/atari/mag/analog/85-10.arc
/pub/atari/mag/antic/86-02a/plotter*.bas

3629. Re: Wanted: a good book on programming the 6502

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-26 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3nmhjj$knd@hearst.cac.psu.edu>
Source record: 92122

```
Christopher McKeen (chris@world-one.com) wrote:
: Tim Irvin (ziggy29@rahul.net) wrote:
: : I'd like some recommendations about a good book (or two) on
: : programming the 6502. I have reference manuals, a list of the
: : instructions and the opcodes, but I'd like something a little more
: : in depth, preferably with a few worked-out examples.

: The Atari Assembler by Inman & Inman, from Reston Publishing.

: A "Mapping the Atari" book is a must as well.

THE BEST BOOK..is COMPUTES! beginners book to assembly language.

: Chris

: ---------------------------------------------------------------------
: Christopher McKeen at | General Computer |chris@world-one.com
: WorldONE Communications| - Consulting - |(610) 874-5190 BBS
: P.O. Box 4070 | On-Line Systems Dev. |(610) 874-9651 Voice/FAX
: Elwyn PA 19063 | Programming & HTML |
: ---------------------------------------------------------------------

--
Karll The Ghoull creator of alt.drinks.kool-aid and chia pet undergarments.
-------------------------------------------------------------------------------
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.
```

3630. Emulator for PC?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-26 00:00:00 UTC
From: Leon@lfheller.demon.co.uk
Message-ID: <798936624snz@lfheller.demon.co.uk>
Source record: 92123

Does anyone know of an Atari 8-bit emulator for the PC? A friend of
mine is looking for one. I've searched through the Simtel and CICA
stuff, but couldn't find anything. I've seen Apple][, Mac and TRS-80
Model 1 emulators, so it should be feasible.

Leon
--
Leon Heller, G1HSM | "Do not adjust your mind, there is
E-mail leon@lfheller.demon.co.uk | a fault in reality": on a wall
Phone: +44 (0)1734 266679 | many years ago in Oxford.

3631. Re: 50/60Mhz problem

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-26 00:00:00 UTC
From: I37531@ci.ist.utl.pt
Message-ID: <3nle6s$cvh@alfa.ist.utl.pt>
Source record: 92253

DAVID DAVIES (MBITDC9306@titan.newi.ac.uk) wrote:
: >
: > The programmers in Europe should take this 60/50mhz problems into
: > account. This would make all their software compatable with all 8-bits.
: > Some of them apparently have done so, like the Hi-Tech Team and Bewesoft.
: >

errr, just a small detail here... its 60/50 Hz, not Mhz. 60Mhz is almost
FM frequencies... :)

That would be funny, 50 Mhz on my local power network... who would need a
modem then ? :)))

3632. Re: Name this keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-26 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <3nkfsn$4ul@news.umbc.edu>
Source record: 92254

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
: Definitely a 1200xl keyboard.

Yep, second the 1200XL keyboard...

11 total "function" keys at the top...

Looking at my favorite keyboard Left to right, from the top...

*POWER *L1 *L2
RESET [ATARI 1200XL] START/SELECT/OPTION/F1/F2/F3/F4/HELP/ATARI/BREAK

Tom
-=-
Thomas Drake | From an Atari 8-bit Home Computer,
tdrake1@umbc.edu | through the telephone, off of the server,
Test First! Then Code! | over the T-1 backbone, nothing by 'Net!

3633. Re: "Protecting" copies of protected software

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-27 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <137623@cup.portal.com>
Source record: 92124

Tim; at least for UIII, I know you to be of good character so if your disk goes bad or you want to put it on hard drive just let me know. As far as commercial cracks go, *everybody* seems to like Chipmunk. It's still pretty pricey but if I was still into games, that'd probably be how I'd go about protecting my investment.
I *loved* UIII! It's funny you mention it because there was just a thread in comp.sys.ibm.games.rpg about it. People were telling how they had never figured out about going to Ambrosia via the whirlpool: Everytime they were sailing around & got sucked in, they shut off their computer. Doing things like killing Lord British with the ship's cannon, building a walkway with boat at the entrance to the Isle of the Silver Snake so they could Moongate there with a horse & outrun all the battles. Game came with a nice cloth map & several books of Runes. I think San Jose Computer seperated me from something like $49 or $59 for that one when they were still on Blossum Hill Rd. I'm thinking of buying the UI-UVII CD ROM for my clone as the only ones I have are II & III on my Atari & 7 on my clone.
Rick

3634. FS: 8-bit software

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-27 00:00:00 UTC
From: osteele@u.washington.edu
Message-ID: <3nmv3p$k9b@nntp1.u.washington.edu>
Source record: 92125

Title	Maker	Price
* TAKE IT ALL FOR: $20		$0.00
Conversational French	Atari	$14.00
Conversational Spanish	Atari	$14.00
De Re Atari	Atari	$14.00
DOS 2	Atari	$9.00
DOS 3	Atari	$10.00
Gato XE	Spec. Holobyte	$9.00
MAC/65	OSS	$12.00
Macro Assembler	Atari	$11.00
SynCalc	Synapse	$12.00
Tax Advantage 85	C Arrays	$3.00

3635. FS: 8-bit hardware

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-27 00:00:00 UTC
From: osteele@u.washington.edu
Message-ID: <3nmv4v$k9p@nntp1.u.washington.edu>
Source record: 92126

Will take asking price or best offer on these:

Title	Maker	Price
1010 Program Recorder	Atari	$11.00
1050 Disk Drive	Atari	$70.00
130 XE Computer	Atari	$69.00
410 Program Recorder	Atari	$7.00
600 XL Computer	Atari	$34.00
810 Disk Drive	Atari	$65.00
Basic	Atari	$6.00
Basic XL	OSS	$14.00
P:R: Connection	ICD	$17.00
Paddle Controllers	Atari	$9.00
Telelink 1	Atari	$6.00

3636. "Satan Inside"

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-27 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3nmtm5$ioc@nic-nac.CSU.net>
Source record: 92127

Ok, I was at the SSU Computer Club meeting yesterday, and noticed the door to the "room o' junked Suns" was opened. Now, this is where this machine (the "Zippy" Sun Unix box I'm on at the moment) is kept.

I looked at it and noticed this logo.. it looked a lot like an Intel logo, but it said "Satan Inside"!!! WOW! COOL! I screamed about it, and a few of the CClub members went in to look and were as impressed as I.

I sit back down and we go on talking about whatever it is we were talking about (either comics or Beavis & Butt-Head... yeah, it was one of "those" meetings...) and the Sysadmin / does-a-whole-ton-of-other-stuff, Brian walked in and set down a peice of paper with nine more "Satan Inside" logos and a pair of scissors (and walked back into his office on the other side of the hall). :)

So, to make an extremely long story short, I cut one out for myself (as did quite a few others) and last night I taped it to my 800XL on the upper right-hand corner. Hehehehe... pretty cool, huh?

I'd like to, when I get my Sweet-16, make a "Sweet16 Inside" logo not unlike this one (and the "Intel Inside" and the "Intel Outside" logos, of course :)) and replace the "Satan Inside" one with it..

That'd be cool!

(Oh yeah, the REASON the Sysadmin had a bunch of "Satan Inside" logos, other than because he's cool, was because he was trying out the Unix program "Satan" (some security thing) and it happened to come with a Post-Script file with those logos in it! :))

Neeato!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3637. Re: "Protecting" copies of protected software

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-27 00:00:00 UTC
From: bodysurf@netcom.com
Message-ID: <bodysurfD7oF11.BDp@netcom.com>
Source record: 92128

btomlin@crl.com (Bruce Tomlin) wrote:

>Tim Irvin (ziggy29@rahul.net) wrote in comp.sys.atari.8bit:
>> I've dug up Ultima III recently (currently looking for the other
>>Ultimas made for Atari, hint hint), and I have not seen this title
>>available commercially anywhere. What do I do if the disk fails to
>>boot in the future? With copy protection schemes as I know them, I
>>can't make a backup for archival purposes. Also, I paid $29.95 for
>>one game fairly recently, and I don't want to pay another $30 should
>>it fail (if I can find it at all).

>Well, all they do is use a feature of the standard 17xx series FDC chip.
>It allows two extra "sector type" bits to be recorded along with each
>sector when you write it. When you read it, the bits are available in a
>status register.

>Atari just defined one of the four sector types as "normal" and another
>as "protected". Since there was a separate CPU controlling the floppy
>drive, they could just make it not know how to write "protected" sectors.

>The point of Happy drives is that they have disk controller software that
>DOES know how to write protected sectors. So copying a normal copy
>protected disk is simple. I don't know if any other copy protection
>methods were used on Atari disks, but I doubt it.

The methods you described were some of the most crude form of copy
protection (along with just not formatting a track). Things such as
syncronized tracks (aka "skew alignment"), 18-25 sectors per track,
"weak bits" and physically modified disks (e.g., laser holes) were the
more advanced techniques and (at least the last 3 methods) were not
covered by using TRASH-80 copier.

Things like this would require a combination of a Happy Drive, Copy II
PC Option Board and other hardware.

Lates!

Tim <bodysurf@netcom.com>
"Finger" for PGP v2.6.2 Public Key

3638. Re: "Protecting" copies of protected software

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-27 00:00:00 UTC
From: bodysurf@netcom.com
Message-ID: <bodysurfD7oF19.BF2@netcom.com>
Source record: 92129

crow@coos.dartmouth.edu (Preston F. Crow) wrote:

>As I understand it, there are at least four ways in which software was
>copy-protected on the Atari 8bits:

>1. The used-sector table (sector 360) is incorrect, so DOS's duplicate
>disk will skip needed sectors. Many sector copy programs will deal with
>this.

This method was so crude that I don't know if that even merits as
"copy protection", but I guess in the strictist terms it is.

>2. The program checks to see that there is a bad sector (unformatted,
>or otherwise returning an error code) in a particular location on the
>disk. I know someone came up with a simple hardware modification to
>allow writing of bad sectors, but I don't know where the documentation
>on it is. [This is what they used for Ultima IV, the last of the
>series released for the 8bit.] There may have been modified versions
>of this scheme where the sector contained useful data, but still
>returned an error code.

There are simple hardware modifications including a switch that would
change the drive speed. Writing with a slower than average drive
speed would cause the sector read back by a normal drive to CRC error
out. This method again is quite crude as the error wasn't truly
reproducable -- sometimes you'd have to attempt this a few times to
get a legit copy.

>3. The disk has two sectors that both claim to be the same sector, so
>the program re-reads the sector until it happens to get the other
>copy. [I think this was quite rarely used.]

This was done quite a few times. This method required using a more
advanced hardware copier CHIP, not merely modifying the existing
hardware. Identical sector IDs with different data. Expanding on
this was placing more sectors per track (up to 27+) with usually
smaller than 128bytes/sector to fit them all. This (beyond about
22-23 sectors/track) was difficult (impossible) to reproduce with the
Happy Drive as it was not a bit copier. Some people tried slowing the
drive RPM down to allow the Happy to write more sectors/track, but it
never worked very well. At this point, Happy threw up its arms in
surrender and didn't truly "copy" the disk, but "emulated" the copy
protection beyond about v5.2 of HBP.

>4. The disk is formatted with different interleave on different
>tracks, so as to produce different access times for the tracks. These
>programs generally required the Happy enhancement to copy them, as it

>was able to detect the formatting and duplicate it.

This was called "skew alignment" on the HBP. A very crude
implementaton of this was done in v3.8/3.9. A very good
implementation of this was done is v4.0. These synchronized tracks
relied on the relative position of sector 1 on track one to other
sectors on other tracks (and their order within the track itself!).

>Now what I would like to see is a method for representing this copy
>protection information in disk image files, and then to have SIO2PC
>able to emulate protected disks. Then I could put my old 810 into
>storage. (It should be relatively simple to tack on a table listing
>sectors with error codes, and only a little more complicated to
>specify a seek delay for certain sectors.)

Some of this would be fairly easy to do; others would be more
difficult. Especially things like the timing of synchronized tracks
relies on things like the access speed of the 810 drive head, baud
rate of the drive, etc. that would be much faster on a hard disk.
Other things (like unformatted tracks) that merely return an error
code would be a lot easier. I don't see it happening. Atari
protection (especially from companies/people such as Electronic Arts,
Synapse, and Phillip Price were especially nasty and cutting edge for
the time).

>--PC
>--
>"If guns were outlawed, only outlaws would shoot people."
>"Guns don't kill people, lack of structural integrity of the brain does."
>"I wasn't aborted, and I vote!"

Lates!

Tim <bodysurf@netcom.com>
"Finger" for PGP v2.6.2 Public Key

3639. Re: "Protecting" copies of protected software

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-27 00:00:00 UTC
From: bodysurf@netcom.com
Message-ID: <bodysurfD7oF1H.BG8@netcom.com>
Source record: 92130

heller@akh104.rh.psu.edu (Andrew K. Heller) wrote:

>Preston F. Crow (crow@coos.dartmouth.edu) wrote:
>: As I understand it, there are at least four ways in which software was
>: copy-protected on the Atari 8bits:

> 6. Fuzzy sectors. Only half the data in the physical sector is actually
> formated. The rest is random magnetic data.

Yep, also known as "weak bits". HBP couldn't touch this legitimately.

> 7. More than 18 sectors per track. This is common on an Enhanced density
> disk where 21? sectors are used. The drive must be physically slowed
> down in order to write more than 21 sectors per track.

Less than 18 sectors/track were used too. The 810 must be slowed down
to write this but certain custom hardware copiers (e.g., COPY II PC
Option Board and another hardware copier that plugged into the top of
the memory expansion slots on the 800 that I only saw advertised in
one of the first ANTIC/ANALOG magazines) could do this by speeding up
the data writes without slowing the drive RPM.

> 8. In addition to "BAD/MISSING" sectors, there are Soft Errors, such
> as bad CRC bytes, deleted data marks, etc..

> 9. I actually think there is a LONG sector.

> 10. There are still a few more...

Definitely.

> BUT I WOULD BE INTERESTED IN THE TRS80 COPIER!

A COPY II PC deluxe option board does a lot more. The TRS-80 copier
would only do things like unformmated tracks and the crudest sector
errors. It was great for the earliest copy protection schemes, but
wouldn't even do the earliest EOA releases like Archon or M.U.L.E.

Lates!

Tim <bodysurf@netcom.com>
"Finger" for PGP v2.6.2 Public Key

3640. Atari Vendor

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-27 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9504270214591.DLITE.bjcorr@delphi.com>
Source record: 92131

Just got back from Arizona on buisness and I discovered an Atari dealer I never heard of before. They are Games+ and they had a good assortment of 8bit hardware and software, NEW in the box software! I couldn't believe the amount of old Atari titles still in the box and new! They also had a good selection of used hardware. Every 8bit computer commonly made (NEW in the box 65XE's) even an XEGS, XF551 drives for $40!!! Yes, they work! (got one)
Also picked up the newsletter of the local Users group NWPAC, it is good. Had reviews of Ice-t, news about FTE, and an article about the just completed Textpro 5.20 manual, done by the clup prez Dale Wooster. 106 pages printed front and pack in NLQ type, spiral bound with full front and rear covers and plastic protectors, full color cover, all for $12 that INCLUDES priority mail! $6 more get you a 2 disk set of 5.20 ready to run, $4 more get you additional macros, setup instructions, etc. I ordered mine today. Games+ is at;

Games+
610 N. Alma School Rd.
Chandler, AZ 85224
(602) 963-1961

Order the Textpro Manual from;
Dale Wooster
7113 Pasedena
Glendale, AZ 85303
The NWPAC sponsers a BBS at;
(602)278-8505 (PAUGS)
It is open to all, special perks for NWPAC members.

bjcorr@delphi.com

3641. Re: Reference for programming joystick p

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-27 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9504270326591.DLITE.bjcorr@delphi.com>
Source record: 92132

```
>Still considering my security project, but havent found any decent
>references to programming the joystick ports (which would probably be
>the only decent (easy) input/output ports to use).
>
>Anybody have any recommendations?
>
>--
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - jeking7@delphi.com @ @ @
> @ @ @ ------------------------------------ @ @ @
>
I remember running accross a few good articles in Analog on programming the
joy ports. Give me a day to look them up. Wasn't there a column for awhile
in Analog devoted to hardware hacking that covered this well?

bjcorr@delphi.com
```

3642. Re: Name this keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-27 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9504270326592.DLITE.bjcorr@delphi.com>
Source record: 92133

>In article <3ngu34$18lh@hearst.cac.psu.edu>, heller@akh104.rh.psu.edu
(Andrew K. Heller) says:
>>
>>James King (jeking7@delphi.com) wrote:
>>: Came across a keyboard by itself over the weekend, and I cant for the
>>: life of me, figure out which Atari it came from.
>>:
>>: It's a Mitsumi that looks just like an XL keyboard, but it has about 10
>>: "function keys" across the top right and one solitary function key
>>: on the top left.
>>:
>>: Does this sound/look familiar to anyone??
>>
>>Its a 1200XL keyboard. Radio Shack had some of them for sale
>>(the keyboard) many years ago. I wish I had purchased some then.
>>
>
>I thought the 1200xl only had 4 or 5 function keys total??
>
>This XL-like keyboard had at least 10 function keys on the upper right
>hand side and one solitary function key on the upper left hand side.
>
1 left side reset
10 right side Start, Select, Option, F1 - F4, Help, Inverse, Break

1200XL all the way, wish I had it, I need a replacement!

bjcorr@delphi.com

3643. Re: SIP2PC38

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-27 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9504270326593.DLITE.bjcorr@delphi.com>
Source record: 92134

>The voltages you got sound OK, from experience, wiring a MAX232 wrong will
>pull the voltages to about 1/2 of specs. As far as the diode goes, I almost
>always use 1N914 switching/small signal diodes. They only handle about
>..2 amp, but that's probably 100 times more then you need. The forward
voltage
>of these diodes is lower then most power diodes. Another problem I've had
is
>the ground & logic ground signals are not always compatible in every cable
>I've used. I'd try using the 'other' ground from whatever you're doing
now.
>You should be able to see the logic levels switching from the SIO2PC menu
>if you have almost everything hooked up right. All else fails, you can
always
>have me repost my 74LS00 version, it's a little easier/quicker to make &
you
>should have 1/2 a cable left around anyway<g>.
>Rick
>
Post it anyway Rick, I'd like to see it.

bjcorr@delphi.com

3644. Re: Rom Scanner for 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-27 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9504270326594.DLITE.bjcorr@delphi.com>
Source record: 92135

>I'm finally about to get to work on a Rom Scanner unit for the 8-bit.
>It was designed for me back in 1993 by Jason Keane
>(jkeane@ugmail.eeng.dcu.ie) and allows up to 8 ROMs to be connected
>to the Atari at once.
>
>I've made my own minor modifications to the design and on an 800XL,
>there's a small hardware hack to fit. I think I may be able to get
>away without the hack on a 130XE - just trying to find out.
>
>The units can be daisy-chained to allow you to connect at many ROMs
>as you like and the ROMs are simply selected by pushing a few
>buttons.
>
>How much interest would there be in such a device amongst the games
>players and cartridge collectors amongst you? Don't worry, there's
>also an on/off switch so that you can run your disk and cassette
>collections without any problems :-)

Sounds very interesting, let's see it!

bjcorr@delphi.com

3645. Re: Wanted: a good book on programming the 6502

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-27 00:00:00 UTC
From: smrgoodw@reading.ac.uk
Message-ID: <3nnggk$cpg@susscsc1.rdg.ac.uk>
Source record: 92136

In article knd@hearst.cac.psu.edu, heller@akh104.rh.psu.edu (Andrew K. Heller)
writes:
>: Tim Irvin (ziggy29@rahul.net) wrote:
>: : I'd like some recommendations about a good book (or two) on
>: : programming the 6502. I have reference manuals, a list of the
>: : instructions and the opcodes, but I'd like something a little more
>: : in depth, preferably with a few worked-out examples.
>: A "Mapping the Atari" book is a must as well.
>
>
> THE BEST BOOK..is COMPUTES! beginners book to assembly language.

Yes, I learnt from this book it was really good. I'm sure Tom Hudson's
Boot Camp series from Analog magazine would be a great help too.

Two gripes with the COMPUTE! book - it does avoid a few useful instructions
(I have in mind BMI and BPL which I use all the time) and it does advocate
the use of "kernels" - using private OS routines - which can lead to
incompatability problems.

That reminds me... does anyone out there know what the overflow (V) flag is
for in relation to ADC and SBC??? Something to do with signed multi-byte
addition but that's all I have ever found out.

- Joel G.

3646. Re: Wanted: a good book on programming the 6502

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-27 00:00:00 UTC
From: junkster@chinook.halcyon.com
Message-ID: <3nmvib$mgo@news1.halcyon.com>
Source record: 92137

Joe Walsh <ransom22@delphi.com> wrote:
>
>The best book I have found (and I have many!) for 6502 assembly language
>programming is called "Atari Roots: a guide to atari assembly language",
>by Mark Andrews.

Keeping in line with the "Atari Homecoming" idea, Mark Andrews is still
in the computer world. He writes Macintosh programming books (_The
Programmer's Guide to MPW_).

James Hague
junkster@halcyon.com

3647. Ultima II

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-27 00:00:00 UTC
From: dann@tleilax
Message-ID: <D7oEGx.DFF@nymt.reuter.com>
Source record: 92138

BTW, my email address is dann@nymt.reuter.com.

Sorry about that.

3648. Ultima II

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-27 00:00:00 UTC
From: dann@tleilax
Message-ID: <D7oE5x.D9s@nymt.reuter.com>
Source record: 92139

Does anyone have a copy of Ultima II for the Atari 8-bit? I would like to get the original box and documentation (map, etc.) Please resond if you do..

Thanks!

3649. Re: 50/60Mhz problem ... :-)

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-27 00:00:00 UTC
From: MBITDC9306@titan.newi.ac.uk
Message-ID: <9504271402.AA10892@dylan.newi.ac.uk>
Source record: 92140

> : > The programmers in Europe should take this 60/50mhz problems into
> : > account. This would make all their software compatable with all 8-bits.
> : > Some of them apparently have done so, like the Hi-Tech Team and Bewesoft.
> : >
>
> errr, just a small detail here... its 60/50 Hz, not Mhz. 60Mhz is almost
> FM frequencies... :)
>
> That would be funny, 50 Mhz on my local power network... who would need a
> modem then ? :)))

Um ... okay, you got me.

I suppose it just goes to show just how much faster a PAL Atari is,
then :-) :-)

Dave
David Wyn Davies
The Atari Classic Programmer's Club
mbitdc9306@newi.ac.uk

Politicians should be bounced on their heads until
their skulls crack ... only thing is, I don't like
swimming in shit!

3650. More Disk Copy Protection Methods.

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-27 00:00:00 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <2D6ED297E30@east-01.novell.leeds.ac.uk>
Source record: 92141

There are numerous disk copy protection methods that have been used on the Atari 8-bits, those four that got posted a day or so ago are only just the tip of the Iceberg!

There are two main forms of protection (apart from copyright laws!), these are designed to
a) Stop you copying the disk and/or
b) make it not worth your while to copy the disk.

Category a) methods include Bad sectors, Phantom sectors, Fuzzy sectors, duplicate sectors. All of these rely on software detecting (or rather not detecting!) data on certain sectors of the disk. Most of these sector formats can be copied using the various Happy, Archiver etc upgrades for your 1050. One of the most ingenius methods I have heard of is actually making a tiny hole in the disk at the exact position of a certain sector, it requires some very precise calculations and formatting but there's no way you could do such a thing on your system at home! The software then checks for lack of any and all signal at this sector and if it finds any it refuses to boot etc. I'm not sure if this method has actually been used on an 8-bit Atari, but I have heard rumours.
Another way (which was adopted by Databyte) is to time how long it takes to read x number of sectors. If it takes less or more time than expected then the software assumes you have an upgrade fitted and refuses to load the software. This has an unfortunate side effect that the software won't run on an XF 551 which spins at 300rpm as opposed to the 288rpm of a 1050. There are a few games of this nature, Flight Simulator II, Spy-v-Spy I, Polar Pierre and Aztec as far as I can remember.
I have also heard that recent European methods check to see if a disk is write protected, if it is it refuses to load. If it isn't it then goes on to check for the 'bad sectors' etc if they are not present then it formats your disk assuming you have a pirate copy!!!! Also some recent software has serial numbers on the disk label and stored on the disk, while these don't prevent copying they can be very useful in tracking down the source of the piracy!

Category b) methods include the 'find the code on page 33 of the manual', input the necessary code by translating the code number into a sequence of characters using the supplied coloured conversion sheet. Another way is to put the manual on red or orange paper which then makes it hard to photocopy. These methods usually work best when software needs extensive documentation.

Other methods include the dreaded Lenslok, by placing your 'Lenslok' device over the 'garbage' displayed on the screen a code was revealed which you must enter correctly for the software to run. This was dreaded because the Lenslok was easily misplaced and the software companies were obviously not too keen to replace them!
Also as dreaded was the dongle which was used on (the UK version of) Leaderboard. This plugged into the joystick port and the software checked if it was there, if not the system crashed on you. It was only a connection between two pins but that wasn't common knowledge at the time.

Anyway thats my brief roundup of copy protection techniques, if you want more info whole books have been published on the subject, most notably those by Alpha Systems, called I believe Copy Protection Techniques and Advanced Copy Protection techniques.

Richard Gore
chmrig@leeds.ac.uk

3651. Re: Emulator for PC?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-27 00:00:00 UTC
From: Denver Leonard Giles <dlg2@coventry.ac.uk>
Message-ID: <Pine.DYN.3.91.950427135330.14500C-100000@cc_sysk>
Source record: 92142

On Wed, 26 Apr 1995, Leon Heller wrote:

> Does anyone know of an Atari 8-bit emulator for the PC? A friend of
> mine is looking for one. I've searched through the Simtel and CICA
> stuff, but couldn't find anything. I've seen Apple][, Mac and TRS-80
> Model 1 emulators, so it should be feasible.

The emulator you require is called PC Xformer. The most current version
is 3.0 (I think) but a slightly older version is available free (It was
on a cover CD in the UK - This month I think - PC HOME ?) Version 3
costs #30 (??) and is available fro Micro Discount (See tha FAQ for details).

==
Denver Leonard Giles | \\\\\ ///// | All I learned at school
E-Mail dlg2@cov.ac.uk | O O | was how to bend
Student - MIS (N201) | / | not break the rules
Coventry University | /_ |
Priory St, CV1 5FB, England | _____/ | MADNESS - Baggy Trousers

3652. Blank cartridge cases wanted...

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-27 00:00:00 UTC
From: MBITDC9306@titan.newi.ac.uk
Message-ID: <9504271424.AA11140@dylan.newi.ac.uk>
Source record: 92143

Anyone know where I can get hold of some empty cartridge cases from?
Also, I don't suppose that there's anyone supplying Atari cartridge
connectors (cartridge ports)?

Dave
David Wyn Davies
The Atari Classic Programmer's Club
mbitdc9306@newi.ac.uk

Politicians should be bounced on their heads until
their skulls crack ... only thing is, I don't like
swimming in shit!

3653. Re: "Satan Inside"

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-27 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <D7oyKF.1zE.0.-s@cs.vu.nl>
Source record: 92144

kendrick@zippy.sonoma.edu (William Kendrick) writes:

>So, to make an extremely long story short, I cut one out for myself (as did
>quite a few others) and last night I taped it to my 800XL on the upper
>right-hand corner. Hehehehe... pretty cool, huh?

Right! For about a year now, I have a "6502 inside" logo taped on my 800xl.
Especially PC freaks who walk into my room laugh their guts out! (Not
knowing offcourse that our 1.77/1.79 MHz 6502 is more powerfull then an 8MHz
8088 or maybe even a 10 or 12 MHz 80286 :-)

greetz!
Ivo

+-------------------------------------+
____| Ivo van Poorten (ipoorten@cs.vu.nl) |____
\ +-------------------------------------+ /
/_____> <_____\

3654. Re: "Protecting" copies of protected software

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-27 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.799001873@gmi.edu>
Source record: 92145

jeking@xmission.com (James King) writes:

>> This is a touchy subject, due to the P-word, but it *is* a real
>>concern for many of us who want to keep enjoying our software long
>>into the future. How have some of you out there learned to adapt to
>>this limitation? Can the inability to duplicate program disks
>>eventually lead to the death of some titles, as disks slowly wear
>>out and stop booting?

>Upgrade your 1050 to Happy, then you can back up ALMOST all your (c)software.

Do you know of any vendors that still sell the Happy enhancement for 1050 drives? I've recently unpacked my 130XE system and there's lots of old software I have that I would like to back up. Would American Technavision carry the upgrade? I haven't seen it in their flyer. I guess I could just look for a 1050 that's already Happy enhanced, but I have 2 1050's and don't need yet another one.

/Kevin

3655. Re: "Protecting" copies of protected software

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-27 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3non4o$g6f@hearst.cac.psu.edu>
Source record: 92146

James King (jeking@xmission.com) wrote:
: In article <3nlnom$sud@butch.lmsc.lockheed.com>, ziggy29@rahul.net (Tim Irvin) says:

: > This is a touchy subject, due to the P-word, but it *is* a real
: >concern for many of us who want to keep enjoying our software long
: >into the future. How have some of you out there learned to adapt to
: >this limitation? Can the inability to duplicate program disks
: >eventually lead to the death of some titles, as disks slowly wear
: >out and stop booting?

: Upgrade your 1050 to a Happy, then you can back up ALMOST all your (c) software.

: For me, I've done two methods. 1) Everything is backed up via Happy 7.1 and 2) Almost
everything I have
: is archived off to Atari hard disk, PC hardisk, tape backup (via PC hardisk) and on
ftp/BBS sites.

I've never had a happy... but I have a 1050 Duplicator. Why isn't this
mentioned in the FAQ? The 1050D is nice, damn fast, and copies
just about everything I own. I think the latest version of the software
I have is 5. It even has the slow mod upgrade to copy more than 21 sectors
per track. It can copy EA's track mesh stuff as well.

--
Karll The Ghoull creator of alt.drinks.kool-aid and chia pet undergarments.

ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

3656. Re: "Satan Inside"

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-27 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3non5t$g6f@hearst.cac.psu.edu>
Source record: 92147

Ivo van Poorten (ipoorten@cs.vu.nl) wrote:
: kendrick@zippy.sonoma.edu (William Kendrick) writes:

: >So, to make an extremely long story short, I cut one out for myself (as did
: >quite a few others) and last night I taped it to my 800XL on the upper
: >right-hand corner. Hehehehe... pretty cool, huh?

: Right! For about a year now, I have a "6502 inside" logo taped on my 800xl.
: Especially PC freaks who walk into my room laugh their guts out! (Not
: knowing offcourse that our 1.77/1.79 MHz 6502 is more powerfull then an 8MHz
: 8088 or maybe even a 10 or 12 MHz 80286 :-)

Got a gift of that?!?!

--
Karll The Ghoull creator of alt.drinks.kool-aid and chia pet undergarments.

ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

3657. Re: Atari Vendor

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-27 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3nonhu$g6f@hearst.cac.psu.edu>
Source record: 92148

Ben Corr (bjcorr@delphi.com) wrote:
: Just got back from Arizona on buisness and I discovered an Atari dealer I
: never heard of before. They are Games+ and they had a good assortment of
: 8bit hardware and software, NEW in the box software! I couldn't believe the
: amount of old Atari titles still in the box and new! They also had a good
: selection of used hardware. Every 8bit computer commonly made (NEW in the
: box 65XE's) even an XEGS, XF551 drives for $40!!! Yes, they work! (got one
:)

How much were the XEGS's? Or should I just call. Someone should
get in touch with them and have them post a flyer here to the news group.
I am sure their supplies would vanish quickly.

Maybe I should call... (dialing...)

: Games+
: 610 N. Alma School Rd.
: Chandler, AZ 85224
: (602) 963-1961

actually, its 890-0556 and I'm having the guy give a price list for
his hardware stuff.

They say they have about 400-500 pieces of software.

Wants me to call back in 30 Minutes.

--
Karll The Ghoull creator of alt.drinks.kool-aid and chia pet undergarments.

ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

3658. Re: A "homecoming?" Your opinions...

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-27 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3nomco$nsp@nic-nac.CSU.net>
Source record: 92149

Re: CompChon on UHF 50 - by Joe Walsh

KFTY TV 50 in Sonoma? Hey, where are you, Joe!?

-bill! In Novato (Marin)
kendrick@zippy.sonoma.edu

3659. Re: Atari Vendor

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-27 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3np1q1$do8@hearst.cac.psu.edu>
Source record: 92150

Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
: : (602) 963-1961

: actually, its 890-0556 and I'm having the guy give a price list for
: his hardware stuff.

Okay..most if not all the hardware is used.. They are just a little
shop or 3 that carry used stuff. They have plenty of 8bit titles
used and new..but mostly used and all in the box.

They have as of this post: 400's $25, 800's $40, 800XL $45, 600XL $35,
XF551's were 40 but are now sold out, 1050 drives (about 13) at $40.
810's for $30, 65XE's for $50. Most of the hardware as I understand,
he used the 810 as an example, do not come with cables..but he would
throw them in for about $8. I don't know if this applies to the
computers. Paul, the guy I talked with seemed to be the only one
with a clue and he was very busy and I am greatful he took time out
to talk with me.

They also have 2600's, 5200's, 7800's etc... Apple][and so forth..

also brand new Atari Graphics tablets for $25.

1 XEGS in box with everythig for $100, 1 XEGS minus boxes etc...and light
gun $85.

If anybody buys some stuff, please let us know!
--
Karll The Ghoull creator of alt.drinks.kool-aid and chia pet undergarments.

ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

3660. Re: Blank cartridge cases wanted...

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-27 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <137777@cup.portal.com>
Source record: 92151

David; I believe B & C still sells cartridge making supplies, but I think they charge more for the blank boards & cases then you can buy most carts for. If by connectors you mean 30 pin edge cards, just about any 30 pin will work. There's still about 2 suppliers I know of in sili con valley that still have boxes of them.
Rick

3661. Re: Reference for programming joystick ports

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-27 00:00:00 UTC
From: david@signus.demon.co.uk
Message-ID: <1995Apr27.211729.488@signus.demon.co.uk>
Source record: 92152

```
James King (jeking7@delphi.com) wrote:
: Still considering my security project, but havent found any decent
: references to programming the joystick ports (which would probably be
: the only decent (easy) input/output ports to use).
~~~~~~~~~~~~

PORTA $D300 D7 D6 D5 D4 D3 D2 D1 D0
(Stick 1) (Stick 0)

PACTL $D302 D7 D6 D5 D4 D3 D2 D1 D0

D2 = 0 Enable direction control register at PORTA
D2 = 1 Enable I/O PORT at PORTA

PORTB $D301 D7 D6 D5 D4 D3 D2 D1 D0 (800/400 Only)
(Stick 3) (Stick 2)

PBCTL $D303 D7 D6 D5 D4 D3 D2 D1 D0 (800/400 Only)

D2 = 0 Enable direction control register at PORTB
D2 = 1 Enable I/O PORT at PORTB

PORTA can be changed into the PORTA direction control register by
clearing bit 2 in PACTL. You can then write a value to PORTA that
sets up which bits are input (set bit to 0) and which are output
(set bit to 1).

Before data can be read/written to the port, bit 2 in PACTL needs
to be set back to 1.

e.g. Set up D0-D3 as input and D4-D7 as output.

LDA PACTL
AND #$FD ; Enable PORTA DCR (Clear D2)
STA PACTL

LDA #$F0 ; D0-D3 are input lines and D4-D7 output lines
STA PORTA

LDA PACTL
ORA #$02 ; Enable PORTA I/O PORT (Set D2)
STA PACTL

LDA PORTA ; Read from Stick 0 (D0-D3)
ASL A
ASL A
ASL A
ASL A
```

```
STA PORTA ; Write value to Stick 1 (D4-D7)
```

If you have a 800 or 400 PORTB and PBCTL can be used in a similar way.

Not used my 800 for years since both my 1050s broke :(several times :((
so I couldn't check the above program.

Hope this helps.

--
David Firth <david@signus.demon.co.uk>

3662. Electronic Arts games --> help!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-27 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <BozcSwP.jeking7@delphi.com>
Source record: 92153

What's the trick with booting up EA games?

Almost every EA game I have loads up, gets to the logo, beeps a few more times, then stops cold..

I seem to recall having to hit BREAK or something, but that didnt do a think last night.

Anyone?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

3663. Re: "Protecting" copies of protected software

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-27 00:00:00 UTC
From: btomlin@crl.com
Message-ID: <3npogu$rl0@crl7.crl.com>
Source record: 92154

Tim (bodysurf@netcom.com) wrote in comp.sys.atari.8bit:
>protection (along with just not formatting a track). Things such as
>syncronized tracks (aka "skew alignment"), 18-25 sectors per track,
>"weak bits" and physically modified disks (e.g., laser holes) were the
>more advanced techniques and (at least the last 3 methods) were not
>covered by using TRASH-80 copier.

There was no need for a "TRASH-80" flame. Grow up. Has it occurred to
you I actually know what I'm talking about? And that I even have copies
of the Western Digital FDC data sheets?

>Things like this would require a combination of a Happy Drive, Copy II
>PC Option Board and other hardware.

None of those are going to let you copy laser holes, or even "weak bits".
And I can just use full-height drives and turn the speed screw if I need
to write a "slow" track. It might be a good idea, though, to update the
tach software I have for a larger speed range so I can adjust to an
accurate slow speed.

>There are simple hardware modifications including a switch that would
>change the drive speed. Writing with a slower than average drive
>speed would cause the sector read back by a normal drive to CRC error
>out. This method again is quite crude as the error wasn't truly
>reproducable -- sometimes you'd have to attempt this a few times to
>get a legit copy.

Even easier is to omit the F7 byte in the Write Track data, which is
the code used to put the correct CRC on the disk in the first place.

>>3. The disk has two sectors that both claim to be the same sector, so
>>the program re-reads the sector until it happens to get the other
>>copy. [I think this was quite rarely used.]
>This was done quite a few times. This method required using a more
>advanced hardware copier CHIP,

Not really. You can give the FDC whatever value you want for side, track,
and sector numbers, as long as they're in the range of 0-244. (F5-FF are
used to deposit address marks and such on the disk.) This is how skew is
done in the first place. Heck, even the various TRS-80 DOSes couldn't
agree whether sectors should be numbered from 0-17 or from 1-18.

If you issue a Read Track command and analyze the data, you could even
read identically numbered sectors on one pass.

>this was placing more sectors per track (up to 27+) with usually
>smaller than 128bytes/sector to fit them all. This (beyond about

Small sectors? No problem. I'd be talking to the FDC directly anyhow. Synchronizing tracks might be a bit of a problem, but I can just add extra gap bytes if I need to. It's only really a problem on the Apple II, which ignores the index hole completely.

>22-23 sectors/track) was difficult (impossible) to reproduce with the >Happy Drive as it was not a bit copier. Some people tried slowing the

Too bad you have to have an extra CPU in between you and the FDC chip. There are a lot cool of things you can do by abusing the 17xx chip, just like with abusing 2600's TIA chip.

At least a few TRS-80 disks even had both single and double density sectors on track zero for "dual boot" on both the Model I and III by switching density in the middle of formatting the track.

3664. A brief farewell...

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-27 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <27APR199523591985@pavo.concordia.ca>
Source record: 92155

I'm just dropping a line to give a brief farewell. I'm not gone for good, but since I'm going to be far from computers for about four months while training with the Canadian Armed Forces I won't be able to participate here until September. See y'all around.

PS If you want to order a copy of the Omnibus, orders will still be fulfilled in my absence. (plug,plug)

```
||| 6502 > 486
||| Dave Paterson
/ | \
```

3665. Re: Emulator for PC?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-27 00:00:00 UTC
From: Leon@lfheller.demon.co.uk
Message-ID: <799026073snz@lfheller.demon.co.uk>
Source record: 92156

In article <Pine.DYN.3.91.950427135330.14500C-100000@cc_sysk>
dlg2@coventry.ac.uk "Denver Leonard Giles" writes:

> On Wed, 26 Apr 1995, Leon Heller wrote:
>
> > Does anyone know of an Atari 8-bit emulator for the PC? A friend of
> > mine is looking for one. I've searched through the Simtel and CICA
> > stuff, but couldn't find anything. I've seen Apple][, Mac and TRS-80
> > Model 1 emulators, so it should be feasible.
>
> The emulator you require is called PC Xformer. The most current version
> is 3.0 (I think) but a slightly older version is available free (It was
> on a cover CD in the UK - This month I think - PC HOME ?) Version 3
> costs #30 (??) and is available fro Micro Discount (See tha FAQ for details).

My thanks to Leonard. I found x25.zip on the IC Sunsite server:
src.doc.ic.ac.uk:/computing/systems/atari/umich/8bit

Leon
--
Leon Heller, G1HSM | "Do not adjust your mind, there is
E-mail leon@lfheller.demon.co.uk | a fault in reality": on a wall
Phone: +44 (0)1734 266679 | many years ago in Oxford.

3666. Horrible XE crashes! :(

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-27 00:00:00 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D7pLHu.8y4@itex.jct.ac.il>
Source record: 92157

I'm just doing anything - Joust or DOS or Ice-T or whatever - and suddenly, out of nowhere, my RAM gets messed up (but not the Ramdisk) and the computer crashes. If I'm lucky enough to have the display list stay complete, I can see the screen memory getting messed up continuously, very quickly, in some pattern: 3-4 consecutive bytes, in increments of 8 bytes (like this: **** **** **** - * means changing, space means not) constantly changing. Another problem I have is that often the screen flickers and the color pot setting fluctuates, without crashing, but sometimes it's a sign of an impending crash. Anyway, I opened the thing up and poked around and I got nothing (no instruments used, just checking for loose connections). After such a crash, rebooting may or may not cure the problem. Sometimes even turning the computer off and on doesn't help - the Gr.0 screen comes up and quickly gets filled with junk, or doesn't come up at all.

Can anyone tell me what's wrong???!? This 130-XE cost me $300 and Jeff McWilliams about $50 and lots of time! It's loaded with upgrades (Newell 1-meg, US+ ROM, supervideo/audio, TT-touch keyboard) and I'd really be pissed to see it go to the U.S. for repairs... (more messing w/customs, months of shipping, hoping it won't break in the mail etc)

Thanks in advance for any advice! I'm using an 8088 right now :(:(:(

--

--- Itay Chamiel, Jerusalem, Israel / | \ bruck@brachot.jct.ac.il ---
Atari 8-bit geek since I was 6 \/|\/ (using someone else's account)

3667. Re: 800XL won't work in colour...

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-27 00:00:00 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D7pLrB.8zw@itex.jct.ac.il>
Source record: 92158

A.C.Bradburne (acb4@ukc.ac.uk) wrote:
: I've just bought an old 800XL. It seem to work fine, except that the
: TV picture is only black & white. I've had a fiddle around with it,
: but can't seem to see what's up.

If there's no sound either, the TV uses the wrong type of NTSC.. There's
both 3.38 and 4.43, the 8-bit uses the former and some TV sets have only
the latter..

Useless as usual,

-itay

--

--- Itay Chamiel, Jerusalem, Israel / | \ bruck@brachot.jct.ac.il ---
Atari 8-bit geek since I was 6 \/|\/ (using someone else's account)

3668. Mac 65 help

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-27 00:00:00 UTC
From: Jeff.Thomas@balmybeach.gryn.org
Message-ID: <bd9_9505030654@tor250.org>
Source record: 92159

I > My question is: when I am using my cartridge I will assemble my
I > program
I > and type DDT to go into the debugger and test the program. When I try
I > this
I > on M65V42 it says "what!". Is it posible to run/test/debug my program
I > without resorting to binary saving it and running it from DOS.

I'm not sure how PCXformer could affect the running of M65, but usually
you can use G nnnn command in DDT, where G is the command to run the program,
and
nnnn is a starting address. That's all that should be needed to get it up
and going. I think the version of M65 you have probably
didn't come with DDT. I believe that the M65 cartridge was the only one
to have DDT.

Later...

... OFFLINE 1.52
--
| Fidonet: Jeff Thomas 1:250/422
| Internet: Jeff.Thomas@balmybeach.gryn.org

3669. Help with SIO2PC !!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-27 00:00:00 UTC
From: jmmf@ing.puc.cl
Message-ID: <1995Apr27.212818.1341@tolten.puc.cl>
Source record: 92160

Hi !!!

Someone has the schematics to build this cable, or appropiate software
to use it ???

I'm too impatient for transfer some files beetwen my atari 800XL and my PC.

Someone can help me ? thanx...
--

+---+
| Jose Miguel Morales Farreras... E-mail ==> jmmf@ing.puc.cl |
| |
| ==> J M M F . |
+---+

P.D.: Please reply by mail...

3670. Re: Atari Vendor

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-28 00:00:00 UTC
From: bosco@host.yab.com
Message-ID: <3npf32$meq@news.yab.com>
Source record: 92161

Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
: Ben Corr (bjcorr@delphi.com) wrote:
: : Just got back from Arizona on buisness and I discovered an Atari dealer I
: : never heard of before. They are Games+ and they had a good assortment of
: : 8bit hardware and software, NEW in the box software! I couldn't believe the
: : (edited)

: How much were the XEGS's? Or should I just call. Someone should
: get in touch with them and have them post a flyer here to the news group.
: I am sure their supplies would vanish quickly.

: Maybe I should call... (dialing...)

: : Games+
: : 610 N. Alma School Rd.
: : Chandler, AZ 85224
: : (602) 963-1961

: actually, its 890-0556 and I'm having the guy give a price list for
: his hardware stuff.

: They say they have about 400-500 pieces of software.

: Wants me to call back in 30 Minutes.

Heh! I have tried to convince Rennie (the owner of the Games + stores)
to do mail-order, but he was against it. Chandler? I thought the
Atari stuff was at the Mesa store. Anyways, they might be interested in
doing it now just to get rid of all thje excess stuff. I will talk to
Paul (on eof their managers) about it. Maybe they could advertise here
and in our newsletter.

The prices for stuff at the Games + store are comparable to other
outlets, but the 8-bit users here in Phx are used to dirt-cheap. That
would explain why they have so much. They used to charge way too much in
the past.

Bosco =OP

3671. St Stuff for trade/sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-28 00:00:00 UTC
From: rhett@bigwpi.WPI.EDU
Message-ID: <3npfsq$asd@bigboote.WPI.EDU>
Source record: 92162

```
i have the following Atari ST stuff I would like to trade for 8bit stuff.
Interested in the following:
XEGS, trakball, 8bit carts, xf551, 7800 console/controllers/carts
Will also sell the stuff, but package deals of any kind are best.
email offers to rhett@wpi.wpi.edu
i will make you a good deal!
thanks

Transylvania
Spectre 128 cart/GCR disk
Magic Sac+ cart, transfer disk, cables, NO BOOT DISK
Space ACE docs
Golden Path docs
Road Raider docs
Temple of Apshai trilogy box, docs
Turbo ST docs
Starglider docs
Airball docs
Flight Simulator II box, docs
Music Construction Set box, docs
Skyfox box, docs
Captain Blood docs
Tass Times in Tone Tone box, docs

Quantum LPS 52 meg SCSI bare
Citizen GSX-140 24 wire printer
```

3672. Re: A "homecoming?" Your opinions...

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-28 00:00:00 UTC
From: knauss@netcom.com
Message-ID: <knaussD7q6Dv.Jru@netcom.com>
Source record: 92163

da_pate@pavo.concordia.ca (PATERSON, DAVID ANDREW) writes:

> Any feedback? If I don't get any real negative reaction by
>this Wednesday night (say 21h00 EST 26 Apr 1995) I will go ahead.

Neat idea. My only caution would be that you should be sure to set the
Followups-To: line, so that any responses come here and only here. And
you might want to add some general groups (comp.lang.c, for instance)
to the list.
--
Greg Knauss knauss@netcom.com

3673. Re: Blank cartridge cases wanted...

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-28 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <28APR199500005997@pavo.concordia.ca>
Source record: 92164

In article <9504271424.AA11140@dylan.newi.ac.uk>, mbitdc9306@newi.ac.uk writes...
>Anyone know where I can get hold of some empty cartridge cases from?
>Also, I don't suppose that there's anyone supplying Atari cartridge
>connectors (cartridge ports)?

Try BEST Electronics - they carry a variety of cart cases for different
boards. They've also got the cart connectors, though I'd guess that a
decent electronics shop would have a similar part.

||| 6502 > 486
||| Dave Paterson
/ | \ DA_PATE@pavo.concordia.ca
(Mail address changes 28 Apr. Watch here for details...)

3674. Atari 8-bit Omnibus

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-28 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <28APR199500293323@pavo.concordia.ca>
Source record: 92165

The Atari 8-bit Omnibus is still available, now with a money back guarantee.
This ad-stravaganza filled with products for the Classic Atari costs only
$5 per copy. That includes worldwide shipping.

The Guarantee:
==============
If you don't like it/find it boring/think it's not worth $5/etc.,
just send me a letter with your name and address, saying what you
don't like. KEEP the magazine! I'll write back, apologizing and
including a cheque for your $5. Good enough?

Current Notes called it "...a nice piece of work...a neat idea..."

Comments on comp.sys.atari.8bit have included "Check it out!" and "Shell out
five bucks and get a copy of the Omnibus." Who am I to disagree?

So c'mon and try it!

The Atari 8-bit Omnibus
PO Box 342
Cote-St-Luc, QU H4V 2Y5
Canada

[Canadians can pay in Canadian funds. All others please pay in US $]
[If paying by cheque or money order, make it payable to David A. Paterson]
User group special pricing: $4 per copy, minimum order 5 (five) copies.

||| 6502 > 486
||| Dave Paterson
/ | \

3675. Re: 24 PIN PRINTER QUESTION

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-28 00:00:00 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <3nrong$s9r@theopolis.orl.mmc.com>
Source record: 92166

In article <1081.238.uupcb@cshapiro.uucp.netcom.com>, lew.brooks@cshapiro.uucp.netcom.com (Lew Brooks) writes:
|> I just obtained a CITIZEN "GSX-230" 24 pin graphics printer.
|> However all of my Epson graphics dumps are for the 9 pins.
|> I have GR.8 & GR.9 dumps and MI dumps etc.. they don't work

I have the same printer. It's Epson emulation is not the same as
the old Epson MX-80 resolution. You're probably getting stretched-out
dumps, right? Try switching it into IBM Proprinter emulation. It's
actually a better fit for the "old" Epson graphics dumps. You can switch
by a coupla ways, I don't have my printer manual handy...

--
Jeff Potter
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

3676. FS: Boxed XEGS w/38 games

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-28 00:00:00 UTC
From: drseuss@cris.com
Message-ID: <drseuss.88.000C8450@cris.com>
Source record: 92167

I have a boxed XEGS for sale. It is in MINT condition with all manuals, cables, etc. Included in the box are the matching controller, light gun, BUg Hunt, and Flight Simulator 2. The box is a little worn, but the system is even wrapped in the original plastic. The following carts are also included...

Boxed (complete): Super Breakout, Alien Ambush, Cloudburst, Eastern Front, River Rescue, KIckback, Soccer, ML Hockey

Loose (*w/ instructions): S St Letter Go Round, S St Big Birds Funhouse, Kaboom*, River Raid*, Megamania*, Choplifter, QBert, Popeye*, Frogger, Wizard of Wor*, Gorf*, KRazy Shoot Out*, Jumbo Jet Pilot*, Sub Commander*, Star Raiders*, Defender*, Caverns of Mars*, Basic (w/book), Galaxian*, Asteroids*, Centipede*, Computer Chess*, Music Composer*, Space Invaders*, Basketball*, Qix, Dig Dug*, Pac-Man, Pole Position*, RS Football (w/plybk)

Also included: Various bound cassette programs (Speed Reading, Edufun, etc)

Everything is in excellent shape, very clean, and well cared for.

If I get many offers, I will post an update. I will also consider a combination of cash and or Vetrex stuff. Thanx

3677. another vendor

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-28 00:00:00 UTC
From: JAMES.KING@flight.org
Message-ID: <e79_9504291226@flight.org>
Source record: 92168

BC>More Than Games
BC>8207 Briarwood Lane
BC>Austin, TX 78757-7642

How big is their catalog? Do I just send a normal envelope with one stamp,
or is it bigger than that?

---
* PabQwk 2.0 #7 * 486?? Who needs it! Try a 6502 @ 1.65mhz
---------- -//- ----------
Internet: JAMES.KING@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3678. Re: FTe to release MARS 8

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-28 00:00:00 UTC
From: JAMES.KING@flight.org
Message-ID: <e7a_9504291226@flight.org>
Source record: 92169

FT>If anyone wants a catalog from FTe please E-Mail me a name and address,
FT>There hasn't been a single catalog sent out yet, but I've got a whole list
FT>of names here that will be getting the first one as soon as the MIO II and
FT>MARS 8 finish production.

If I'm not already on your mailing list for a catalog, please be sure to
add me.

---
* PabQwk 2.0 #7 * Call: The Atari Connection BBS @ 801-969-468 (300-19.2k)
---------- -//- ----------
Internet: JAMES.KING@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3679. Re: "Satan Inside"

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-28 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <D7qqDJ.6tx.0.-s@cs.vu.nl>
Source record: 92170

heller@akh104.rh.psu.edu (Andrew K. Heller) writes:

>Ivo van Poorten (ipoorten@cs.vu.nl) wrote:
>: For about a year now, I have a "6502 inside" logo taped on my 800xl.
>: Especially PC freaks who walk into my room laugh their guts out! (Not
>: knowing offcourse that our 1.77/1.79 MHz 6502 is more powerfull then an 8MHz
>: 8088 or maybe even a 10 or 12 MHz 80286 :-)

>Got a gift of that?!?!

I suppose you mean gif??? Well, I have not, but I could make a scan of it
next week.

Ivo

3680. Re: Electronic Arts games --> help!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-28 00:00:00 UTC
From: bodysurf@netcom.com
Message-ID: <bodysurfD7qFzG.tF@netcom.com>
Source record: 92171

James King <jeking7@delphi.com> wrote:

>What's the trick with booting up EA games?
>
>Almost every EA game I have loads up, gets to the logo, beeps a few
>more times, then stops cold..
>
>I seem to recall having to hit BREAK or something, but that didnt do
>a think last night.

EOAs copy protection on some of their earlier games (e.g., Archon, MULE, Hard Hat Mack) were very temperamental. They required precise placement of the sectors on track $02. Earlier versions of HBP had a problem making reliable copies every time of them. Are you using a backup or the legit copy? Besides that the loader would coldstart (jmp $e477) the first read in and self-modify itself by XORing the data bytes. Nasty stuff.

You probably need to get a new copy or you may have a newer ROM which the EOA CP may think in an "illegal ROM at $c000" or the BASIC cart may be built-in and need to be disabled with an OPTION key at boot.

Lates!

Tim <bodysurf@netcom.com>
"Finger" for PGP v2.6.2 Public Key

3681. Hayes Modem Info

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-28 00:00:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19950428152458MIS0160@MVS.UDEL.EDU>
Source record: 92172

I recently bought a used Hayes 2400 baud 'personal' modem. It didn't come with a manual and I wonder if anyone has the address of Hays so that I can inquire about obtaining a manual.

Roger Cole INTERNET: Roger.Cole@MVS.UDEL.EDU

3682. Adresses $D600 - $D7FF: what they're for ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-28 00:00:00 UTC
From: madaras@kosice.upjs.sk
Message-ID: <3npu9p$eea@sun.uakom.sk>
Source record: 92173

As for bad status of our news-servers and falling of them I lost my
previous article with question on this topic, so I'll repeat it here:
In all available documentation I have, I could find only this:

$D600 - $D6FF ... not used yet
$D700 - $D7FF ... Atari reserves for purposes of tests

Does anybody know, for what are these adresses used nowaday, what
happens while reading/writing to this part of memory and if there are
some extensions, programs etc. which use these adresses?

Thanks for any info.

Tommy
---
madaras@kosice.upjs.sk

3683. Re: Blank cartridge cases

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-28 00:00:00 UTC
From: MBITDC9306@titan.newi.ac.uk
Message-ID: <9504281340.AA18918@dylan.newi.ac.uk>
Source record: 92174

Rick Cortese helped me out by saying:

> David; I believe B & C still sells cartridge making supplies, but I think
> they charge more for the blank boards & cases then you can buy most carts
> for. If by connectors you mean 30 pin edge cards, just about any 30 pin
> will work. There's still about 2 suppliers I know of in sili con valley
> that still have boxes of them.

Thanks. Do you have any addresses or fax numbers in case I can't get
them over here? I rang up a decent electronics suppliers last night
but the best they had were 34-pin.

...

and David Paterson also helped out.
> Try BEST Electronics - they carry a variety of cart cases for different
> boards. They've also got the cart connectors, though I'd guess that a
> decent electronics shop would have a similar part.

Okay. I'll have a look for BEST's fax number, if they have one and
hope that those who offer a fax-sending service down town don't
charge me an arm and a leg for sending it.

Sorry to see you're off until September. Looks like it's goodbye for
a while then :-(I'm losing my net account during the summer, but I
hope to be back (probably sometime next year).

Anyway, thanks again guys ...

Dave
David Wyn Davies
The Atari Classic Programmer's Club
mbitdc9306@newi.ac.uk

Politicians should be bounced on their heads until
their skulls crack ... only thing is, I don't like
swimming in shit!

3684. Re: Ace of America BBS

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-28 00:00:00 UTC
From: ve1@cec.wustl.edu
Message-ID: <3nqp2u$tf@bigfoot.ecl.wustl.edu>
Source record: 92175

krishna@primenet.com (Glenn Saunders) wrote:

>By the way, you have quite a reputation in the Carina circle.

>I think Shadow blacklisted you for some reason. I forget the details,
>but you are definitely on his bad side.

>I think he said something about how you were responsible for ACE BBSs
>pulling out of the crossnet (the now mythical ACE bulletin board system
>which Shadow claims is being used a lot in international locales).

Yes, he did blacklist me, but because I was telling the truth. I proved all the stuff that he said he was going to do he didnt have a clue (he is Jim Drew's equal). I wouldn't put much trust in him, he is a compulsive liar. I captured all the info that I got and he was using my programs I wrote and then selling them (I was pissed!). I had wrote a lot of nifty programs on the Atari 8-bit for Carina and he stole them, put his name on them and sold them, this is one reason I left the BBS world, the other reason is I stopped caring about the Atari 8-bit world after a switch to the PC in 1991 (I sold my BBS) with my new MIO and got out of the atari 8-bit totally in 1992. I do have the emulator though... :-)

I really am a nice guy, but I hate fakeness, I hate people when the lie to me and I cannot stand people that are so biased towards something they make up stuff to keep them going. Oh and I hate when people get attitudes with me, otherwise I am fine. Shadow did all of the above and more....

The man with the master .plan

3685. Re: Ace of America BBS

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-28 00:00:00 UTC
From: ve1@cec.wustl.edu
Message-ID: <3nqp5p$tf@bigfoot.ecl.wustl.edu>
Source record: 92176

Blair.Bingham@hologram.metronj.org (Blair Bingham) wrote:

>She still runs a BBS(StarSeed?), and is moderator of I_UFO on fidonet, she is
>into things of an esoteric nature. (I didn't know her before I saw her on the
>paranormal echoes). If you want I can dig up the phone #.

>bbingham@turbo.kean.edu

Please do...

The man with the master .plan

3686. Re: Ace of America BBS

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-28 00:00:00 UTC
From: ve1@cec.wustl.edu
Message-ID: <3nqpc5$tf@bigfoot.ecl.wustl.edu>
Source record: 92177

krishna@primenet.com (Glenn Saunders) wrote:

>Alf holds the rights to it and has a new version which is probably about
>80% complete but he gave up on it and will probably never release it and
>he has essentially washed his hands of Oasis support duties.

>What some other poster said was true about the Oasis situation vs.
>Carina. Carina is withering on the vine similar to the way Oasis did,
>from lack of timely support and updates.

This is such a shame. You know, I once paid an attourney $500 out of my
pocket to buy out Carina from Jerry Horanoff (I did and a lot of other Carina
SysOps did the same and he sold it to David Hunt, and he did nothing with it).

Oh, BTW, whatever happened to Jerry Horanoff and Keith Ledbetter? Where
are they now and what are they doing?

The man with the master .plan

3687. Ultima III for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-28 00:00:00 UTC
From: larson@unisql.unisql.com
Message-ID: <3nrqni$rm4@unisql.unisql.com>
Source record: 92178

I have a mint condition copy of Ultima III for the Atari 8-bit for sale. How about $10 including shipping?

Regards,
Jeff Larson
--
Jeff Larson
jeff_larson@unisql.com
Office: 512-344-7297 ext 116 Home: 512-258-0543

3688. Scott Adams Graphic Adventures found.

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-28 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3nrt9q$1gbl@hearst.cac.psu.edu>
Source record: 92179

To whomever was looking for these...
"The Atari 8-bit Omnibus" lists versions 2,3,4,6 for ($15,10,10,10)
from Computer Games Plus (714)-639-8189

Let me know if you have any luck.

--
Karll The Ghoull creator of alt.drinks.kool-aid and chia pet undergarments.

ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

3689. Help -- Need pinout for Atari 1020 printer

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-28 00:00:00 UTC
From: gazinj@cris.com
Message-ID: <3nru70$917@warp.cris.com>
Source record: 92180

I recently came across an Atari 1020 color printer. I'd like to interface it with my PC, but there are no docs on the interface.

The pinout for the peripheral port on an Atari 8-bit computer would probably work as well.

Also, if anyone is interested, Altronics is selling these printers (new, in shrink-wrapped boxes) for $14.95. The catalog number is 94C037, and their phone # is (408)943-9773. They have a minimum order of $15.00 so you might have to buy something else too, but then they might forgive a nickel...

Thanx,
gazinj@cris.com

3690. MIO/ST

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-28 00:00:00 UTC
From: ckormos@delphi.com
Message-ID: <hw7dq2G.ckormos@delphi.com>
Source record: 92181

I have a 520 ST and a single sided drive.
I would like to trade these for a good working MIO.
E-mail me if interested.
I also have a dead MIO I will donate to science if anyone wants to ressurect
it..
Charley

3691. Old game - anyone know it?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-28 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2804951446560001@edwarda.interlog.com>
Source record: 92182

I'm researching an article on sapce adventure/arcade games. The best example of such a game is "Elite" on the C64.

From my memory of those days, I remember a game on the Atari 8-bits that actually came out at about the same tie, or perhaps earlier, that was very similar in concept. See if this description rings a bell...

You are a ship-owner on a planet that is a former Earth colony. In the past, Earth kept your colony "up to date" and supplied by sending you periodic shipments in the form of canisters filled with goodies. All contact with Earth was lost years ago, and no one knows why. Rumor has it that just recently another canister has appeared in space, but it has not yet been recovered.

Your "mission" is to build up your ship and go hunt down the canister. In fact, you don't have to if you don't want toy, you can do anything you want, including becoming a pirate. The real goal is to become rich and famous.

The game seemed quite a bit more complex than Elite, including orbital plotting etc. I remember reading a review in Analog (I think, I don't think it was Antic) about the game, and I wanted to buy it REALLY bad, but never did. I think it was called Imperium, Empire, something like that, although it was unrelated to the "classic" games of the same name.

Does this ring a bell for anyone? Did anyone play this game? If you know anything about this game, could you please drop me a note? This is not my account, my address is...

maury@softarc.com

Thanks!!!

Maury

3692. Re: Electronic Arts games --> help!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-28 00:00:00 UTC
From: ken@cup.hp.com
Message-ID: <D7rKD8.L4J@cup.hp.com>
Source record: 92183

James King (jeking7@delphi.com) wrote:
> What's the trick with booting up EA games?
>
> Almost every EA game I have loads up, gets to the logo, beeps a few
> more times, then stops cold..
>
> I seem to recall having to hit BREAK or something, but that didnt do
> a think last night.
>
> Anyone?
>
If you have a Happy Drive, you need to put the drive in SLOW mode. Otherwise, it boots to fast, and the copy protection scheme kicks in. If you have the optional control switches for the Happy drive, set the switch to the slow position before you turn the drive on, and leave it in the slow position. If you don't have the optional control switches, run the Happy utilities first to set the drive to SLOW mode.

If you don't have a modified disk drive, make sure you boot without BASIC. You may also need to used a translator. Of course, these last two suggestions are obvious...

Good luck!

| Ken Sumrall | Internet: ken@cup.hp.com |
| HP California Language Labs | UUCP: ...!hplabs!hpda!ken |
| "I'd stomp desert dope heads for some gas in my moped!" - Bill the Cat |
| "What a stupid world" -Calvin (speaking to Hobbes) |

3693. ATARI 1040/ST >> MS-DOS

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-28 00:00:00 UTC
From: Greg Poulos <soundwsh@escape.com>
Message-ID: <3nroha$qvm@beyond.escape.com>
Source record: 92184

OK..heres my problem:

My friend has about 2000 pages of text written in WordWriter 2 on
a Atari 1040/ST and needs to transfer those docs into a newly bought
PC Clone.

Are there any conversion programs or ways to do this?? Is a serial link
a worthy thought?? I know all of the PC world and none of the Atari.

Thanx in advance,

gregO

soundwsh@escape.com

3694. Re: Horrible XE crashes! :(

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-28 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <3nqq47$bhm@news.xmission.com>
Source record: 92185

>crashes. If I'm lucky enough to have the display list stay complete, I can
>see the screen memory getting messed up continuously, very quickly, in some
>pattern: 3-4 consecutive bytes, in increments of 8 bytes

I have a 320k XE that "used" to do the same thing. Ended up being a partially seated 40pin IC. Dont recall
the name offhand, but on an XE, it's upper right hand side as you're facing the board.

Yours is socketed, as that chip is modified (pins lifted) when the Newell 1meg upgrade is installed.

3695. Source for CX85 Keypad??

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-28 00:00:00 UTC
From: chris@world-one.com
Message-ID: <D7q8z3.L03@world-one.com>
Source record: 92186

Does anyone have the Basic or Assembly source for the keypad driver?

It's amazing how things like the CX85 can seem to materialize out of
thin air when you don't clean out the atic for more than 7 years. <G>

Thanks in advance,
Chris

--

Christopher McKeen at | General Computer |chris@world-one.com
WorldONE Communications| - Consulting - |(610) 874-5190 BBS
P.O. Box 4070 | On-Line Systems Dev. |(610) 874-9651 Voice/FAX
Elwyn PA 19063 | Programming & HTML |

3696. Re: Wanted: a good book on programming the 6502

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-29 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3nub40$1cq@nic-nac.CSU.net>
Source record: 92055

Chris, I didn't read it all, but I do know how addition works in computers (and about the roll-over and stuff), and I'm curious.. using the ADC operation, can you easily do addition/subtraction of LARGER-THAN-TWO-BYTE values (and do it proportionally quickly... ie, just keep doing the same commands over and over for how many bytes you're using?)

And why the hell wasn't FP put in Action! !? <:^[

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3697. Re: When did Atari kill the 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-29 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3nubhe$ea4@ccshst05.cs.uoguelph.ca>
Source record: 92056

```
: As the subject asks, does anyone remember when Atari stopped production of
: their 8-bit computer line in the U.S.? I remembered it was in 1988 sometimes,
: but I can't remember which month. ( I remember Antic died shortly afterwards ).

Officially, it was killed in 1992, when it was admitted that the
XEGS was out of production.

>> Mark <<

--
===============================================================================
Mark Rathwell The University Of Guelph

mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"I'm tired of turning my back on myself, throwing truth away.
Let me burn down the front door to myself and give me a season of play."
- Chicago
===============================================================================
```

3698. Atari 1050 drive not work

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-29 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3nua3i$6u3@link.xs4all.nl>
Source record: 92057

```
D >From: DJYF66E@prodigy.com (Andrew Martin)
D >Subject: Atari 1050 drive not working??
D >Date: 19 Apr 1995 16:56:51 GMT

D >I have an Atari 800 system with 1050 (HAPPY) drive that I am trying to
D >undust and set up. I cannot find the manual for my 1050 drive, and cannot
D >get the system to see the drive. I have tried all 4 switch settings on
D >the back of the drive (I think), but I get the same results. When I turn
D >on the drive, the activity light cycles on/off every few seconds.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

This happened to me once. I had just bought two 1050's (no cables, no p/s,
just the drives) for $40 ($20 each) maybe 5 years ago or more.

One of the drives had the busy light cycle on/off every couple a seconds and
you could hear the motor running (same cycle).

I had to replace on of the chips. If I remember correctly it was the 2793
(drive controller). But this "on/off" stuff means "(atleast) one of my chips
is bad". Since I had two drives I could swap chips, they are all socketed.
If you try it this way, remember that some 1050's seem to use a ROM while
others use an EPROM for the drive O.S. These can not be swapped.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

3699. Name this keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-29 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3nua6b$6v4@link.xs4all.nl>
Source record: 92058

```
j >From: James King <jeking7@delphi.com>
j >Subject: Name this keyboard
j >Date: Mon, 24 Apr 95 07:17:35 -0500
j >
j >Came across a keyboard by itself over the weekend, and I cant for the
j >life of me, figure out which Atari it came from.
j >
j >It's a Mitsumi that looks just like an XL keyboard, but it has about 10
j >"function keys" across the top right and one solitary function key
j >on the top left.
j >
j >Does this sound/look familiar to anyone??
j >
j >--
j > @ @ @ ------------------------------------ @ @ @
j > @ @ @ James King - jeking7@delphi.com @ @ @
j > @ @ @ ------------------------------------ @ @ @
```

Howdy James

I don't know 1200XL's, but there is a picture on the latest issue of ATARI CLASSICS. It might be a 1200XL on that cover. And it's keyboard seems to have 10 function keys across the top right and one function key to the far left.

Maybe Bob Woolley knows...

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

3700. 800XL won`t work in colou

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-29 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3nua6c$6v6@link.xs4all.nl>
Source record: 92059

```
a >From: acb4@ukc.ac.uk (A.C.Bradburne)
a >Subject: 800XL won't work in colour...
a >Date: Mon, 24 Apr 95 11:38:07 GMT
a >
a >I've just bought an old 800XL. It seem to work fine, except that the
a >TV picture is only black & white. I've had a fiddle around with it,
a >but can't seem to see what's up.
a >
a >Does anyone have any ideas what's wrong? Or anything I can try?
a >
a >Cheers,
a >Alan
```

Hmm, check out Ben Poehland's "Color and the clock" article in the Dec. 1993 (vol.2, No.6) issue of ATARI CLASSICS. Ben had a 600XL with a black&white screen. Maybe that will help.

For back issue's you can contact Atari Classics (see Vendor/developer list aka the Atari 8bit FAQ). Some issues are sold out already. This might be one of them.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

3701. Re: When did Atari kill the 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-29 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3nuhmo$h9h@news.primenet.com>
Source record: 92060

The mortal Mark Rathwell wrote:
: : As the subject asks, does anyone remember when Atari stopped production of
: : their 8-bit computer line in the U.S.? I remembered it was in 1988 sometimes,
: : but I can't remember which month. (I remember Antic died shortly afterwards).

: Officially, it was killed in 1992, when it was admitted that the
: XEGS was out of production.

Well, it was really when the Tramiels took over and decided to run with
the ST and to never release the 1090XL and either hold back or hobble
everything that Warner Atari had waiting in the wings in 1984 for the
8-bit (XEP-80, XF-551, etc..).

3702. Re: Name this keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-29 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3nuhrn$h9h@news.primenet.com>
Source record: 92061

Technically speaking the a "1200XL keybaord" could be from more than just 1200XLs, as it was used for the 1400 and 1450XL(D) series. Just one more reason those were the best Ataris (for those who have them). Just some trivia.

3703. Re: "Protecting" copies of protected software

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-29 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3nuhuj$h9h@news.primenet.com>
Source record: 92062

The Bit Writer option for the Super Archiver will handler the Syn series,
I believe.

3704. Re: Wanted: a good book on programming the 6502

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-29 00:00:00 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D7t57J.4wv@itex.jct.ac.il>
Source record: 92063

Christopher McKeen (chris@world-one.com) wrote:
: Tim Irvin (ziggy29@rahul.net) wrote:
: : I'd like some recommendations about a good book (or two) on
: : programming the 6502. I have reference manuals, a list of the
: : instructions and the opcodes, but I'd like something a little more
: : in depth, preferably with a few worked-out examples.

: The Atari Assembler by Inman & Inman, from Reston Publishing.

Worst book I've ever seen for learning Assembly from, or as using as a
reference (I've tried it as both).

And I still don't know what the instruction BIT does.
So there.

Useless as usual,

-iT!-

--- Itay Chamiel, Jerusalem, Israel / | \ bruck@brachot.jct.ac.il ---
Atari 8-bit geek since I was 6 \/|\/ (using someone else's account)

3705. Sell your really old stuf

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-29 00:00:00 UTC
From: JAMES.KING@flight.org
Message-ID: <8b9_9504300107@flight.org>
Source record: 92064

```
H >Or find some! "Historically Brewed", the magazine of computer history
H >nostalgia is again offering free ad space in our classifieds. Send me a
H >description, asking price, your name, city, state and phone. Issue #9 will
H >be completed by May 15th. Thanks, David Greelish, HCS

Is there a charge for placing an ad?

---
* PabQwk 2.0 #7 * Nothing beats a good game of Pac-Man
---------------------------- -//- ---------------------------
Internet: JAMES.KING@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ---------------------------
```

3706. GAMES FOR SALE - NEW

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-29 00:00:00 UTC
From: JAMES.KING@flight.org
Message-ID: <8ba_9504300107@flight.org>
Source record: 92065

MV>If you do post here, please keep in mind that some of us use PabQWK. It's
th
MV>best QWK reader for the Atari 8-bit, but can not handle messages over
approx.
MV>200 lines per message.

Actually, that's incorrect. Pabqwk will break up messages beyond the 200+
line limitation.

---
* PabQwk 2.0 #7 * Atari! 8bit Power!
---------- -//- ----------
Internet: JAMES.KING@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3707. Re: Atari Soft NOT free b

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-29 00:00:00 UTC
From: JAMES.KING@flight.org
Message-ID: <8bb_9504300107@flight.org>
Source record: 92066

```
MV>Maybe I SHOULD register my copy of PabQWK. It's far from bug free, but
MV>atleast I can use a TWIT file.

One of these days, I'll get the source code to PabQwk from
Pab Sungenis (as he promised) and you can register your version of Pabqwk 2.0
with me.

Rest assurred, several features will be added once I get PabQwk.


___
* PabQwk 2.0 #7 * "Nobody will ever need more than 64k" - James King
---------------------------- -//- ----------------------------
Internet: JAMES.KING@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------
```

3708. Re: Atari8-CD exists ???

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-29 00:00:00 UTC
From: JAMES.KING@flight.org
Message-ID: <8bc_9504300107@flight.org>
Source record: 92067

VJ>mathniss@link.xs4all.nl (Mathy Van Nisselroy) wrote:

VJ>> And NO I do NOT have a single piece of pirated software!!!
VJ>>
VJ>> Mathy Van Nisselroy mathniss@link.xs4all.nl
VJ>>

VJ>I didn't know you can be such a liar. Tell me some more lies, come on,
VJ>you can do it.

Why must you constantly be such an asshole? This is a computer related
newsgroup, not a soap opera. If you're life is so dull that you need
to resort to this childish antics, I strongly suggest you visit
the alt.i.am.an.asshole newsgroup and post to your hearts content!

---
* PabQwk 2.0 #7 * Atari 8bit? Dial 1-801-969-1468 with your 300-19.2k modem
---------- -//- ----------
Internet: JAMES.KING@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3709. Re: Hello Europe.

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-29 00:00:00 UTC
From: JAMES.KING@flight.org
Message-ID: <8bd_9504300107@flight.org>
Source record: 92068

A >Maybe when James gets the source this can be added
A >along with fixing the alive marker bug that causes PQ to lockup with

I still havent received anything from Pab yet.. I'll have to track him down
and see where we stand on that.

Speaking of Pabqwk.. Does V2.0 support the twitlist or was that limited to
the 1.x series?

---
* PabQwk 2.0 #7 * Alternate Reality: It's not just a game anymore!
---------- -//- ----------
Internet: JAMES.KING@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3710. FS: 8-bit software

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-29 00:00:00 UTC
From: Blair.Bingham@hologram.metronj.org
Message-ID: <32b_9505031035@nisc.fidonet.org>
Source record: 92069

```
-=> Quoting Osteele@u.washington.edu to All <=-

Os> ------------------------------------------------------------
Os> | MAC/65 | OSS | $12.00 |
Os> ------------------------------------------------------------

On cartridge? What else in the way of manuals, toolkits?
I can be reached at above address or bbingham@turbo.kean.edu.

... Friends, Romans, countrymen, lend me your taglines!
___ Blue Wave/QWK v2.11
```

3711. Magazine Indexes???

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-29 00:00:00 UTC
From: Blair.Bingham@hologram.metronj.org
Message-ID: <32c_9505031035@nisc.fidonet.org>
Source record: 92070

rosborn@en.ecn.purdue.edu (Ryan H Osborn) writes:

> I`m looking for some detailed information on the 1020 plotter. I
> have several magazines I could search through. I was wondering if there
> exists an index of the Antic or ANALOG magazines based on the article
> topics. Any information will be helpful. Thanks a lot.

I believe there was a 3D rendering program by Tom Hunt called Solid States
that worked with the 1020, and a follow up to print out sideways. If you're
interested I could dig up issue numbers.

... (_____)------< This tagline is protected by The Club!
___ Blue Wave/QWK v2.11

3712. The Youngest Day on your computer?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-29 00:00:00 UTC
From: tonmaas@xs4all.nl
Message-ID: <tonmaas-2904950755020001@stat13-153.xs4all.nl>
Source record: 92187

What is the last possible date your computer / operating system allows? It just occurred to me that the Mac clock's options expire on December 31st 2019 (at which point we're supposed to switch from linear time to cyclic time, 'cause the next date will be January 1st 1920). Is this just another case of randomly planned obsolescence?

What's the verdict on your computer system? I thought I'd run an informal survey on this matter.

Please respond by e-mail and state the name of your system.

I will send the outcome to all respondents.

Ton Maas, Amsterdam NL

3713. Help with Bluemax

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-29 00:00:00 UTC
From: dduck@diku.dk
Message-ID: <3ntjng$78j@odin.diku.dk>
Source record: 92188

Hi!

I found an old Atari 800, and I am now in the process of checking out
the programs that came with it. Unfortunately the manual for Bluemax
is missing, so I haven't the faintest idea about how to land the plane.
If someone would help me out I'd be very gratefull.

TTYL
Anders S. Johansen (dduck@diku.dk)

3714. Re: "Protecting" copies of protected software

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-29 00:00:00 UTC
From: kdegroff@rainbow.rmii.com
Message-ID: <3ntm5f$8ao@natasha.rmii.com>
Source record: 92189

Tim Irvin (ziggy29@rahul.net) wrote:
: I've got a few software titles which I haven't seen available
: commercially anywhere. One of my mortal fears is that either through
: my own carelessness or a 1050 run amok, some treasured game which is
: very hard to find these days will no longer function.

: As insidious as "doc-check" copy protection is, and as much of
: a pain in the rear some of it is to use ("Page 53, line 27, word 5..."),
: at least you can make backup copies of your software.

: I doubt that many of the software manufacturers who offer a
: replacement policy for a nominal price (usually $5 to $10) are
: doing this anymore. In other words, if some of this stuff fails,
: it's all over. You either learn to live without or you try to find
: another copy of it somewhere.

: I've dug up Ultima III recently (currently looking for the other
: Ultimas made for Atari, hint hint), and I have not seen this title
: available commercially anywhere. What do I do if the disk fails to
: boot in the future? With copy protection schemes as I know them, I
: can't make a backup for archival purposes. Also, I paid $29.95 for
: one game fairly recently, and I don't want to pay another $30 should
: it fail (if I can find it at all).

: (Actually, in the case of U3, I bought it used at B&C a couple
: of years ago, and the twit who owned it first used the *original*
: player master disk as his/her scenario disk. Sheesh.)

: Another issue, of course, is a desire to place copy-protected
: software on a hard drive. Have any of you done this? Are there
: tools which allow you to do this?

: This is a touchy subject, due to the P-word, but it *is* a real
: concern for many of us who want to keep enjoying our software long
: into the future. How have some of you out there learned to adapt to
: this limitation? Can the inability to duplicate program disks
: eventually lead to the death of some titles, as disks slowly wear
: out and stop booting?

: I hate to even bring this up...but I remember crunching a couple
: of game disks for the 8-bit back when you could easily find replacement
: software and when the software companies could replace disks for a few
: bucks. I haven't mangled a game disk in my 8-bit renaissance yet...
: but I know it's possible and that I may have no recourse when it
: happens.

: And I'm proud to say that I have *never* possessed a copy of
: commercial 8-bit software which wasn't legitimate. Just thought I'd
: throw that in as flame retardant.

: --
: Tim Irvin
: ziggy29@rahul.net

--

3715. Re: "Protecting" copies of protected software

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-29 00:00:00 UTC
From: kdegroff@rainbow.rmii.com
Message-ID: <3ntnv7$90c@natasha.rmii.com>
Source record: 92190

Tim Irvin (ziggy29@rahul.net) wrote:
: I've got a few software titles which I haven't seen available
: commercially anywhere. One of my mortal fears is that either through
: my own carelessness or a 1050 run amok, some treasured game which is
: very hard to find these days will no longer function.

What I meant to say was that I had the same fears and got the Super Archiver II sold by Computer Software Services. It worked for everything I had except the Syn-series of disks. It's quick and slick and I think it is still being sold. You install it on a 1050. It will also handle enhanced density disks like Atari Planetarium.
--- Kent

3716. Re: A "homecoming?" Your opinions...

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-29 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <ByxfCwZ.ransom22@delphi.com>
Source record: 92191

William Kendrick <kendrick@zippy.sonoma.edu> writes:

>KFTY TV 50 in Sonoma? Hey, where are you, Joe!?
>
>-bill! In Novato (Marin)
>kendrick@zippy.sonoma.edu

Uhmm...gad, it has been a while since I watched that station.
After the cable boxes came in the mid-80's, I stopped using UHF. Hmm.
Could be that same channel, tho. At the time (and up until three
years ago), I lived in Antioch, CA (NE bay area...past Concord on Hwy 4).
Not TOO far from Marin.
Now, of course, I live in Libertyville, Illinois...

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

3717. Re: Help with 256k XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-29 00:00:00 UTC
From: JAMES.KING@flight.org
Message-ID: <e7b_9504291226@flight.org>
Source record: 92192

PD>I haven't checked the Newell itself. When I try to access, say, bank
PD>165, I access instead bank 161 (that is to say, bit 2 never goes high).
PD>The test program works like this: set PORTB to each bank value, write
PD>that value to four locations within the bank. Compare the results, and
PD>report any errors.

Start with the DRAMS, replacing them one at a time (hopefully they're
socketed). Then move over to the PIA and make sure pin 10 (?) is still
connected via the hook-up wire.

---
* PabQwk 2.0 #7 * Windows! The program for those who don't know how to
compute!
---------- -//- ----------
Internet: JAMES.KING@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3718. CX85 Keypad?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-29 00:00:00 UTC
From: JAMES.KING@flight.org
Message-ID: <e7c_9504291226@flight.org>
Source record: 92193

```
RK>I am currently attempting to build a home security system using my
RK>Atari 800. I would like to use my old cx85 keypad as the mechanism
RK>to arm/disarm the system. My problem is that I cut off the "joystick"
RK>plug from the keypad about 8 years ago (when my Atari lived in my car!)
RK>and do not remember the mapping of the 9 wires back to the joystick
RK>port pins.

Have you done any of the programming for this project yet? I can help you
out with the hardware, if you help with the software. I'm interested
in exactly the same project - and was thinking about doing a security system
for the exterior of my house using an XEGS and the joystick ports -- but
since I have 4 CX85's, that would be an even better idea.

---
* PabQwk 2.0 #7 * Pabqwk 2.0! <<-- The 8bit Atari QWK package!
---------------------------- -//- ----------------------------
Internet: JAMES.KING@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------
```

3719. Re: Quest for 80 columns

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-29 00:00:00 UTC
From: JAMES.KING@flight.org
Message-ID: <e7d_9504291226@flight.org>
Source record: 92194

```
C > bleah, drop those other term programs, Ice-T is the best program
C >for 80 cols on the atari 8-bit. sure, it has some drawbacks, but but for
C >crisp legibility of the letters, theres nothing better.
C >
C >i dont even KNOW how you people use flicker term. <shudder>

The problem (one of them anyway) with ICEt is that it's limited to DOS 2.5
or MYDOS. Being a power user myself, I prefer to use SDX or SpartaDos to
boot my programs up.

In addition, since I have 800megs of HD space, why should I have to boot
a term program off of floppy to use it? VERY unfriendly!


___
* PabQwk 2.0 #7 * Internet 8bit files? ftp.xmission.com /pub/users/j/jeking
------------------------------ -//- ----------------------------
Internet: JAMES.KING@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
------------------------------ -//- ----------------------------
```

3720. When did Atari kill the 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-29 00:00:00 UTC
From: teyilei@magnus.acs.ohio-state.edu
Message-ID: <3ns56q$mp5@charm.magnus.acs.ohio-state.edu>
Source record: 92195

As the subject asks, does anyone remember when Atari stopped production of their 8-bit computer line in the U.S.? I remembered it was in 1988 sometimes, but I can't remember which month. (I remember Antic died shortly afterwards).

Something for those trivially-inclined.

3721. Games Plus

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-29 00:00:00 UTC
From: bosco@host.yab.com
Message-ID: <3ns5r0$trh@news.yab.com>
Source record: 92196

I talked to Paul, the store manager of the Games + store in Mesa, AZ, and he informed me that they will do mail-order, but there is no catalog as of yet. I'll try to get a price list of some of their excess stock and if I'm sucessful, I'll post it here in the future.

The owner used to run the whole shebang along with his family. Since they've grown, he has hired new(er) managers who are more agreeable to mail order. Will keep you all posted.

Bosco =OP

3722. Re: Ace of America BBS

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-29 00:00:00 UTC
From: bosco@host.yab.com
Message-ID: <3ns60q$trh@news.yab.com>
Source record: 92197

Vladimir Elberg (ve1@cec.wustl.edu) wrote:

: Oh, BTW, whatever happened to Jerry Horanoff and Keith Ledbetter? Where
: are they now and what are they doing?

Keith Ledbetter is now writing software for the PC's (shareware).

Bosco =OP

3723. Re: Games Plus

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-29 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3ns958$jv7@hearst.cac.psu.edu>
Source record: 92198

bosco@host.yab.com wrote:
: I talked to Paul, the store manager of the Games + store in Mesa, AZ, and
: he informed me that they will do mail-order, but there is no catalog as
: of yet. I'll try to get a price list of some of their excess stock and
: if I'm sucessful, I'll post it here in the future.

: The owner used to run the whole shebang along with his family. Since
: they've grown, he has hired new(er) managers who are more agreeable to
: mail order. Will keep you all posted.

Did you miss the list I put up?

: Bosco =OP

--
Karll The Ghoull creator of alt.drinks.kool-aid and chia pet undergarments.

ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

3724. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-29 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3nse1m$3l4@lastactionhero.rs.itd.umich.edu>
Source record: 92199
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 71840 Apr 25 04:06 ./8bit/Modifications/pio2pc.arc
-rw-r--r-- lenn 235 Apr 25 04:11 ./8bit/Modifications/pio2pc.txt
-rw-r--r-- lenn 49200 Apr 25 04:06 ./8bit/Modifications/pio2pc.zip
-rw-r--r-- lenn 32240 Apr 25 04:06 ./8bit/Languages/omc_6502.zip
-rw-r--r-- lenn 154 Apr 25 04:12 ./8bit/Languages/omc.txt
-rwxr-xr-x lenn 179561 Apr 25 04:22 ./8bit/0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

3725. Re: Ace of America BBS

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-29 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3nsra9$7s@news.primenet.com>
Source record: 92200

Well, for an update, Shadow claims his board is running on a 14.4 of some type but my Hayes Accura 14.4 will not connect no matter how I play with settings. For the record, I used to have a 14.4 pro! board in my area and I could dial in to him with the same exact settings I used for my internet provider, no such luck with Ace.

Of course, Shadow said he had all sorts of people with 28.8s and such dialing in and getting high speed connects. Bullshit. The only way I could get on was disabling everything on my modem until it was essentially a vanilla 2400 baud modem.

I also went into settings and saw all these translations supported like PETASCII and the rest. This is the much-fabled Carina 3.0 translation system which was supposed to break open the ASCII/ATASCII/ANSI wedge barrier but everything was just superficial, none of those menu items mean anything right now, and I vaguely recalled when I dialed in, must have been a YEAR ago when those changes first appeared. And it is still in the same state of limbo and I am surprised when the sysops go into the sysop base and ask Shadow "what's up with Carina 3" after waiting for 2-3 years.

Shadow claims to be able to do HS on his MIO by using the replacement R: handler for it to kick in hardware handshaking.

So that's the only thing that sounded plausible coming from his keyboard.

I'll probably call back 6 months from now to see if things change.

I'll be the first to bury the hatchet and jump on the bandwagon if he only delivers the goods. Better late than never. After all, FTE made a lot of promises and has yet to deliver on some of them, but I never got the idea FTE was sitting on its hands, he's a busy guy and has to shuffle priorities and projects.

3726. GAMES FOR SALE - NEW

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-29 00:00:00 UTC
From: JAMES.KING@flight.org
Message-ID: <e7e_9504291226@flight.org>
Source record: 92201

AT>Thanks to those who responded to our original posting under this topic.
AT>It was a greater interest than we had expected. Now, for those who did
AT>not happen to see it, but might be interested, here is a list of what
AT>is still available. If you know of others that might be interested we
AT>appreciate your passing this list on.
AT>
AT>COMPUTER GAMES PLUS
AT>1839 E. Chapman Ave.
AT>Orange CA. 92667
AT>
AT>phone (714) 639-8189
AT> fax (714) 538-1707
AT>
AT>email aturco@netcom.com

Very glad to see another vendor show-up. I'll be contacting you regarding
any printed catalogs..

---
* PabQwk 2.0 #7 * Doom II? Ha! Try a game of Star Raiders!
---------- -//- ----------
Internet: JAMES.KING@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3727. sx212 modem users?? or an

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-29 00:00:00 UTC
From: JAMES.KING@flight.org
Message-ID: <e7f_9504291226@flight.org>
Source record: 92202

E >I am looking for any1 who owns an atari Sx212 direct contact modem.
E >Id like to converse with them and find out some info.

I have an SX212 modem. What did you need to know?

---
* PabQwk 2.0 #7 * Atari 8bit? Dial 1-801-969-1468 with your 300-19.2k modem
---------- -//- ----------
Internet: JAMES.KING@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3728. Re: Wanted: a good book on programming the 6502

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-29 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <137831@cup.portal.com>
Source record: 92203

Joel somebody -- no .signature, and Portal doesn't give me the message headers here in the editor -- writes:

>That reminds me... does anyone out there know what the overflow (V) flag is
>for in relation to ADC and SBC??? Something to do with signed multi-byte
>addition but that's all I have ever found out.

For what it's worth, here's MY understanding:

ADC and SBC are the _only_ "add" and "subtract" instructions on the 6502. We use these selfsame instructions for all kinds of arithmetic: signed and unsigned, single- and multi-byte. This works because the mechanics of binary addition and subtraction are identical in all cases: only our INTERPRETATION of the RESULTS differs between cases. I'll discuss addition in what follows, but the arguments are analogous for subtraction.

In all cases, the ADC instruction simply adds-and-carries bits, from the pre-existing carry flag/bit, to the least-significant bit of the calculation, then from least- through most-significant bit of the operands, then "out of" the most-significant bit of the calculation. The carry flag gets set if a carry "out of the most-significant bit" occurs, and the overflow flag gets set if a carry "out of the second-most-significant bit, into the most-significant bit" occurs.

In single-byte, unsigned addition, we first clear the Carry flag (using the CLC instruction) so that NO unwanted "carry into the least-significant bit" occurs. Then we perform the ADC as described above, and then we may wish to test the Carry flag to see whether a carry "out of the most-significant bit" occurred -- if it did, the result of the addition exceeded the maximum value (255 decimal) representible in a single byte, and our "result" represents only the least-significant eight bits of the "actual" result. If this concerns us, we may take some kind of corrective or error-reporting action.

We perform multi-byte addition, either signed or unsigned, as a series of single-byte additions, first clearing the Carry flag, again to prevent unwanted carry into the least-significant bit of the calculation. We then add each byte of the multi-byte operands, in sequence from least- to most-significant, being careful NOT to tamper with the Carry flag, which now "links together" our successive additions into one, by carrying the "ninth bit" out of one byte into the next for us. We ignore the Carry and Overflow flags -- for all bytes EXCEPT THE MOST SIGNIFICANT.

When we come to the most-significant byte of a multi-byte signed addition, or the ONLY byte of a single-byte signed addition, we become

concerned once again with the Carry flag as in single-byte unsigned addition -- we want to know if our result is too big to fit in the number of bits/bytes we're using -- but we also become, at last, interested in the Overflow flag. That's because, in such a byte addition, the most-significant bit ceases to be part of the numerical "value" of the byte, and becomes a separate piece of information called the "sign." ADC doesn't "know" this, and blindly allows carries INTO and OUT OF this bit "as usual." If NO carry occurs EITHER into or out of this bit, there's no problem: the bit has its proper value, indicating the proper sign of the result. If a carry occurs BOTH into AND out of the bit, the two effects cancel out (!) and again there's no problem. In both cases the Overflow flag is CLEARED. But if a carry occurs EITHER into OR out of the bit, but NOT BOTH, the bit's value in the result gets changed from its "correct" value, giving the result the WRONG SIGN. (Note that this is merely a matter of interpretation: the bit's value is RIGHT for an "unsigned" interpretation, and is only wrong if interpreted "signed.") And THIS is when the Overflow flag gets SET.

This has been a bit verbose, but I feel it's important to understand the context in which these things operate. Took me forever to make sense of the too-terse explanation of the Overflow flag in every 6502-programming book I ever saw, and I wish they'd given an in-depth explanation like mine here! :-) Your mileage may vary. In any case, I hope this helps.

Chris Chiesa

3729. Re: Quest for 80 columns

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-29 00:00:00 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <3nu2k5$npc@ns.mcs.kent.edu>
Source record: 92204

JAMES KING (JAMES.KING@flight.org) wrote:
: The problem (one of them anyway) with ICEt is that it's limited to DOS 2.5
: or MYDOS. Being a power user myself, I prefer to use SDX or SpartaDos to
: boot my programs up.

That is very untrue! It is not limited to just those two dos programs.
I am runing SDX and the very first beta of ICE-T. The only problem I
encountered with that is that I could not initially save my configuration,
but that only needs to be done once under MyDos/Dos2.5. I have also
played around with ICE-T 2.0 XE with SDX and it works perfectly fine for
me; this includes initial saving of configurations and everything else.
In short ICE-T does work with SDX.

--BRiT

3730. Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-30 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/faq_799277603@rtfm.mit.edu>
Source record: 92071
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/faq
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Frequently Asked Questions List

Revised 28-Apr-95

Additions/suggestions/comments/corrections are needed! Please send to:

mailto:mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

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The Atari 8-Bit Computers Frequently Asked Questions List was created to
provide answers to many commonly asked questions found in the Internet's
comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group. It is in
a constant state of development, and comes with no guarantees. If you
see any problems, I need to hear from you!

--- Where to get the latest copy of the 8-bit Atari FAQ List ---

The home of many FTP archive sites, automatically updated monthly:
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq

The World Wide Web hypertext version, automatically generated monthly:
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq/faq.html

Alternate hypertext version, not as fancy, in Europe:
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html

Usenet newsgroups where this FAQ list is automatically posted monthly:
news:comp.sys.atari.8bit news:comp.answers news:news.answers

You can also get the latest version by e-mail.
mailto:mail-server@rtfm.mit.edu, message says:
send usenet/news.answers/atari-8-bit/faq
quit
```

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0.1) Table of contents

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Subject: 1.1) What is an Atari 8-bit computer?

In order of their release, the Atari 8-bit computers include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, and the XE Game System. The 400/800 models were first shown publicly in November 1978 and first sold in 1979. The final machine, the XE Game System, was released in 1987. Atari Corp. officially dropped all remaining support of their 8-bit computer line on January 1, 1992.

The following text was written by Chris Crawford and appears in De Re Atari (Atari#APX-90008), a book published and copyright by Atari, Inc., 1981-1982. It has been very slightly modified here for generality.

"The internal layout of the Atari 8-bit computer is very different from other systems. It of course has a microprocessor (a 6502), RAM, ROM, and a (PIA). However, it also has three special-purpose (LSI) chips known as ANTIC, GTIA, and POKEY. These chips were designed by Atari

engineers primarily to take much of the burden of housekeeping off of the 6502, thereby freeing the 6502 to concentrate on computations. While they were at it, they designed a great deal of power into these chips. Each of these chips is almost as big (in terms of silicon area) as a 6502, so the three of them together provide a tremendous amount of power. Mastering the Atari 8-bit computers is primarily a matter of mastering these three chips.

ANTIC is a microprocessor dedicated to the television display. It is a true microprocessor; it has an instruction set, a program (called the display list), and data. The display list and the display data are written into RAM by the 6502. ANTIC retrieves this information from RAM using direct memory access (DMA). It processes the higher level instructions in the display list and translates these instructions into a real-time stream of simple instructions to GTIA.

GTIA is a television interface chip. ANTIC directly controls most of GTIA's operations, but the 6502 can be programmed to intercede and control some or all of GTIA's functions. GTIA converts the digital commands from ANTIC (or the 6502) into the signal that goes to the television. GTIA also adds some factors of its own, such as color values, player-missle graphics, and collision detection.

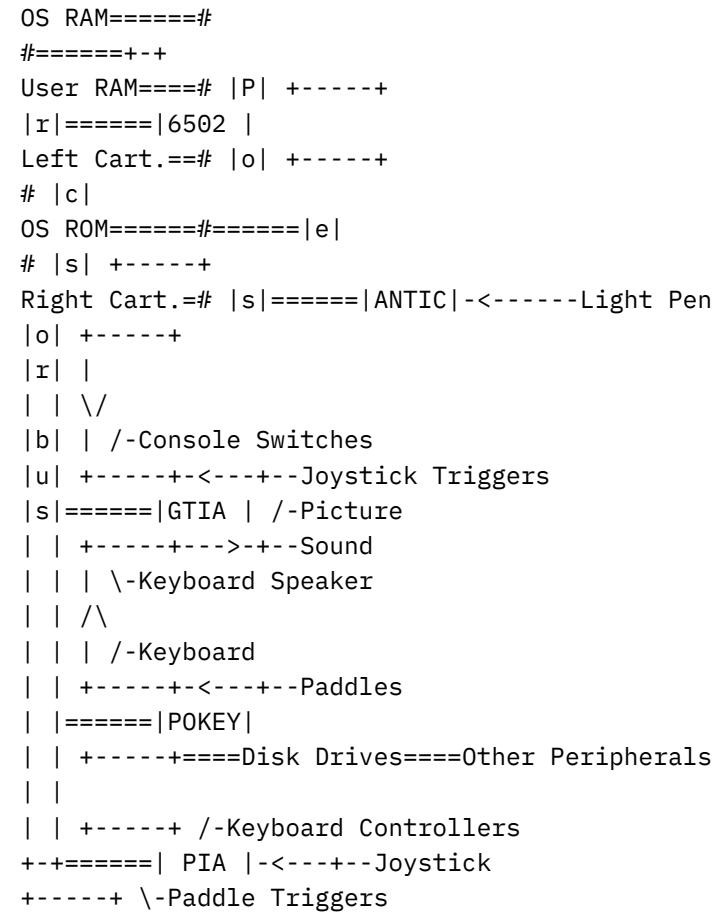
POKEY is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

The 130XE and XEGS contain a small additional LSI called FREDDIE. According to mailto:masstorage@closer.brisnet.org.au (Masstorage), "Freddy is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. Freddy also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a freddy but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from freddy, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to freddy for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say freddy does the bank switching is beyond me. An 800XL can look like a 130XE with that 16-pin chip installed (That's right NO freddy) and an extra 8 RAM

chips."

Hardware Arrangement



Beginners at using the 8-bit Atari platform may wish to contact Bill
Kendrick, mailto:kendrick@sonoma.edu, for his Newbie/Emulator FAQ.

The following is taken from Bill's Newbie/Emulator FAQ.
Graphics:
The Atari has maximum resolution of 320 x 192 (standard, non-overscanned
screen) x 2 colors. 160 x 192 x 4, 160 x 192 x 2, 160 x 96 x 4,
160 x 96 x 2, 80 x 48 x 4, 80 x 48 x 2, 40 x 48 x 4 graphics are also
supported. 40 x 24 x 256-character (128 normal, 128 inverse, character
set indirection available) text mode is standard (2 colors).
40 x 24 x 128-multi-colored-character (4 colors per character allowed,
the other 128 characters have 4th changed into a color 5) and
40 x 12 x 128-multi-colored-character screen modes are available.
GTIA graphics support 80 x 192 x 16 shade-only, 80 x 192 x 16 hue-only,
and 80 x 192 x 9 color screen modes.
Graphics Modes Summarized:
Mode Horiz.xVert.xColors text/graphics
0 40 x 24 x 2 text
1 20 x 24 x 5 text
2 20 x 12 x 5 text

3 40 x 24 x 4 graphics
4 80 x 48 x 2 graphics
5 80 x 48 x 4 graphics
6 160 x 96 x 2 graphics
7 160 x 96 x 4 graphics
8 320 x 192 x 4 graphics
9 80 x 192 x 16 luminence-only graphics
10 80 x 192 x 9 graphics
11 80 x 192 x 16 hue-only graphics
12 40 x 24 x 4-colored text
13 40 x 12 x 4-colored text
14 160 x 192 x 2 graphics
15 160 x 192 x 4 graphics
Normal (bordered), narrow (underscanned), and wide (overscanned) screen modes are available.
Screen modes can be mixed (by lines) down the screen using the Display List (a program which is executed by the ANTIC graphics chip every screen refresh (60 times per second on real NTSC Ataris).
Fine scrolling (both vertical and horizontal) can be enabled on any line on the screen.
All other screen attributes (color, player/missile horizontal position, screen width, player/missile/playfield priority, etc.) can be ajusted at any point down the screen via a "Display List Interrupt."
Four 8-bit wide, 128 or 256 byte high single color players, and four 2-bit wide, 128 or 256 byte high single color missiles are available.
A mode to combine the 4 missiles into a 5th 8-bit wide player is also available, as is a mode to XOR colors or blacken out colors when players overlap (good for making three colors out of two players!) Players and missiles have adjustable priority and collision detection.

Sound:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution, 8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4) can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only modes can be enabled for digitally sampled sound replay.
A fifth "voice" is produced by the internal speaker on Atari 400/800's (for keyclick and buzzer) and in the XL's and XE's this was (fortunately!) rerouted through the normal audio output, and the keyclick can be disabled.

[I'd like more system spec's here.]

Subject: 2.1) What is comp.sys.atari.8bit?

If you have Usenet newsgroup access you can access this discussion group through news:comp.sys.atari.8bit. This is an unmoderated newsgroup for discussion about the 8-bit Atari 400/800/XL/XE computing platform. All postings to news:comp.sys.atari.8bit automatically appear in the Info-Atari8 Digest and in INFO-A8.

comp.sys.atari was split into comp.sys.atari.8bit and comp.sys.atari.st in approximately 1986. To the best of my knowledge, there is no charter for comp.sys.atari.8bit, presumably because the custom of drafting charters for new newsgroups did not exist at that time.

news:comp.sys.atari.8bit is archived by the INFO-A8 listserv.

Subject: 2.2) What is comp.sys.atari.announce?

news:comp.sys.atari.announce is the moderated Usenet newsgroup for news items and announcements related to all Atari computing platforms. This is a low-volume, high-signal newsgroup, useful for reaching the widest possible audience when making 8-bit Atari announcements. Moderated by Yat Siu from mailto:lexicor@world.std.com

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Subject: 2.3) What is comp.sys.atari.advocacy?

news:comp.sys.atari.advocacy is the unmoderated Usenet newsgroup for advocating for or against the various Atari computing platforms. If you enjoy making comparisons between Atari 8-bit and other computing platforms, this is the place to do it.

Subject: 2.4) What is comp.sys.atari.programmer?

news:comp.sys.atari.programmer is the unmoderated Usenet newsgroup for topics in programming on the various Atari computing platforms, including the Atari 8-bit.

Subject: 2.5) What is comp.emulators.misc?

news:comp.emulators.misc is the unmoderated Usenet newsgroup for the discussion of emulating computing platforms on other computing platforms. All emulator discussion that does not involve the Apple][, the Commodore 64, or the WINE MS-Windows emulator (which each have their own emulator groups) may be found on news:comp.emulators.misc.

Subject: 2.6) What is comp.emulators.announce?

news:comp.emulators.announce is the moderated Usenet newsgroup for news items about emulating one computing platform on another. This is a low-volume, high-signal newsgroup, useful for reaching the widest possible audience when making 8-bit Atari emulator announcements. The moderator may be contacted at mailto:emulators-request@qualcomm.com

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Subject: 3.1) What is the Info-Atari8 Digest?

If you have Internet e-mail access you can access this discussion group through the Info-Atari8 Digest.

The Info-Atari8 Digest originates from

mailto:atari8@netcom.com

Subscription requests should be sent to the above address with the subject:

SUBSCRIBE | UNSUBSCRIBE (that is, one or the other)

The first line of the body of the letter should be the person's full name followed by his/her mailing address. For example:

Mike Todd snyder10@convex1.tcs.tulane.edu

To contribute to discussion threads in the Info-Atari8 Digest, send your posting to mailto:comp-sys-atari-8bit@cs.utexas.edu. Postings sent here automatically appear on news:comp.sys.atari.8bit and in INFO-A8.

Note that any posting sent to mailto:atari8@netcom.com will NOT be cross-posted to news:comp.sys.atari.8bit. The Moderator is presently working to correct this.

The Info-Atari8 Digest is archived by the INFO-A8 listserv.

Recent copies are also kept at ftp://ftp.kendall.mdcc.edu/pub/atari/info-a8/ (147.70.146.36) by Jason Duerstock.

The Info-Atari8 Digest Moderator is Mike Todd, mailto:snyder10@convex1.TCS.Tulane.EDU

Subject: 3.2) What is INFO-A8?

If you have BITNET or Internet e-mail access you can access this discussion group through INFO-A8.

The BITNET subscription commands are:
tell listserv at marist register <your real full name>
tell listserv at marist subscribe info-a8

The Internet subscription command is:
mailto:listerv@vm.marist.edu, message says
subscribe info-a8 <your real full name>

To contribute to discussion threads in INFO-A8, send your posting to mailto:comp-sys-atari-8bit@cs.utexas.edu. Postings sent here automatically appear on news:comp.sys.atari.8bit and in the Info-Atari8 Digest.

Any postings sent to mailto:info-a8@vm.marist.edu or to INFO-A8@MARIST will not reach news:comp.sys.atari.8bit, so don't send your postings there.

You may leave the list at any time by sending a "SIGNOFF INFO-A8" command to LISTSERV@MARIST, or by sending a message to mailto:listserv@vm.marist.edu that says "unsubscribe info-a8". Please note that this command must NOT be sent to INFO-A8@MARIST nor to mailto:info-a8@vm.marist.edu.

The archive of comp.sys.atari.8bit, the Info-Atari8 Digest, and INFO-A8:

You can obtain a list of the available archive files by sending an "INDEX INFO-A8" command to LISTSERV@MARIST or by sending a message to mailto:listserv@vm.marist.edu that says "index info-a8". These files can then be retrieved by means of a "GET INFO-A8 filetype" command, or by using the database search facilities of LISTSERV. Send an "INFO DATABASE" command for more information on the latter.

Recent copies are also kept at ftp://ftp.kendall.mdcc.edu/pub/atari/info-a8/ (147.70.146.36) by Jason Duerstock.

The INFO-A8 Moderators are:
HARRY@MARIST (A Harry Williams)
mailto:ravi@mcnc.org (Ravi Subrahmanyan)
mailto:billw@score.stanford.edu (Bill Westfield)

INFO-A8 was created on December 9, 1986.

Subject: 3.3) How can I access the Merit/UMich Archive by e-mail?

For more information on the Merit/UMich archive, see the section of this FAQ list on accessing this archive by FTP.

Downloading - BART

Brode's Archive Retrieval Thang - the Merit/UMich Archive e-mail file server

To learn about using BART to access the Merit/UMich Archive, send e-mail to: mailto:atari@atari.archive.umich.edu. The subject of the message doesn't matter, but let the body of your message be:

help
send 8bit/0index

If you receive nothing within a day (it should take just a few minutes), try including a line of this form:

path [your e-mail address]

BART automatically uuencodes binary files (so they may be mailed over the Internet) and splits up large files into parts of about 30K or less.

Uploading

Simply uuencode the file, (please split it into parts of 60 K or less) and mail the result to mailto:lenn@atari.archive.umich.edu. Please name

the parts in the subject line. This is really helpful as the parts
usually don't arrive in the proper sequence. Also, please include a
message labeled "file transmission," containing a short description of
the file, etc. Shar files are also acceptable, but uuencoded is preferred.

Subject: 3.4) How can I retrieve files from FTP sites by e-mail?

There are several general-purpose FTP mail-servers. These may be used to
retrieve any files available from anonymous FTP sites on the Internet.

1) mailto:ftpmail@decwrl.dec.com with no subject line, and two-line
body with line 1 help and line 2 quit

2) mailto:ftpmail@grasp.insa-lyon.fr (body: help) Please, European
users only.

3) mailto:bitftp@pucc.princeton.edu (body: help or ftplist for a
list of anonymous ftp sites)

4) mail BITFTP@DEARN or to mailto:BITFTP@vm.gmd.de (body: help or
ftplist for a list of anonymous ftp sites) (Europe only)

Subject: 3.5) How can I post to Usenet newsgroups by e-mail?

There are a several 'public' mail/News gateways. Each one has their own
ways for addressing syntax. The three most common ones are:

Site: cs.utexas.edu
Syntax: newsgroup-name@cs.utexas.edu
Example: To send to the newsgroup 'comp.sys.atari.8bit',
address the message to
comp-sys-atari-8bit@cs.utexas.edu

Site: newbase.cs.yale.edu
Syntax: newsgroup.name-news@newsbase.cs.yale.edu
Example: To send to the newsgroup 'comp.sys.atari.8bit',
address the message to
comp.sys.atari.8bit-news@newsbase.cs.yale.edu

Site: decwrl.dec.com
Syntax: newsgroup.name@decwrl.dec.com
Example: To send to the newsgroup 'comp.sys.atari.8bit',
address the message to
comp.sys.atari.8bit@decwrl.dec.com

Mail-to-news gateways of this sort tend to be overloaded.
Therefore, please do not use these gateways or any other similar
gateways if you can post to Usenet directly.

Subject: 3.6) How can I access the World Wide Web by e-mail?

Swiped from the WWW FAQ, which is maintained by mailto:boutell@netcom.com
(Thomas Boutell), here is how to access a web page by email:

mailto:server@mail.w3.org (preferred) or to
mailto:listserv@info.cern.ch (older address) containing
the following single line. (What you put on the subject line doesn't
matter; blank is OK. This line should go in the text of the message.)
You will receive as a reply a simple page intended to help you learn
more about the Web.

send http://www.earn.net/gnrt/www.html

Subject: 4.1) How can I access the Merit/UMich Archive by FTP?

The Merit/University of Michigan Software Archives hold a huge number
of files for many computing platforms, including the Atari 8-bit
computers. Our 8-bit Atari Archivist is Jody Lenn,
mailto:lenn@atari.archive.umich.edu; the Atari Archive as a whole is
maintained by Mickey Boyd, mailto:boydm@atari.archive.umich.edu.

The convention for Anonymous FTP sites is to accept "anonymous" as your
username, and your e-mail address as your password. All of the
FTP sites mentioned in the FAQ list follow this convention.

Downloading (Try the site nearest you first)
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a) ftp://atari.archive.umich.edu/atari/8bit (141.211.120.11, United States)

b) ftp://wuarchive.wustl.edu/systems/atari/umich.edu/8bit
(128.252.135.4, United States)

c) ftp://src.doc.ic.ac.uk/computing/systems/atari/umich/8bit
(146.169.2.10, United Kingdom)
d)
ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit
(129.69.8.13, Germany)

e) ftp://ftp.orst.edu/pub/mirrors/archive.umich.edu/atari/8bit
(128.193.4.2, United States)

f) ftp://barnone.citi.umich.edu/afs/umich.edu/group/itd/archive/atari/8bit
(141.211.128.22, United States)

g) ftp://phlem.ph.kcl.ac.uk/pub/Atari8bit (137.73.4.24, United Kingdom)

h) ftp://ftp.kendall.mdcc.edu/pub/atari/umich.edu/8bit/
(147.70.146.36, United States)

Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

Uploading

Place uploads in ftp://atari.archive.umich.edu/atari/8bit/New

No uploads may be made to the Archive's mirror sites.

Remember to set file type to BINARY when uploading non-text files
(.arc, .com, .dcm, etc.) by FTP. Also, please upload a short .text file
describing what your upload is, so our 8-Bit Archivist will be sure to place
it in an appropriate permanent directory.

Note that the 8bit/New directory is "write-only."

Newly uploaded items may be found in the 8bit/Newitems subdirectory.

Subject: 4.2) What is the Boston Archive?

Here's an 8-bit Atari FTP site located at Boston University. It is
maintained by Adam Bryant, mailto:adb@albert.bu.edu. This site seems to
have seen no uploads for years, but there are some files here that aren't
on any of the other sites.

ftp://cs-ftp.bu.edu/PC/ATARI (128.197.13.20)

Subject: 4.3) What is the PVV Archive?

This is a mid-sized Atari FTP site maintained by Eyvind Bernhardsen,
mailto:eyvind@lise.unit.no. PVV stands for ProgramVareVerstedet, or The
Software Workshop, a student society at the University of Trondheim, Norway.

ftp://nova.pvv.unit.no/pub/Atari/8bit (129.241.36.207)

Uploads go to ftp://nova.pvv.unit.no/incoming/atari/8bit; Eyvind moves
them to the appropriate directory. Please include a .readme file with
each upload, so people know what they're downloading.

Subject: 4.4) What is the ClarkNet Archive?

This smallish 8-bit Atari FTP site is maintained by Kevin Atkinson,
mailto:kevina@clark.net.

ftp://ftp.clark.net/pub/atari (168.143.0.2)

Write to Kevin for uploading instructions.

A mirror of the ClarkNet Archive, kept by Jason Duerstock:
ftp://ftp.kendall.mdcc.edu/pub/atari/clark.net/ (147.70.146.36)

Subject: 4.5) What is the Gatekeeper's Archive?

This small FTP site offers most of the resources provided on the Atari 8-Bit Home Page. Kept by mailto:ipoorten@cs.vu.nl (Ivo van Poorten, The Gatekeeper).

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit (192.31.231.43)

Subject: 4.6) What is the Closer To Home Archive?

Here is a fairly large FTP site in Australia kept by mailto:Dave.Blears@closer.brisnet.org.au (Dave Blears).

ftp://closer.brisnet.org.au/pub/archive1/8_bit (203.4.149.97)

Support site for James Bradford's Super 8-bit Products including SuperDos, SuperRam, Super800<->XL and much more.

Uploads go in ftp://closer.brisnet.org.au/pub/incoming

Subject: 4.7) What is the James King Archive?

Here is a growing 8-bit Atari FTP site kept by mailto:jeking7@delphi.com (James King)

ftp://ftp.xmission.com/pub/users/j/jeking/8bit (198.60.22.3)

Uploads go in ftp://ftp.xmission.com/pub/users/j/jeking/uploads

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Subject: 5.1) What is the Cleveland Free-Net Atari SIG?

The Cleveland Free-Net is the hub system of the NPTN, the National Public Telecomputing Network. It can be accessed by any of the following: telnet://freenet-in-a.cwru.edu, telnet://freenet-in-b.cwru.edu, or telnet://freenet-in-c.cwru.edu (129.22.8.32 or 129.22.8.51).
Type "go atari" to reach the Atari SIG.

Those who add their names to the Atari SIG user directories are automatically members of the official Atari user group C.A.I.N. - Central Atari Information Network.

The Cleveland Free-Net Atari SIG publishes the CAIN Newsletter, maintains the CAIN Home Page on the WWW, and keeps the "Who's Who in the Atari Community E-Mail Directory" listing. Send correspondence and press releases to mailto:xx004@cleveland.freenet.edu.

Subject: 5.2) What is the Youngstown Free-Net Atari SIG?

Youngstown Free-Net (Youngstown, Ohio USA)
telnet://visitor@yfn.ysu.edu (192.55.234.27)

Type "go atari" to reach the Atari SIG. Write to
mailto:xx140@yfn.ysu.edu for more information.

Subject: 5.3) What is the National Capital Free-Net Atari SIG?

National Capital Free-Net (Ottawa, Canada)
telnet://guest@freenet.carleton.ca (134.117.1.25)

Type "go atari" to reach the Atari SIG. Write to Christopher Browne at
mailto:aa454@Freenet.carleton.ca for more info.

Subject: 5.4) What is the Closer To Home BBS?

Kept by mailto:Dave.Blears@closer.brisnet.org.au (Dave Blears), this is a
BBS in Australia which supports the 8-bit Atari.

telnet://guest@closer.brisnet.org.au (203.4.149.97)

Subject: 5.5) How can I access the World Wide Web by Telnet?

This section swiped from the WWW FAQ, which is kept by
mailto:boutell@netcom.com (Thomas Boutell).

An up-to-date list of these is available on the Web as
http://info.cern.ch/hypertext/WWW/FAQ/Bootstrap.html and should be
regarded as an authoritative list.

telnet://telnet.w3.org
A telnettable browser provided by the W3 coalition.

telnet://www@www.cc.ukans.edu
Offers Lynx, a full screen browser which requires a vt100
terminal. Log in as www. Does not allow users to "go" to
arbitrary URLs, so GET YOUR OWN COPY of Lynx and install it on
your system if your administrator has not done so already. The
best plain-text browser, so move mountains if necessary to get
your own copy of Lynx!

telnet://www@www.njit.edu
(or telnet 128.235.163.2) Log in as www. A full-screen browser
in New Jersey Institute of Technology. USA.

telnet://www@www.huji.ac.il
A dual-language Hebrew/English database, with links to the rest
of the world. The line mode browser, plus extra features. Log
in as www. Hebrew University of Jerusalem, Israel.

telnet://sun.uakom.cs
Slovakia. Has a slow link, only use from nearby.

telnet://www@info.funet.fi
(or telnet 128.214.6.102). Log in as www. Offers several
browsers, including Lynx (goto option is disabled there also).

telnet://www@fserv.kfki.hu
Hungary. Has slow link, use from nearby. Login is as www.

Subject: 6.1) How can I retrieve files from the Merit/UMich Archive through
Gopher?

The Merit/UMich Archive has a native Gopher server. Try

gopher://gopher.archive.merit.edu:7055/11/atari/8bit

to connect directly to the Merit/UMich Archive's 8-bit Atari directory. I
personally recommend this method for downloading from the Merit/UMich
Archive.

There are also several mirror archive sites with Gopher servers:

gopher://wuarchive.wustl.edu:70/11/systems/atari/umich.edu/8bit

gopher://sunsite.doc.ic.ac.uk:70/1/0-Most-Packages/atari/umich/8bit

gopher://gaia.ucs.orst.edu:70/11/g-i-s/computer/zftparea/mirrors/archive.umich.
edu/atari/8bit

Subject: 7.1) What WWW pages support the 8-bit Atari?

Atari 8-Bit Computers FAQ and Vendor/Developer Lists, Michael Current
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq.html

Atari 8-Bit Home Page
mailto:ipoorten@cs.vu.nl (Ivo van Poorten, The Gatekeeper)
http://www.cs.vu.nl/~ipoorten/Atari.8bit.Homepage/index.html

Atari 8-Bit Resort
mailto:un55@rz.uni-karlsruhe.de, Marek Tomczyk
http://rzstud1.rz.uni-karlsruhe.de/~un55/8bit.html

Big Atari 8bit Home Page
Tomasz Tatar, mailto:tatar@student.uci.agh.edu.pl
http://www.uci.agh.edu.pl/student/airgrp/tatar/public_html/Atari/hp.html

Central Atari Information Network
Cleveland Free-Net Atari SIG, mailto:xx004@cleveland.freenet.edu
http://ace.cs.ohiou.edu/personal/mleair/cain.html

Rob Funk's pages
http://www.cis.ohio-state.edu/~funk/
mailto:

CompuCat BBS
mailto:nkinney@netcom.com, Neal Kinney
ftp://ftp.netcom.com/pub/nk/nkinney/html/compucat.html

Classic Computer and Video Game Systems
http://www.gate.net/~cmwagner/atari8.html

Subject: 7.8) How can I access the Merit/UMich Archive by AFS?

Downloading

Just cd /afs/umich.edu/group/itd/archive/atari/8bit
[What is the propsero:// URL for this?]

Uploading

Just cp the file into /afs/umich.edu/group/itd/archive/atari/8bit/New
[What is the propsero:// URL for this?]

Subject: 7.9) What is #Atari8?

There is a channel on Internet Relay Chat for 8-bit Atari users. Its name is #Atari8. Join #Atari8 on port 6667 (EFNet) and enjoy (if you meet somebody there).

There should be a small bot called XE_BOT on this channel. While on channel #Atari8 use the command
/msg XE_BOT help
for more information.

The latest information on #Atari8 and the XE_BOT may be found here:
http://www.uci.agh.edu.pl/student/robo1grp/tatar/public_html/Atari/irc.html

Channel #Atari8 and the XE_BOT are the work of Tomasz Tatar,
mailto:tatar@student.uci.agh.edu.pl.

Subject: 8.1) What is the CAIN Newsletter?

The Central Atari Information Network Newsletter is the monthly online magazine of the Cleveland Free-Net Atari SIG. The editor is Mark Leair of the Atari SIG. 8-bit computers support is provided by Michael Current and Craig Lisowski. For information, write to the Atari SIG at mailto:xx004@cleveland.freenet.edu.

Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into 100% printable ASCII characters, so that the file may be posted or e-mailed anywhere a text message can go. The 8-bit Atari is perfectly capable of

UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
Merit/UMich: Archivers/uudecode.bas, Archivers/uudecode.doc
Boston: comm/uudecode.lst, comm/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
Merit/UMich: Archivers/yau.arc
Boston: comm/yau.uue, comm/yaue.uue, comm/yau.doc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
Merit/UMich: Utilities/uue.arc

Dumas UU-coder by John Dunning - should work w/BART-style split files.
Merit/UMich: Cc65/dumasuu.arc

Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that
is common in the MS-DOS world. This is done to make the file shorter,
so it takes up less space on your disk and it takes less time to transfer
between computers. The archives contains several 8-bit Atari archivers
fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
Merit/UMich: Archivers/superarc.arc - both Super Un-Arc & Super Arc
Archivers/suprarc2.arc - Super Arc
Archivers/supunarc.com - Super Un-Arc
Archivers/supunarc.uue - Super Un-Arc
Boston: {comm,util}/superarc.uue, {comm,util}/superarc.doc

Subject: 9.3) Okay, how about a .dcm file?

A .dcm file is a format unique to the 8-bit Atari which is used to convert
entire disk images into files. To work with .dcm files you'll need:

Disk Communicator 3.2 by Bob Puff.
Merit/UMich: Archivers/dskcom32.arc or Archivers/diskcomm.arc (same thing!)
Boston: {util,comm}/diskcomm.uue

Subject: 9.4) What is an .xmo file?

.xmo stands for XMODEM. The idea was that the file was not plain text,
but was a binary file. As a binary file, it had to be downloaded using a
file transfer protocol such as XMODEM. The use of ".xmo" as a filename
extender was popular once, but has been discouraged for years.

Subject: 10.1) What 8-bit Atari emulators exist for other computing platforms?

These are the emulators that are usable.

1) ST Xformer 2.55, from Branch Always (see companion Vendor/Developer List for complete contact info). A freeware 8-bit Atari emulator for the Atari ST.
Merit/UMich: /atari/Emulators/stxf255.lzh

2) PC Xformer, from Branch Always (see companion Vendor/Developer List for complete contact info). The 8-bit Atari emulator for DOS/Windows/OS/2. Versions 2.0 and 2.5 are freeware; 3.0 is the commercial version.

The following further info on PC Xformer provided by Bill Kendrick, mailto:kendrick@sonoma.edu. Contact him for his Newbie/Emulator FAQ.

2.0 emulates an Atari 800. It requires about 300K of free memory, 320x200x256 (MCGA/VGA/SVGA) graphics, and a 286 CPU. It does not support ROM files, disk image swapping within the program, player/missile graphics collision detection, sound, PC joystick support, modem/printer support, but is free.

2.5 is the replacement for 2.0. It emulates either an Atari 800 or an Atari 800XL. It requires about the same as 2.0. It does support ROM files and the PC speaker is used to emulate the old Atari 400/800 internal speaker clicks. It is also free.

3.0 is the first commercial release. It emulates an Atari 800, 800XL, or 130XE (128K RAM; I heard it was to do 320K but I think that was reduced). It requires a 386 and 512K of memory. It supports Sound Blaster, player/missile graphics collision detection, modem/printer and PC joystick support. It comes with a disk with the software, an ammendum to the printed documents, and a bunch of Atari 8-bit software (example programs: demos/games, and a few useful utilities). It supports disk swapping through a (currently) simple menu.

All versions support .XFD (Xformer disk) format disk images, and all versions of PC Xformer support SIO2PC disk images (.ATR's).

PC Xformer 3.0 comes with a 36-page printed manual and reference. It includes appendicies explaining graphics, sounds, colors, BASIC, subdirectory paths (for MSDOS which in turn explains SpartaDOS/MyDOS), a quick keyboard reference, ATASCII characters (all 128 drawn out), the Atari editor, error codes, file IO (commands, devices, XIO calls) as well as giving breif information on how to contact other Atari users, common file extenders, and it includes a LARGE glossary explaining Atari BASIC / TurboBASIC XL commands, Atari computer terms, and general computer terms.

Merit/UMich: Xf2/xf2.zip, Xf2/xf25.zip

Of importance to PC Xformer users is:
DcmToDsk, freeware by Jason Duerstock. It converts most .DCM files into
SIO2PC .ATR's for use with SIO2PC and PC Xformer.
Merit/UMich: Sio2pc/dcm2dsk2.zip

Subject: 11.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal
programs available.

BobTerm 1.22, shareware by Bob Puff
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; excellent for BBSing
Merit/UMich: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
Merit/UMich: Telecomm/k65v37.arc - latest version
Telecomm/k65doc.arc - documentation
Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Combination VT100, XMODEM, Kermit; buggy at file Xfers
Merit/UMich: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Excellent at VT100 on the XEP80; 1200bps top speed
Merit/UMich: Telecomm/vt850b1.arc

FlickerTerm 80 0.37, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus
Merit/UMich: Telecomm/ft80v037.arc

Ice-T 1.0 by IceSoft (Itay Chamiel)
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: XMODEM download
Autodial: No
Backscroll buffer: yes (One screen)
Capture-to-disk: No
Summary: Excellent for high-speed VT100 emulation
Merit/UMich: Telecomm/icet.arc

Subject: 11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with an
Atari-format diskette. The following require a DOS and disk drive on the
Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
Merit/UMich: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
Merit/UMich: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
Merit/UMich: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett and Mark Vallevand - The latest version!
Merit/UMich: Diskutils/myutil.zip
PVV: utilities/disk/myutil.zip

While the above work with SS/DD 180K Atari-format disks, the following
combination of utilities can be used to work with SS/SD 90K Atari-format
disks, and is currently the best bet for reading SS/ED 128K Atari-format
disks.

AnaDisk 2.07, shareware by Sydex - Reads/Writes "any" 5.25" diskette
Merit/UMich: Xf2/anad207.zip, Xf2/anadisk.txt
Deana by Nate Monson - converts AnaDisk dump files from Atari format
Merit/UMich: Xf2/deana.com, Xf2/deana.txt

Explanation --> According to mailto:preston.f.crow@dartmouth.edu,
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you

can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.
For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

Subject: 11.3) Can I read/write MS-DOS disks on an 8-bit Atari?

a) Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050
drive or equivalent. Very limited.
Merit/UMich: Diskutils/mule.arc, Diskutils/mule.exe, Diskutils/mule.txt

b) SIO2PC, described elsewhere in this FAQ List (section 12.4), can be
used to read/write to a hard drive connected to an MS-DOS system. This
can also be a very effective file-transfer solution.

c) The XF551 3.5" Upgrades from Computer Software Services (see the
companion vendor/developer list) allow the Atari XF551 disk drive to read
720K 3.5" MS-DOS disks.

d) The Floppy Board, the add-on to the Black-Box from Computer Software
Services (see the companion vendor/developer list), allows both low
density (360K 5.25", 720K 3.5"), and, in the case of the Deluxe
Version, high density (1.2M 5.25", 1.44M 3.5") external MS-DOS-standard
floppy drives to be used on the Atari. A utility is included to
read/write MS-DOS formatted floppies in all supported densities.

Subject: 11.4) How do I transfer files using a null modem cable?

This section by mailto:cb541@cleveland.Freenet.Edu (James R. Gilbert)

A: Simply put, you need a terminal program and an RS 232 port on
each computer. The RS 232 ports need to be connected
together using a 'null modem cable'.

For up to 4800 bps, no flow control lines need be
connected. Just cross the transmit and receive lines
and join the grounds together. (Transmit is pin #2,
receive is pin #3 and ground is pin #7 on the 25-pin
port.)

The right hand pin on the 'long' side of a female 'D'
connector is #1. There are 13 holes on this 'long'
side, 12 holes on the 'short' side. The numbers go from
#1 on the right to #13 on the left on the 'long' side
and from #14 to #25 from right to left on the 'short'
side. #25 is closest to being under #13. A male
connector is the mirror image of this.

Most terminal programs allow a null connection, without a carrier detect. Notably, '850 Express!' does not.

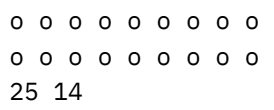
A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors and some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modem and plugging in the null modem cable. This also avoids the confusion of the wide variety of serial port jacks on different computers. Almost all computers connect into the modem via a DB25 connection.

The SIO port on the Atari cannot be used directly. An 850 Interface Module, P:R:Connection, Multi I/O, Black Box (by Computer Software Services) or similar device that provides an RS232 port must be used.

On the Atari, the port is a female DB9. So you need a male DB9 to male DB25 modem cable to connect to your modem. So why not use this cable as your null modem cable as well?

For higher speed connections, above about 9600 bps on the 8-bit, you need the flow control lines. You also need a Multi I/O or Black Box, which use the PBI (parallel bus), then you can go higher than 9600 bps.

Following are pin assignments for a DB25 pin RS 232 C port.



(Above is female, male is mirror image.)

1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

A high speed cable would need not only pins 2 and 3 crossed but also pins 4 and 5 as well as 6 and 8. Or better yet, make a true 25 wire, straight through cable and use a commercial null modem. A commercial null modem is just a small device with the correct lines already crossed.

(DTE = Data Terminal Equipment, i.e., your computer.
DCE = Data Communications Equipment, i.e., your modem.)

Subject: 12.1) What 5.25" floppy disk drives are available?

Major contributors to this section:
mailto:Krishna@max.tiac.net (Glenn M. Saunders)
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mailto:conradus@plearn.edu.pl (Konrad M. Kokoszkiewicz)

==> Atari 810
SS SD 19.2Kbps standard

==> Happy 810
SS SD Warp speed

==> Atari 1050
SS SD/ED 19.2Kbps standard

==> Happy 1050
SS SD/ED/DD Warp speed US Doubler/19.2 and 52k. track
buffering

==> Super Archiver 1050
SS SD/ED/DD Ultra Speed 50+K

==> Speedy 1050
SS SD/ED/DD 78K mode (European) unknown DOS restrictions

==> Supermax 1050
SS SD/ED/DD 19.2k and 52k (ultra speed)
by Super products. Compatiable with superdos and US Doubler

==> Lazer 1050
SS SD/ED/DD Another Happy clone; Compatible w/ US Doubler

==> Atari XF551
SS/DS SD/ED/DD 38K burst mode usable only with SpartaDOS X,
SuperDOS 5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2. XF DS system now
considered "standard".

==> CSS XF551
SS/DS SD/ED/DD US Doubler compatible. Updates drive to work
better and faster. Also 3.5" upgrade available

==> Percom Various/RFD
Various. Any IBM mech from SS/SD 5.25 to 720K 3.5" NOTE: no ED
19.2K standard only. Unique DS system

==> Percom AT-88
SS SD

==> Percom AT88-S1PD
printer port

==> Trak ATD1
SS SD

==> Trak ATD2
SS SD/DD
Built in Diagnostics. Track indicator. Write protect switch. Built in
parallel printer interface. 2k printer buffer (expandable). Optional
Turbo software on Eprom.

==> Trak AT-1
SS SD/DD Slave

==> Indus GT
SS SD/ED/DD Synchromesh mode usable with SpartaDOS X and
DOSXL only.

==> Astra Double-D?
SS/DS SD/DD? standard /LEDs and such

==> Rana 1000
SS SD/ED/DD standard /LEDs and such can format disks on a
stand alone basis

==> TOMS 720
double head disk drive, 5.25", with mounted interface Centronics,
chips: CPU 8085, WD2797, PIA 8255 (for handle Centronics), 32 KB ROM, 8 KB RAM
ROM contains: OS of drive, MYDOS 4.50 and some utilities (copy, format, etc.)
ROM is seen by computer as drive D1: (if drive is open), and D3: (when drive
has number D1:) or D4: (when drive has number D2:). It makes possible load DOS
from ROMdisk during booting system.
Formats of disks:
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
Transmition modes:
- normal - 19200 bps
- Turbo - 70000 bps
- Ultra Speed - 70000 bps
Also tracks buffering.

==> AS SN-360
double head disk drive, 5.25", CPU 8051, controler WD2797
19200 bps
Available formats:
- SS/SD - (FM) single sided, single density - 90 KB
- SS/ED - (MFM) single sided, enhanced density - 130 KB
- SS/DD - (MFM) single sided, double density - 180 KB
- DS/DD - (MFM) double sided, double density - 360 KB

==> TOMS 710
(The newest polish disk drive and probably the best one)
Similar to TOMS 720, one more format:
- double sided, 80 tracks, IBM (720 KB)
Transmition modes:
- standard 19200 bps
- TOMS Turbo (loaded from ROMdisk if drive is open) - 67000 bps
- Ultra Speed (QMEG-OS, SpartaDOS) - 67000 bps
Also tracks buffering.
ROMdisk contain:
- MYDOS 4.50
- COPY
- INIT
- TURBO - turn on/off TOMS Turbo mode
- BASIC - turn on/off Atari Basic
- AUTORUN.SYS - ramdisk
- README
Also TOMS Navigator instead of DUP.SYS. It is program similar to Norton
Commander on PCs.
IBM-ST copier on additional disk.

==> LDW Super 2000
SS SD/ED/DD 19200 bps or 38000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA-2001
SS SD/ED/DD 19200 bps or 38000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA-2002
SS/DS SD/ED/DD 19200 bps, 70000 with SpartaDOS
CPU 8040, ROM 4 KB, RAM 256 B

==> Floppy board various
Any standard very fast parallel
DOS-transparent. Requires Black Box. DS system configurable for
XF Percom or ATR style

==> HDI various
Any standard very fast SIO? European

==> SWP ATR-8000
Any standard standard except 1.2 meg and unique DS system
(HD) nice Z80 CP/M system in which CP/M drive acccess is parallel only
thus faster.

==> Atari 1450XLD drives
DS SD/ED DD? standard, requires DOS4. unusual DS system
Only prototypes exist.

==> KARIN MAXI
Double head disk drive 360 KB/5,25" or 720 KB/3,5", controller WD 1772.
Available formats:
= standard SS/SD 90 KB

= standard SS/ED 130 KB
= standard SS/DD 180 KB
= 'cylindric' DS/DD 360 KB (XF-551 uncompatible)
= 'cylindric' DS/QD 720 KB (TOMS-compatible; 720 KB drives only)
Any other capabilities depend on a special software.
Transmission mode:
- parallel: real speed 11.25 kilobytes per second with DOS or 22.5 kilo-
bytes per second with special track-copier.
Notes:
Because of the 1772-registers available in 6502 i/o pages ($D100),
the KARIN MAXI drives look full-programmable.
Preferred systems: My-DOS, SDX.

==> XFD-601B
Double head 360 KB/5,25" disk drive. Controller WD 1772, CPU 8051.
Available formats:
- standard SS/SD 90 KB
- standard SS/ED 130 KB
- standard SS/DD 180 KB
- standard DS/DD 360 KB (XF-551 compatible)
Transmission modes:
- normal 19200 bps
- Top Drive 1050 70000 bps
- Indus GT (synchromesh) 70000 bps (GTSYNC.COM and INDUS.SYS are not necessary;
full-compatibel with the SDX)
- Ultra Speed 70000 bps (full-compatible with the older SpartaDOS)
Notes:
Customized sector skew. In fact, the XFD-601B is a original clone of the
XF-551.

==> XFD-602B
The two XFD-601B drives in the one unit.

Subject: 12.2) How can I use 3.5" floppy disks with my 8-bit Atari?

to be written. volunteers?

- Amdek
- XF551 upgrades
- Floppy Board

==> Atari XF521
3.5" system Unreleased

Subject: 12.3) What do I need to connect a hard drive to my 8-bit Atari?

original by mailto:Krishna@max.tiac.net (Glenn M. Saunders)

Corvus ? 10 megabytes Fast but still relatively
slow I/O, kludge through

joystick ports for 800.
Rare
Supra/K-P N/A various Some limitations on drive
type and size and total
number of drives in sys.
FTe Multi I/O various 256 byter per sector
restriction. 256K and
1 meg ramdisk models.
Printer and modem, modem
will handle 19.2K bps
CSS Black Box various Will handle all SCSI drives.
Allows 9 drive access for
MYDOS. Currently the only
modem interface with CTS/RTS
hardware flow control. 19.2K
ready.
SWP ATR-8000 unknown limits Rare daughterboard for hard
drives. I/O is probably
fairly slow on this baby and
there may be DOS restrictions.

==> IDE/AT-BUS hard disk (still under construction)

Subject: 12.4) How can I use an IBM-PC as a storage device for my Atari?

Original by Dave Paterson, mailto:d.paterson2@genie.geis.com

SIO2PC is a cable and software combination that lets you use your PC as up to 4 drives for your 8-bit. Drives can be SD, ED, DD or custom sizes up to 16 megs. SIO2PC also lets you redirect the printer output to your PC printer or to a file on the PC. High speed drives are emulated (a la US Doubler).

All these functions are transparent at the Atari end; you never notice the difference between SIO2PC and regular drives, except that the SIO2PC drives are faster than any others (except Ramdisks and PBI interface drives).

SIO2PC 3.19i is shareware by Nick Kennedy.
Merit/UMich: Sio2pc/sio319i.exe

Of importance to SIO2PC users is:
DcmToDsk, freeware by Jason Duerstock. It converts most .DCM files into SIO2PC .ATR's for use with SIO2PC and PC Xformer.
Merit/UMich: Sio2pc/dcm2dsk2.zip

Subject: 13.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is modelled after Atari DOS 2.0S/2.5, but provides

subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g is disk-based; SpartaDOS X 4.21 is cartridge-based and includes many additional features. SpartaDOS is available from Fine Tooned Engineering (see companion vendor/ developer list); MYDOS 4.53/4 is freeware from Wordmark Systems (Charles Marslett and Bob Puff).
It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the archives.
Merit/UMich: Os/dos25.arc (DOS 2.5)
Merit/UMich: Fte/fte32g.arc (SpartaDOS 3.2)
Merit/UMich: Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Subject: 13.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 Personal Computer (1979) 8-16K, membrane keyboard, 400/800 OS
800 Personal Computer (1979) 8-48K, two cartridge slots, 400/800 OS
1200XL Home Computer (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL Home Computer (1983) 16-64K, BASIC, PBI, XL OS
800XL Home Computer (1983) 64K, BASIC, PBI, XL OS
800XE Home Computer (1987?)~same as 130XE but 64K. Mostly eastern Europe.
65XE Personal Computer (1985) same as 800XL minus PBI
130XE Personal Computer(1985) same as 65XE with 128K plus ECI
XE Game System (1987) same as 65XE plus Missle Command, detach keybd

Peripherals:
410 Program Recorder -Japan and Hong Kong versions
810 Disk Drive -SS/SD 90K with DOS 1 or DOS 2.0S,MPI&Tandon vers.
820 Printer -40 col.
822 Thermal Printer -40 col.
825 80-Column Printer -req. 850
830 Acoustic Modem -300 baud req. 850, with Telelink I
835 Direct Connect Modem -300 baud, with Telelink II
850 Interface Module -4 9-pin serial, 1 15-pin parallel ports, beige & black metal versions
1010 Program Recorder -Sanyo and Chelco versions
1020 Color Printer -40 col., print/plot in 4 colors
1025 80-Column Printer -7-pin dot matrix
1027 Letter-Quality Printer-80 col., letter quality
1029 Printer -7-pin dot matrix, same as Commodore MPS-801
1030 Direct Connect Modem -300 baud, with ModemLink
1050 Disk Drive -SS/ED 128K with DOS 3 or DOS 2.5
1064 -64K RAM module for 600XL
XC11 Program Recorder
XC12 Program Recorder

XM301 Modem -300 baud, with XE Term
XMM801 Printer -80 col. Ribbon: Mannesman/Tally MS80
XDM121 Printer -80 col.letter quality. Ribbon: Silver Reed CF130
XF551 Disk Drive -DS/DD 360K with DOS XE
XEP80 Interface Module -80 col. video display and DB25 parallel port
SX212 Modem -1200 baud, rarely with SX-Express! package

Atari 8-bit vaporware computers: (note some are more vaporous than others)
1200 1200XL internally, many slight cosmetic differences
800XLF 800XL incorporating a FREDDY chip (as in the XE's)
1250XLD Earlier concept of the 1450XLD
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL Earlier concept of the 1450XLD
1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D
1090 XL Expansion System-for PBI, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XTM201 -non-impact printer
XTC201 -non-impact color printer

Subject: 13.3) What are the power-supply requirements for my Atari components?

As with the rest of this FAQ list, please let me know if any of this information conflicts with the units you have. I'm also not sure how much of this section is valid outside North America. If it's not valid where you are, I need to hear from you!

The most important information is the voltage (in volts) required, and whether you need a transformer (AC output) or an adapter (DC output). The power (in watts) and current (in amperes) specifications of the original equipment as presented here should be regarded as minimum values. Higher-than-specified power and current capacities are entirely usable, and often preferable because such supplies run cooler and last longer.

Power (in watts) = current (in amps) * voltage (in volts)

9 V AC 5.4 VA (600 mA) Atari#CO62195 transformer:
1030

9 V AC ???? VA (??? A) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL,256K FTe MIO
9 V AC 18 VA (2.0 A) Atari#CA014748 transformer:

400,800,810,822,850,1010,1200XL,256K FTe MIO
9 V AC 18 VA (2.0 A) Atari#CA016804 transformer:
400,800,810,822,850,1010,1200XL,256K FTe MIO
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551,256K FTe MIO
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551,256K FTe MIO

9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027

24 V AC 3.6 VA (150 mA) Atari#CA016751 transformer:
830

5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982 adapter:
600XL,800XL,65XE,130XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CA024814 adapter:
600XL,800XL,65XE,130XE,XE Games System
5 V DC ??? A (??? W) Atari#CO81982 adapter:
XL/XE

6 V DC 300 mA (1.8 W) Atari#??????? adapter:
"410P"

9 V DC 500 mA (4.5 W) Atari#CO16353 adapter:
XEP80,SX212,2600
9 V DC 500 mA (4.5 W) Atari#CA014034 adapter:
XEP80,SX212,2600

9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,1 Meg FTe MIO,5200
11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter:
Indus GT

5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297 adapter:
1400XL,1450XLD

These draw their power from the SIO +5 V:
XM301 (60 mA),XC12;FTe P:R: Connection

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

The power supply requirements for the following are still needed:
??? V DC ???? A (???? W) Atari#CA060535 adapter:
835

XC11 program recorder (no brick needed -> internal or SIO source?)

Subject: 13.4) What are the pinouts for the...?

Serial I/O (SIO) Port (all machines):
2 4 6 8 10 12
1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400, North American 600XL, XE Game System):
3 1
5 4
2
1. Composite Luminance (not on 600XL)
2. Ground
3. Audio Output
4. Composite Video

5. Composite Chroma (not on 800XL,1200XL; grounded on 600XL)

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
1. (Joystick) Forward Input
2. (Joystick) Back Input
3. (Joystick) Left Input
4. (Joystick) Right Input
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output

41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

--850 R1-4 pinouts from: mailto:generic@rahul.net (Chris Rosenthal)
R1: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Data Terminal Ready (DTR, Ready Out)
2. Carrier Detect (CRX, In)
3. Send Data (out)
4. Receive Data (In)
5. Signal Ground
6. Data Set Ready (DSR, Ready In)
7. Request to Send (RTS, Out)
8. Clear to Send (CTS, In)

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

--850 P: pinout from: Jim Evans, mailto:donor@max.u.washington.edu
P: Parallel port (850 Interface Module):
8 7 6 5 4 3 2 1
15 14 13 12 11 10 9
1. Data Strob
2. D0

3. D1
4. D2
5. D3
6. D4
7. D5
8. D6
9.
10. Data pins pull up +5V
11. Ground
12. Fault
13. Busy
14. -
15. D7

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

Subject: 13.5) What BBS software can be used on the Atari?

This section by mailto:winston@merk.com (Winston Smith)

Here is the run down of ATARI 6502 8-BIT BBSes that I am aware of:

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
This BBS was written in BASIC by the Atari Computer
Enthusiasts computer club (was it the Michigan chapter?). It included
designs for a ring-detector. You needed a sector editor and had to
allocate message space by hand, hex byte by hex byte.

o FoReM BBS -- Friends of Rickey Moose BBS.
At the time, there were a lot of BBSes around
called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS
was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed
in BASIC and was somewhat crashy. I think that this is the
great-grandparent of the FOREM-XE BBSes that survive today.

Matt Singer, mailto:msinger@oe.fau.edu writes:
FoReM BBS derived from an early AMIS. When multiple message areas were
added the name was extended to FoReM 26M. Then, When OSS released BASIC
XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most
of the Assembler routines (where is he now?).

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported

features such as intra-line editors. Unfortunately, the coding of the ABBCS was really poor. You could practically blow on your keyboard and crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston,
Massachusetts, USA, area. I'm not sure whether his BBS for the Atari 8-bit has been placed into the public domain or not. This BBS was the first to support a RAMdisk, which Paul Swanson called a "V:" device for "virtual disk". This BBS was written in Atari BASIC and required a joystick hardware "dongle" device. This was notable as being one of the first Atari 8-BIT BBSes that could actually go for a week without having to be rebooted. Pointers to the message base were kept in an Atari "very long string" (for which Atari BASIC is famous). The BBS would only have problems (for the most part) if this string became corrupted.

o ATKEEP -- An Atari 8-bit version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of the commercial BASIC XE cartridge to run. This BBS program was very popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It expects to be running under a SpartaDOS environment. This was a problem until very recently, when the disk-based version of SpartaDOS was re-released as shareware. This BBS program uses a "modem clock string" rather than an R-Time 8 cartridge in order to retrieve the current time. It also comes with an Atari BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC XE.
This version of FOREM BBS requires the commercial BASIC XE cartridge in order to run. It is in the public domain and can import and export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only, control ATASCII graphics are reserved for message data-structure bytes). FOREM-XE BBS is still currently in use as we speak, and may be reached via the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS, which is the Keith Ledbetter companion project of the EXPRESS!-TERM terminal program of days gone by. I am not familiar with this program. I think that it is written in Action! and only supports XMODEM Checksum transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE-- demo version of the OASIS BBS program. OASIS is very crash-resistant and comes with a "dial out" screen so that the Sysop can use the BBS as a terminal program to call and fetch files without having to bring the BBS down and reload a terminal program. OASIS supports "Door programs" which it refers to as "OASIS PAL modules". This OASIS demo module comes with an

excellent message system. The OASIS file system is one of the most complicated that I have ever seen. It consists of "file libraries" with suites of "file types". There is quite a bit of overhead involved in performing a download (which may be a good thing, as it discourages file hogs). There is a commercial version of OASIS called "OASIS IV" that performs networking. There was an OASIS network between Boston, Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word of the OASIS IV developers reaches the network from New Zealand or Canada.

o Frank Walters BBS -- I know nothing about this BBS except that Frank Walters wrote it.

OASIS IV, CARINA, and BBS-EXPRESS-PROFESSIONAL! are all commercial programs. I haven't heard anything about OASIS IV and CARINA for a while, but PRO!-BBS is still a viable commercial enterprise last that I had heard.

Subject: 14.1) What vendors, developers, or publishers support the 8-bit Atari?

1) See the "Atari 8-Bit Computers Vendors and Developers List." The latest version may be obtained in the following locations:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html
news:comp.sys.atari.8bit news:comp.answers news:news.answers
mailto:mail-server@rtfm.mit.edu, message says:
send usenet/news.answers/atari-8-bit/vendev
quit

You can also ask me for a copy at mailto:mcurrent@carleton.edu

2) "The Official **AC** Vendor List" is maintained by Atari Classics magazine's Advertising Editor, Bob Scholar, mailto:r.scholar@genie.geis.com. This list focuses on North America, but all sources listed have been personally confirmed by the AC staff.

Subject: 14.2) Where is my nearest 8-bit Atari BBS?

The "ATARI CLASSICS Atari Bulletin Board System listing" is maintained by Lawrence Estep, AC's Telecommunications Editor, mailto:71450.1050@compuserve.com.

Subject: 14.3) Where is my nearest 8-bit Atari user group?

An 8-bit Atari user group listing is maintained by Atari Classics magazine's Exchange Editor, James King, mailto:jeking7@delphi.com.

Subject: 14.4) How do I use my new or emulated Atari?

"The Unofficial Atari 8bit Newbie / Stupid Question / Emulator Help FAQ" is maintained by Bill Kendrick, mailto:kendrick@sonoma.edu. You can write to Bill at New Breed Software, 59 Palm Lane, Novato, CA 94945.

Subject: 14.5) What prominent Atarians are reachable by e-mail?

The "Who's Who in the Atari Community E-Mail Directory" listing covers people involved in all of the Atari computing and gaming platforms. This file is maintained by Len Stys, SIG Manager of the Cleveland Free-Net Atari SIG. Write to the Atari SIG at mailto:xx004@cleveland.freenet.edu.

End of atari-8-bit/faq

3731. Re: Quest for 80 columns

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-30 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <h2x+yQR.jeking7@delphi.com>
Source record: 92072

Well, ICET will not work on my system with an SDX cart. It boots up,
but instantly locks hard.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

3732. Re: "Protecting" copies of protected software

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-30 00:00:00 UTC
From: R Mier: news.winternet.com;
Message-ID: <3o046d$3c8@blackice.winternet.com>
Source record: 92073

> kdegroff@rainbow.rmii.com (Kent Degroff) writes:
> Tim Irvin (ziggy29@rahul.net) wrote:
> : I've got a few software titles which I haven't seen available
> : commercially anywhere. One of my mortal fears is that either through
> : my own carelessness or a 1050 run amok, some treasured game which is
> : very hard to find these days will no longer function.
>
> What I meant to say was that I had the same fears and got the Super
> Archiver II sold by Computer Software Services. It worked for everything I
> had except the Syn-series of disks. It's quick and slick and I think it
> is still being sold. You install it on a 1050. It will also handle
> enhanced density disks like Atari Planetarium.
> --- Kent
>
>
>
>>>>

If you add the 'Bit Writer', also from CSS, you can do the Sys-series
AND all the Electronic Arts.
Rich Mier 320XE; 4Meg STe; FALCON 4/85; 4(CENSORED)

3733. 1050 Drive Belts needed!

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-30 00:00:00 UTC
From: robertk799@aol.com
Message-ID: <3o0ldu$onf@newsbf02.news.aol.com>
Source record: 92074

I recently had the drive belts on both of my 1050 blow up at the same time. I really don't want to give up on the system quite yet. Just wondering if anyone knows where I can find the belts without having to buy another drive?
rklenke

3734. Re: Quest for 80 columns

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-30 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <5o9eC+c.jeking7@delphi.com>
Source record: 92075

drake thomas (phd posi) <tdrake1@umbc.edu> writes:

>I have been running both Ice-T 1.0 and Ice-T 2.0 uner SpartaDOS 3.2d and
>SDX with NO problems.

What hardware are you using? I'm using an MIO, Hayes 14.4k, 320k XE
and SpartaDos 3.2d(z,g,and 3) and SpartaDos X (4.21)

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

3735. Re: Jan/Feb AC: Some Concerns

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-30 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <5K28CWc.jeking7@delphi.com>
Source record: 92076

I've already voiced my displeasure about the last issue. There was absolutely NO MEAT whatsoever between those pages. Almost every article was filler that had no merit to the Atari 8bit community whatsoever.

I feel for Jim Hood, but if the magazine will continue like this, perhaps it should be given over to folks who may do better with it.

Personally, I prefer the hardware packed issues myself (the last issue only had one article referring to the IDE/1200xl/16bit mod which is really of no value to most 8bitters).

IMHO!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

3736. Re: 256K 600XL w/Alzheimers

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-30 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <xo2-KKR.jeking7@delphi.com>
Source record: 92077

Sounds to me like 1 of 2 things has occurred to your 600xl.

1) Your DRAMS are too fast (faster than 120ns)

or

2) You have one bad DRAM in there somewhere and it's trashing memory.

Did you socket your DRAMS? If so, pull them out one at a time and
replace them.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

3737. Re: new files

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-30 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3o0rlt$ma2@nic-nac.CSU.net>
Source record: 92078

Supposedly, the newest versions of programs should be available at the UMich archives (ftp: atari.archive.umich.edu / gopher: gopher.archive.umich.edu, under "Mich. Archives" ; from either of those, go to "atari", then to "8bit").

Of course, the authors of at least three of those (I'm not positive I know what P4 is.. and in case it is, then no, the author isn't) are here on comp.sys.atari.8bit, so you can request the latest versions of their programs directly from them..

Good luck!

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick
I like seeing new faces around here

3738. Re: another vendor

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-30 00:00:00 UTC
From: junkster@chinook.halcyon.com
Message-ID: <3o0ri3$crn@news1.halcyon.com>
Source record: 92079

JAMES KING <JAMES.KING@flight.org> wrote:
>BC>More Than Games
>
>How big is their catalog? Do I just send a normal envelope with one stamp,
>or is it bigger than that?

When I sent for it in '93, it was just a single sheet of paper folded
into a brochure, so one envelope with a stamp should be fine. BTW, I
think they also have an electronic version available. Check the vendor list.

James Hague
junkster@halcyon.com

3739. Re: Jan/Feb AC: Some Concerns

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-30 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <5y-8CAZ.ransom22@delphi.com>
Source record: 92080
Body handling: HTML body converted to readable text

writes:

>In the meantime the magazine is adrift: it has no focus, no direction. It's
>pretty obvious that articles are just being "dumped" onto the pages with
>little or no editing or thematic development. And without Jim at the helm,
>now even the graphics are suffering. Is this acceptable to most
>readers? Have we reached a point where we are so desperate for ANY kind of
>8-bit mag that we'll accept whatever scraps are haphazardly thrown to us?

Since I have the dubious honor of enjoying several hobbies that
are nearly (in some cases completely) without current published support,
I was as sad as you were to see the quality of AC suffer in its new guise.
The first issue under the new leadership had a couple of articles I
enjoyed reading, but the current issue was a complete flop, IMHO.
I was shocked to see the cover of the current issue. Gads, it isn't
even a good photocopy!
I paid for a disk/magazine subscription to AC, expecting that
the quality of the material I would receive in exchange for tha money would
make my investment worthwhile.
Sadly, this doesn't appear to be the case. At least not from
the first two issues.
I want to support what Ben said. It is a terrible thing that
cancer has its hold on the current chief of AC. However, that does not
absolve the responsibility to the paying subscribers. If the owner of
the company I worked for became seriously ill, we would still be
required to fulfill our contracts. I expect no less from those I
deal with.
That said,what should be done? Should we write it off as a lost
cause? Should we urge that AC be transferred to another party who could
better fulfill the obligations? If so, who? Or, should we sit tight,
give Jim and his family a chance to get their lives together, and hope
for the best?

-Joe
--

---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

3740. Re: Old game - anyone know it?

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-30 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <p+0dKCQ.ransom22@delphi.com>
Source record: 92081

Maury Markowitz <maury@softarc.com> writes:

> Does this ring a bell for anyone? Did anyone play this game? If you
>know anything about this game, could you please drop me a note? This is
>not my account, my address is...

The game in question is Univese, by Omnitrend. It was available
on the IBM Pc, the Apple //, and Atari platforms, but appears to have
been originally developed on the Atari. Later, Universe II came out,
but I do not believe it was released for the Atari.

-Joe
--
____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

3741. 256K 600XL w/Alzheimers

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-30 00:00:00 UTC
From: b.poehland@genie.geis.com
Message-ID: <199505010447.AA063973633@relay1.geis.com>
Source record: 92082

Thanks for the advice, Jim, but I'm pretty sure the problem isn't in the DRAMs. As to the speed, I was using the slowest 41256's I have-- 150nS. So I don't think the chips were too fast. 150nS has worked fine for me in RAMbo upgrades in 800XL's.

As to the possibility of a bad chip, I already addressed that. In this upgade you have to solder 2 stacks of 41256K DRAMs together, then solder the stacks into the locations where the 41416's used to be, so you can't pull them out & test them one by one. However, I did rebuild both stacks with fresh chips & re-test. Same screwy results. After so many cycles of soldering/desoldering, the motherboard in that area is now rather hairy, & won't withsatand another round of replacing the DRAMs. It isn't possible to use sockets for these DRAM stacks, due to wires you have to solder to other holes (this is one NASTY hack!).

sigh Guess it's time for me to put this poor mangled creature out of its misery?

- Ben Poehland

3742. Re: Quest for 80 columns

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-30 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <3nv27p$db8@news.umbc.edu>
Source record: 92083

JAMES KING (JAMES.KING@flight.org) wrote:
: C > bleah, drop those other term programs, Ice-T is the best program
: C >for 80 cols on the atari 8-bit. sure, it has some drawbacks, but but for
: C >crisp legibility of the letters, theres nothing better.
: C >
: C >i dont even KNOW how you people use flicker term. <shudder>

: The problem (one of them anyway) with ICEt is that it's limited to DOS 2.5
: or MYDOS. Being a power user myself, I prefer to use SDX or SpartaDos to
: boot my programs up.

I have been running both Ice-T 1.0 and Ice-T 2.0 uner SpartaDOS 3.2d and
SDX with NO problems.

Tom

-=-
Thomas Drake | From an Atari 8-bit Home Computer,
tdrake1@umbc.edu | through the telephone, off of the server,
Test First! Then Code! | over the T-1 backbone, nothing by 'Net!

3743. Re: Wanted: a good book on programming the 6502

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-30 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3nv65p$shq@charm.magnus.acs.ohio-state.edu>
Source record: 92084

In article <3nub40$1cq@nic-nac.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>Chris, I didn't read it all, but I do know how addition works in computers
>(and about the roll-over and stuff), and I'm curious.. using the ADC operation,
>can you easily do addition/subtraction of LARGER-THAN-TWO-BYTE values (and
>do it proportionally quickly... ie, just keep doing the same commands over
>and over for how many bytes you're using?)

Nothing there is dependent on two bytes. As far as I can tell, you
could cascade as much as you want.

hmmm... maybe I should sit down and write some 32-bit addition macros,
just to exercise the rusty 6502 parts of my brain. Or maybe I should
finish the program I have due monday...

>And why the hell wasn't FP put in Action! !? <:^[

It's in the Action Toolkit: REAL.ACT.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

3744. Jan/Feb AC: Some Concerns

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-30 00:00:00 UTC
From: b.poehland@genie.geis.com
Message-ID: <199504300532.AA005699950@relay1.geis.com>
Source record: 92085

```
********************************************************************************
* *
* NOTICE: the following post is for electronic media ONLY, not for print *
* media or hardcopy distribution. - BLP *
* *
********************************************************************************

Jan/Feb AC in April

I just received the most recent issue of the New AC (April 26). The cover
date is Jan/Feb 1995. The Nov/Dec '94 issue was apparently skipped, &
obviously the Mar/Apr issue will <again> be late.

I guess by now it's common knowledge to Net people that Jim Hood is seriously
ill with cancer, which is why AC went six months without publishing. This is
a personal calamity for Jim, but from a subscriber's viewpoint I can't help
feeling that the new owners of AC aren't managing their obligations very well
with respect to Jim's illness. Going 6 months without even sending out a
postcard note of explanation to subscribers was, IMHO, rather irresponsible.

I wasn't terribly impressed with the first issue back in October, & I'm even
less impressed with the currrent issue. Am I the only person who noticed that
the Jan/Feb '95 AC contains an article which was originally published in the
Jan/Feb '93 issue???? It's Bob Hardy's "Keycode Getter". Republishing your
own material without reason (it's usually only done when the original article
was hideously mangled) is one of the Seven Deadly Sins of the publishing world.
I can't imagine why Bob Woolley did that. Especially considering that I got
hit with some embarrassing letters pointing out that the info in Bob Hardy's
article is readily available in several reference books (see the Letters
column in the April '93 AC, p.5). It's double anguish to see someone else
repeating your mistakes-- especially when there is no need for it.

The front cover of the Jan/Feb AC was lifted directly from a cover previously
used on an old issue of the SLCC Journal (newsletter of the San Leandro
Computer Club, of which Jim & Bob are members). It was decidedly a step down
from the cover on their first issue. The magazine seems to be acquiring the
flavor of the SLCC newsletter. The sassy humor may be fine for a newsletter,
but somehow feels inappropriate to an international publication.

I really have serious doubts as to the future of the mag. Cancer is an
extremely serious illness, & Jim Hood has been incapacitated for 6 months
& will likely remain so for some time. I admire Bob Woolley for supporting
his friend in a time of need (as indeed, I'm sure we all do), but at what
point will they recognize reality & either find a new publisher or give up
the mag? After all, there are 200-odd (?) subscribers who have paid for
subscriptions & are seeing little return on the investment. None of those
```

people has been offered a choice on whether they wish to continue their subscription under the present circumstances.

In the meantime the magazine is adrift: it has no focus, no direction. It's pretty obvious that articles are just being "dumped" onto the pages with little or no editing or thematic development. And without Jim at the helm, now even the graphics are suffering. Is this acceptable to most readers? Have we reached a point where we are so desperate for ANY kind of 8-bit mag that we'll accept whatever scraps are haphazardly thrown to us?

I hope people who read this will not think me heartless. It is certainly not my intention here to impugn a man who has had the misfortune to fall prey to serious illness. (My own mother is dying of cancer, more slowly & with more agony than her doctors predicted.) But personal misfortune does not absolve a person of their obligations, & the new owners of AC have an obligation to their paid subscribers, contributing authors, & advertisers- who are being poorly served. The quandary caused by Jim's illness, & by the subsequent failure of Jim & Bob to deal with it realistically, has been a source of considerable anguish & equivocation for me. I'm surprised so little has been said about it by other subscribers.

Maybe no one else cares?

Or is it that people feel too much guilt to discuss it openly?

Has everyone forgotten that it was this very newsgroup that spawned AC in the first place?

- Ben Poehland

>>>>>>>>>>> POST RESPONSES TO THE NEWSGROUP, NOT TO ME <<<<<<<<<<<<

****

3745. 256K 600XL w/Alzheimers

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-30 00:00:00 UTC
From: b.poehland@genie.geis.com
Message-ID: <199504300532.AA006469963@relay1.geis.com>
Source record: 92086

256K 600XL with Alzheimer's

A year or 2 ago I received a set of instructions off the Net from Jeff Popp describing how to install 256K RAM into a 600XL. Apparently this is the printed manual that accompanies a "kit" of sorts sold by Best Electronics. This upgrade is an adaptation of the 256K upgrade originally published by Claus Bucholz in BYTE magazine in 1985 & later revised in Current Notes in 1986. The ICD RAMbo card is an exact duplication of the revised circuit published in 1986 in CN.

Jeff's printed instructions are rather poorly written. There are whole chunks of circuitry that are dismissed with "Do the wiring in Figure 2", & other areas where you are told to solder a wire & then he just leaves you dangling. I worked my way thru all that, & handled the messy part by installing a highly modified RAMbo card into the 600XL to handle the bank switching logic. I'd say I devoted a good solid week to deciphering the instructions, modifying the RAMbo card, modifying the 600XL motherboard, & then troubleshooting the thing.

Fooey, it doesn't work!

I sent out 4 letters to various people requesting assistance but got nowhere. I'm hoping maybe somebody here on the Net has either already done this upgrade or can advise me where to look to cure the problems, based on the following information:

1.) I can format, read, & write files to the extra memory. The PSI RAMdisk formatter (from the AC software disk), correctly identifies the machine as containing 256K RAM. I programmed it to set aside 128K as XE memory & the other 128K as a D8: RAMdisk. So far, so good.

2.) When I boot up into the OS self-test routines & run them, they all run just fine (as if it were a 64K 800XL). With BASIC bypassed I get 48 green squares, & all the other tests run fine. I let the OS cycle thru the self-tests for several hours, the machine is stable. (According to Jeff Popp's instructions, if you get this far you've successfully completed the mod!)

3.) Some cartridges don't work properly. the AtariWriter ROMcart, for example, seems to run OK at first, but after awhile it starts sending characters to the wrong screen locations. The screen gradually gets trashed, then finally the system locks up.

4.) The following BASIC counting routine:

```
1 FOR I=1 TO 10000:?"<6 SPACES>";I:NEXT I
```

behaves weirdly. The first time you RUN it, it counts to around 2000 then bombs out, either with a spectacular crash or a bogus FOR/NEXT loop error message. Okay, if you do a RESET then RUN it again, it barely gets to 50 before it bombs out again. The error messages most often given are 13 or 15. But sometimes it just crashes in the middle of running, usually sprinkling the bottom line of the screen with some very interesting video trash & locking up the system.

5.) Dunno if this is important, but this machine has an 800XL OS ROM, & the ANTIC is the later version (CO21697). (This is the same machine I used for implementing the Super Video upgrade in the 600XL, so the video output is really nice-- including the screen crashes! It's also the same machine I described in "Color and the Clock" in the 12/93 AC.)

Well I'm not a programmer-type, so I'm mystified at how it is even possible that by adding 256K RAM I've managed to cause BASIC to lose track of simple things like FOR/NEXT loops. I feel a little guilty, as tho in the course of attempting to upgrade the machine's memory I've actually instead managed to give it a case of Alzheimer's disease <cringe!>.

I've gone over the wiring a zillion times & can find no errors. Either I've made some very subtle mistake or Jeff Popp's instructions contain an error which I have slavishly/faithfully reproduced. If anybody has any suggestions on where I should look for a hardware error that may be causing the troubles, I'd be grateful.

I hate to see this poor little machine crippled & suffering like this. If no one has any suggestions, I'll have to take it out in the back yard, say some soothing words, then aim the shotgun muzzle into the PBI port and.... ugh!

Anybody?

- Ben Poehland
b.poehland@genie.geis.com

PS- Jeff Popp, if you're still out there, e-mail me!

3746. PAL Burner for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-30 00:00:00 UTC
From: b.poehland@genie.geis.com
Message-ID: <199505010447.AA064033635@relay1.geis.com>
Source record: 92087

LIS 22

Item 1293189 95/04/30 00:52

From: B.POEHLAND Benjamin L. Poehland

To: COMP-SYS-ATARI-8BIT@CS.UTEXAS.EDU@INET#

Sub: PAL Burner for Sale

PAL Burner for Sale

I've decided to part with my PAL burner. It's brand new, still in the box, never used. I paid $270 for it last year from JDR. To my knowledge this is the cheapest (& rarest!) PAL burner on the market; I spent over a year sifting mags & catalogs before I bought this thing.

Sale price: $150.00 + shipping. USA buyers ONLY!

This is the Modular Circuit Technology PAL programmer, it's the exact same unit Bob Puff uses to burn all the PAL chips he uses in products from CSS.

You need an IBM/compatible for it (PC/XT/AT/whatever, it runs on anything).

The unit consists of an 8-bit card that plugs into the ISA bus. There is a little metal box with a ribbon cable that plugs into the card. On the metal box is a ZIF socket where you plug in the PAL chip you want to read/burn. The hardware setup is very much like a typical EPROM burner.

The unit is accompanied by a manual & a disk of utilities that allow you to read fuse maps from PALs whose security fuses are intact, or to burn PALs with fuse maps you've created or which already exist in a file somewhere. (There is no info on how to create fuse maps, you need CUPL or some such for that. Creating your own fuse map is more ethereal than M/L programming!) The manual is written in "Chinese English", which is understandable when you stop laughing (the grammatical errors are humorous).

Serious enquiries ONLY! (If you have to ask what a PAL chip is, you don't want it. This is REALLY hardcore tekkie stuff!)

- Ben Poehland
b.poehland@genie.geis.com

Note for the idly curious: a PAL chip has nothing to do with PAL video, (it stands for Programmable Array Logic). The Memory Management Unit chip (MMU) in all the XL/XE computers is a PAL. PAL chips typically run VERY warm (I'm not sure why). The "brain module" in the CSS XF551 Dual Upgrade contains two PALs, which is why that sucker gets so hot.

=END=

3747. Re: Wanted: a good book on programming the 6502

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-30 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3nvaet$mmf@nic-nac.CSU.net>
Source record: 92088

```
Yeah.. :) I know.. REAL.ACT.. it's NOT an elegant interface! <:^\

I'd like to see some operator overload support in Action! :)

Class String <- our type
Char Array <- (this syntax sucks) what it really is

Byte OpFunc Compare(String S1,S2) <- "=" in the comparison context
Byte O,A

If S1(0)=S2(0) Then <- sizes the same?
O=1
For A=1 To S1(0) Do
If S1(A)<>S2(A) Then O=0 Fi <- chars don't match .. not same
Od
Else
O=0 <- sizes not same ... not same
Fi
Return(O)
... <- other operators (add, subtract, assign (other "="), etc...)
EndClass

; Then we could do this:

...
String S,Password
...
InputString(S) <- hell, we could do I/O in the Class like C++ does w/ ">"
... (or whatever), instead of writing an "InputString" proc.

If S=Password ... <- and here we have our use of the "=" in the comparison
context, WITHIN a "String" context..

This is one of MANY things I'd love to see added to Action! :) :) :)
(Macros, better compiler directives, etc. are among the others..)

Oh, my point.. :) Oh yeah.. well, the same thing could be done for "Float"s..

"Float" would be a class, and all of the math operators we have for
Int/Byte/Card would be available for Floats... rather than running procedures
like:

Add(F3,F1,F2) ; instead it'd just be: F3=F1+F2 ... the executable'd be
; nearly the same, but the code would make more sense..

ill be quiet and stop dreaming :)
```

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3748. Re: Jan/Feb AC: Some Concerns

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-30 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3nvarq$n3d@nic-nac.CSU.net>
Source record: 92089

This does kinda suck, doesn't it? I never got around to resubscribing to
_AC_ way back in the BEGINNING (no spare cash) and was thinking lately of
subscribing to _Current_Notes_, but, now I've heard IT's going under..
and it looks like _AC_ is heading the same way..

That's kind of sad because I'd still like to write some printed articles..
(I always forget, there ARE others out there who aren't on Internet! :))

Hmmm...

What ELSE is out there? (Printed mags)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3749. new files

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-30 00:00:00 UTC
From: cooley@nevada.edu
Message-ID: <3nv2ql$p4e@news.nevada.edu>
Source record: 92090

hello. are there any new atari 8bit files out floating around? looking
for new versions of Ice-T, Flickerterm, Jview, and P4..

please reply..

3750. various items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-30 00:00:00 UTC
From: gkomatsu@uhunix3.uhcc.Hawaii.Edu
Message-ID: <D7unwz.I3o@news.hawaii.edu>
Source record: 92091
Cross-posted to: comp.sys.ti,comp.sys.cbm,comp.sys.tandy,comp.sys.atari.8bit,rec.games.video.classic

(sorry for all the crossposting...)

As much as I'd hate to let go of them (I've haven't even
had a chance to try and do anything "cool" with them yet. =^)
I must clear these out since I don't have the space to store
them. =^(
Send offers for each, will also consider trades for game
cartridges (I _can_ spare room for those, see list at bottom) or
I'll let this all go for a working Vectrex (I'll _gladly_ make
space for that, store it on the bed and sleep in the bathtub if
I have to. =^)

TI 99/4A cartridges:
Parsec both have the box and manual, while I can't test them
Car Wars I don't see why they wouldn't work, they appear to be
brand new. (if not old from sitting in a warehouse for
several years.)

Commodore plus/4
CPU and power supply. works fine.

Tandy Color Computer model 3
pair of tandy sticks (little black boxes with red button and free
floating joysticks)
TRS-80 "Deluxe" Joystick.
Facemaker cartridge with case & manual
Computer works fine, I haven't tested the joysticks (if
someone can pass me the BASIC command to read them I can)
Facemaker doesn't seem to work (maybe needs cleaning)

Atari 400 & power supply
Doesn't seem to work, though the power supply could be
the culprit.

Atari 8-bit power supply
fits my 800xl and I suppose other xl computers too, works fine.

-----

will trade for carts for these systems:
Atari 2600 5200 7800 XE/8-bit
Colecovision Intellivision Vectrex

--
____
(_)___oo) gkomatsu@uhunix.uhcc.hawaii.edu
nin14tds 2600 good-p squick

3751. Q: WWW sites

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-30 00:00:00 UTC
From: chris@world-one.com
Message-ID: <D7v7rw.A4D@world-one.com>
Source record: 92092

I know this question has probably been asked a million times but, what WWW site are out there for 8-bit related info.

Thanks,
Chris

--

Christopher McKeen at | General Computer |chris@world-one.com
WorldONE Communications| - Consulting - |(610) 874-5190 BBS
P.O. Box 4070 | Hardware & Software |(610) 874-9651 Voice/FAX
Elwyn PA 19063 | Home or Business |http: -soon-
>>>>>>>>>>>>Researched purchasing can save you 100's even 1000's<<<<<<<<<<<<<

3752. Power Supplies

Newsgroup: comp.sys.atari.8bit
Date: 1995-04-30 00:00:00 UTC
From: gkomatsu@uhunix3.uhcc.Hawaii.Edu
Message-ID: <D7uGwr.Bx0@news.hawaii.edu>
Source record: 92093

Does the 1050 (I think that's the number) disk drive and the
400 computer both use the same type of power supply?

Some time back at a thrift shop I picked up a 400, and
rummanging around a bit I found an Atari PS which seemed to fit
the power input on the 400. Took it home, didn't seem to work,
people suggest the power supply is the problem.

Recently visiting again, I ran into the 1050 drive (also
a casette drive, both I'm presently passing up since there's no
I/O cable) and nearby were a bunch of PS like the one I picked up
with the 400. Looking at the 1050, it appeared to have the same
power input, so I was wondering if they both (400 & 1050) use
the same thing, or different ones (and I'm using the wrong one
for my 400.)

Anyway, anyone want a 400 & power supply? (without any
major effort, I can't get it to work, maybe you'll have better
luck) I really don't need it...I have an 800xl (if anything, I
was only interested in the 4 controller ports and the joys of
typing on it's rock-keyboard. =^) Will trade for cartridges
and stuff...
--
____
(_)___oo) gkomatsu@uhunix.uhcc.hawaii.edu
nin14tds 2600 good-p squick

3753. HELP! HELP! 6502 and/or Atari specific info. and suggestions NEEDED

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-01 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3o1tsn$g8g@nic-nac.CSU.net>
Source record: 92005

Ahhh! I have a term paper due in my Computer Architecture class and I've
picked the good ol' Atari to write about.

NOW, here's what I'd like (and I of course need it soon - paper is due in
about 2 weeks or so <don't worry, most everyone else in that class is
starting about now as well :) >)

(1) Information on the 6502, PIA, POKEY, GTIA, etc. (ie, technical details)
(2) History of the above-mentioned chips (ie, "who, when, why, based on" etc)
(3) Suggestions on what else to say about anything

As for reference books, I've got:

Programming Atari BASIC A self Teaching Guide (for the XL's)
Antic's Anthology Vol. 1
De Re Atari
Mapping the Atari
Mapping the Atari XL/XE edition
SpartaDOS (disk-based) docs
SpartaDOS-X docs (on loan)
Action! docs
Quick docs
BASIC docs
A few of the first _Atari_Classics_ magazines
A random collection of old _Compute!_ magazines
A random collection of old _Family_Computing_ magazines
A random collection of old Commodore-64 magazines (name escapes me)

.. as you can see, I'm stretching the usefulness of some of the stuff towards
the bottom of my list, huh? :)

Anyway, any help, ASAP, would be appreciated!

(BTW, I DON'T know much about the 6502 and I DON'T know 6502 assembly langauge)

-bill!!!!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu I AM THE MAXX!
William (Bill) Kendrick / | \ ** New Breed Software ** _-_
http://zippy.sonoma.edu/~kendrick /, \
///\ \
Thanx again!
"Where's the money kid, huh? heheh hehehe" - Jimmy

3754. IDE Interface

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-01 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9505010315591.DLITE.bjcorr@delphi.com>
Source record: 92006

Gentelmen, I need some assistance. I need a few changes made to my os (an 800xl in a 1200xl). Can somone volunteer to burn a new one for me (so I can finish this IDE drive mod) and assuming it's burned into an EPROM what must I do to run it in place of the stock ROM? I was under the impression that the two animals were different, changes had to be made to run an EPROM instead of a ROM.
I just need to put some code in the $D600-$D7FF area.
Drop me a line at;
bjcorr@delphi.com
If you can give me a hand or just some advice!
Ben

3755. Re: 1MB+ upgrades! I'm scared!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-01 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3o3d7k$16el@hearst.cac.psu.edu>
Source record: 92007

William Kendrick (kendrick@zippy.sonoma.edu) wrote:

: Maybe I need to buy a nice towered 6502-inside box w/ Trasnkey, a fan, the
: 4MBs and a PS inside...

: Think that'd help more? (Giving it all more space)

Maybe someone should find that nice SIMM to XL upgrade hack!!!

--
Karll The Ghoull creator of alt.drinks.kool-aid and alt.music.elo
---
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

3756. Re: IDE Interface

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-01 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3o3dc0$16el@hearst.cac.psu.edu>
Source record: 92008

Ben Corr (bjcorr@delphi.com) wrote:
: Gentelmen, I need some assistance. I need a few changes made to my os (an
: 800xl in a 1200xl). Can somone volunteer to burn a new one for me (so I
: can finish this IDE drive mod) and assuming it's burned into an EPROM what
: must I do to run it in place of the stock ROM? I was under the impression
: that the two animals were different, changes had to be made to run an EPROM
: instead of a ROM.
: I just need to put some code in the $D600-$D7FF area.
: Drop me a line at;
: bjcorr@delphi.com
: If you can give me a hand or just some advice!
: Ben

How about..um..hacking a translator disk. I mean, there is code laying
around to dump the OS roms to disk and then boot off of them into ram.
grin

So, still having problems reading the drive?

--
Karll The Ghoull creator of alt.drinks.kool-aid and alt.music.elo
----
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

3757. AC: If I was out with cancer...

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-01 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950501161138.28242B-100000@PEAK.ORG>
Source record: 92009

I haven't seen ANY of the new Atari Classics magazines, but I tell ya - if I was sick/dying with cancer (are they not in many cases one in the same), my life in jeopardy perhaps headed for peril... I really wouldn't give a rat's guess-what about the Atari magazine. I certainly don't mean to absolve anyone of thier responsibility, but I think if I was the one sick with cancer, I think I would put LIVING (or trying to LIVE) ahead of the magazine...or anything else...for what choice would you have? If I got well, then I'd FOR SURE accept the responsibility....is it an option otherwise?

Have you ever mail-ordered anything from a small company? What if the proprietor DIES after you send in your money but before the product gets to you? I suppose it's a chance you take that they'll live long enough to get the product out - assuming they're honest.

I suppose that this Jim Hood (don't know of him) didn't know that he was coming down with cancer (I have no idea how serious it is) and if he did, he wouldn't have accepted the responsibility. While I don't like sloppy magazines, I'd never hold it against someone who may be staring mortality in the face for dropping the ball on an 8-bit Atari magazine in 1995. I certainly hope he gets better, and the mag too, though.

James

3758. Re: 256K 600XL w/Alzheimers

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-01 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <3o3o6v$f67@blackice.winternet.com>
Source record: 92010

> b.poehland@genie.geis.com writes:
> Thanks for the advice, Jim, but I'm pretty sure the problem isn't in the
> DRAMs. As to the speed, I was using the slowest 41256's I have-- 150nS.
> So I don't think the chips were too fast. 150nS has worked fine for me
> in RAMbo upgrades in 800XL's.
>
> As to the possibility of a bad chip, I already addressed that. In this
> upgade you have to solder 2 stacks of 41256K DRAMs together, then solder
> the stacks into the locations where the 41416's used to be, so you can't
> pull them out & test them one by one. However, I did rebuild both stacks
> with fresh chips & re-test. Same screwy results. After so many cycles of
> soldering/desoldering, the motherboard in that area is now rather hairy,
> & won't withsatand another round of replacing the DRAMs. It isn't possible
> to use sockets for these DRAM stacks, due to wires you have to solder to
> other holes (this is one NASTY hack!).
>
> *sigh* Guess it's time for me to put this poor mangled creature out of
> its misery?
>
> - Ben Poehland
>
>>>>

Change the 6502 CPU chip. I've fixed serveral XL's and XE's that
had heat problems like this.

Rich Mier Winternet.com

3759. Re: Q: WWW sites

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-01 00:00:00 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9505012347.AA04054@zippy.sonoma.EDU>
Source record: 92011

Well, there's my page: http://zippy.sonoma.edu/~kendrick

In which there's:

some junk,
the "New Breed Software" pages, <- Atari related
and an "Other Pages" page, which contains links to:
quite a few Atari 8-bit pages,
a few Jaguar/Lynx related pages,
as well as other pages in general.

From the OTHER Atari pages, there are of course links to other Atari pages
(if that makes sense :)).

The links to my sub-pages are:

Other Pages page: http://zippy.sonoma.edu/~kendrick/other/other.html
NBS Home Page: http://zippy.sonoma.edu/~kendrick/nbs/nbs.html

In case you want links to them in your own pages or in a bookmarks file,
and simply avoid my personal home page.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3760. Re: Q: WWW sites

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-01 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3o3rsb$su1@nic-nac.CSU.net>
Source record: 92012

Well, there's my page: http://zippy.sonoma.edu/~kendrick

In which there's:

some junk,
the "New Breed Software" pages, <- Atari related
and an "Other Pages" page, which contains links to:
quite a few Atari 8-bit pages,
a few Jaguar/Lynx related pages,
as well as other pages in general.

From the OTHER Atari pages, there are of course links to other Atari pages
(if that makes sense :)).

The links to my sub-pages are:

Other Pages page: http://zippy.sonoma.edu/~kendrick/other/other.html
NBS Home Page: http://zippy.sonoma.edu/~kendrick/nbs/nbs.html

In case you want links to them in your own pages or in a bookmarks file,
and simply avoid my personal home page.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3761. Re: When did Atari kill the 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-01 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3o3s5n$3p@nic-nac.CSU.net>
Source record: 92013

1090XL - a peice of equipment which had card slots in it, like the expansion slots in an Apple IIe, IBM PC, etc. Things like card (vs. SIO/RS232-plug) based modems, expanded memory, etc. would have been possible with this gem. Complete vaporware, even compared to the 1400XL and 1450XLD, so far as I know! <:^(

XEP-80 - 80-column card. (Req. 2nd monitor or a switch-box thing.)
Not supported by too much; some terminal software and word processors.
Released officially - dunno when.

XF551 - Double-sided, double-density disk drive with high-speed mode I think.
After 1050's and upgraded 1050's this is the next most popular/standard drive. Released officially - dunno when.

Time for YOU to read the "Atari products" (not the real name :)) section of the _comp.sys.atari.8bit_FAQ_!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3762. Re: 256K 600XL w/Alzheimers

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-01 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <Ro5+yYm.jeking7@delphi.com>
Source record: 92014

How about the pia? Are you able to swap that IC out?

If the machine works, but a few minutes later starts freaking out, it sounds like a chip may have been cooked in the soldering process. I've had a burnt pia do something slightly similiar to what you're explaining.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

3763. Re: Hello Europe.

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-01 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <RK5daUu.jeking7@delphi.com>
Source record: 92015

How is the twitfile created in 2.0? The 2.0 documentation has no
mentioned of a twistlist.

Do I simply create a text file (like header.txt) and add the email
usernames of the folks I want to blacklist?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

3764. Re: 1MB+ upgrades! I'm scared!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-01 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <RK68Kqv.jeking7@delphi.com>
Source record: 92016

I'd *strongly* oppose anybody putting a 4mb upgrade in their machines. Not only are the drams stacked absurdly high (if you go the 256k route), but you have to remove the RF shield, then there's the overheating problem and finally you need a power supply that can handle the additional load (usually a PC power supply).

I've had a 1mb XE, but you need to be so very gentle with them - because they have a million hook-up wires all over the place.

The upgrades themselves are fairly easy to do -- but on an XE, you have to do a ton of desoldering.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

3765. AC - not all of us dislike it!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-01 00:00:00 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <198C239BE@east-01.novell.leeds.ac.uk>
Source record: 92017

I have to say I disagree with the current thread of lets trash AC.
I quite enjoyed reading my copy, the range of articles was varied
with no particular issue taking up most of the pages. Surely the
magazine must try and appeal to as large a readership as possible
and that means article variety.

Every magazine thats ever been published has had its poor issues and
if you feel this AC is poor, then, well thats upto you, but surely
given the circumstances we must give the publishers a bit of leeway.
I never subscribed to the old AC, but I have seen several copies and I
remember reading pages of twaddle about buying and printing sticky
labels - now that was a great article - not!
If you don't like the present range of articles then might I suggest
you submit one of your own, I have submitted reviews of UK computer
shows where 8-bits have been well represented to both the old and
new ACs, sadly neither both articles haven't been published (yet?!)
but I live in hope.

Finally, give them a chance, if it hasn't improved when your
subscription comes up for renewal then let your money do the talking.
There are other printed publications, Page 6 here in England still
publishes their New Atari User magazine albeit in an A5 format, why
not give them a try?

Richard Gore
chmrig@leeds.ac.uk

3766. Wanted: a good book on programming the 6502

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-01 00:00:00 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9505022213.AA19679@emh.kunsan.af.mil>
Source record: 92018

> : : I'd like some recommendations about a good book (or two) on
> : : programming the 6502. I have reference manuals, a list of the
> : : instructions and the opcodes, but I'd like something a little
> : : more in depth, preferably with a few worked-out examples.
>
> : The Atari Assembler by Inman & Inman, from Reston Publishing.

My personal bibles for 6502 programming are "6502 Assembly Language Subroutines" by Lance Leventhal and Winthrop Saville, and "6502 Assembly Language Programming", also by Lance Leventhal. Especially useful in the "Subroutines" books is the section devoted to "extending" the instruction set... how to do 16-bit increments/ comparisons/addition, long branches, that sort of stuff.

FWIW, when it comes to Atari memory maps, I've found "The Master Memory Map" to be much more useful than "Mapping the Atari".

> Worst book I've ever seen for learning Assembly from, or as using
> as a reference (I've tried it as both).
>
> And I still don't know what the instruction BIT does.
> So there.

From "6502 Assembly Language Programming":

"BIT -- BIT TEST

This instuction logically ANDs the contents of the Accumulator with the contents of a selected memory location, sets the condition flags accordingly, but does not alter the contents of the Accumulator or memory byte.

We should note that BIT has a rather unusual effect on the status flags, since it sets the Z flag according to the result of the logical AND operation, but sets the S and V flags according to bits 7 and 6 of the contents of the memory location being tested; that is,

Z = 1 if A AND (M) = 0; Z = 0 if A AND (M) <> 0
S = bit 7 of (M)
V = bit 6 of (M)"

And yes, this was the first place I actually found BIT fully explained. It's a handy little command. Lets you use two bits of each byte as "status" bits.

> --- Itay Chamiel, Jerusalem, Israel / | \ bruck@brachot.jct.ac.i

--
Clay Halliwell | ATARI XL/XE DO + THE
ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
Lonersoft ... Solutions you don't want, for problems you don't have!

3767. XE messing up

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-01 00:00:00 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D7x2xL.2r0@itex.jct.ac.il>
Source record: 92019

My XE is all messed up! It seems like the sudden crashes have subsided for now.. but the strange video and hardware problems are still there..

My video switches constantly between two "modes" (with anywhere between a few seconds to a few minutes between each switch).

Mode 1: Normal colors and everything is fine, but the weird thing in this state is that once in a while Option gets pressed, and it's not me pressing it!! This seems to happen just after switching from 2 to 1. The third symptom is that while playing Joust, trying to pause the game with the space bar (or pressing any other key for no reason) restarts the game about 1/3 of the time. This specific symptom occurred long before any of the other bugs mentioned here, and I thought it was normal, until I noticed it doesn't occur on my 800. This is *not* an OS problem, it still occurs when flipping the switch to 400/800 OS.

Mode 2: Wrong colors. Gr.0 screen is purple, etc. Setting the color pot can fix this, but it soon goes back into Mode 1, making the fix useless. Also, colors are brighter and sound is louder, but RF interference is stronger. Weirditudes described previously are gone (ie space bar in Joust works ok).

Again, my compute constantly switches between these two states, neither of which I like.. What is going on in my computer??!? (130-XE with Newell 1-meg, US+, Supervideo, Superaudio installed, naked eye can't find anything wrong with installation or connections.)

Thanks in advance for anything!!

-itay

--- Itay Chamiel, Jerusalem, Israel / | \ bruck@brachot.jct.ac.il ---
Atari 8-bit geek since I was 6 \/|\/ (using someone else's account)

3768. hard drives for the atari 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-01 00:00:00 UTC
From: lymang@cybernetics.net
Message-ID: <lymang-0105951934500001@dsnine.cybernetics.net>
Source record: 92020

I have read the FAQ. What I want to know is, what have people's
personal experiences been with hard drives on the 800XL?
What brands do you recommend, and how much did/does one pay for them?
I'm keeping tabs on the IDE interface thread, obviously :-)

--
Lyman C. Green, Jr. lymang@cybernetics.net lymang@uswsay.glaxo.com
http://www.cybernetics.net/users/lymang/lyman.html

3769. Re: Reference for programming joystick p

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-01 00:00:00 UTC
From: jim.graham@cccbbs.cincinnati.oh.us
Message-ID: <8A88539.0831001247.uuout@cccbbs.cincinnati.oh.us>
Source record: 92021

There is a book/disk called 'Your Atari 8 Bit Comes Alive' which covers using the joystick ports in detail. I believe this to be the best source for this info. It even includes external circuits as well as chapters on basic electronics. It is authored by Richard Leinecker and published by Computer Spectrum.

3770. RF spray?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-01 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3o1eir$m9v@hearst.cac.psu.edu>
Source record: 92094

I was wondering what exactly the Apple][cases are coated with
that allows the motherboard to lack metal shielding. Is this
stuff available in a spray? I want to remove the RF shield on
my 1200XL (soon to be 1200XL's with meg upgrades and IDE drives..floppies...
etc...) but... the noise it will cause is scary!

Any sugestions other than taping metal to the case? =)

--
Karll The Ghoull creator of alt.drinks.kool-aid and chia pet undergarments.

ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

3771. Re: Quest for 80 columns

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-01 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <3o1hbu$525@news.umbc.edu>
Source record: 92095

James King (jeking7@delphi.com) wrote:
: drake thomas (phd posi) <tdrake1@umbc.edu> writes:
:
: >I have been running both Ice-T 1.0 and Ice-T 2.0 uner SpartaDOS 3.2d and
: >SDX with NO problems.
:
:
: What hardware are you using? I'm using an MIO, Hayes 14.4k, 320k XE
: and SpartaDos 3.2d(z,g,and 3) and SpartaDos X (4.21)

Currently running with 1-meg XE, Supra 28.8 modem, Black Box running with
hardware flow control, and either SpartaDOS 3.2d or SDX 4.21 and booting
from a 720K 3.5 inch XF551.

I AM using the built-in RS232 handler on the Black Box.

Tom

-=-=-=

3772. Re: Wanted: a good book on programming the 6502

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-01 00:00:00 UTC
From: snyder10@rs5.tcs.tulane.edu
Message-ID: <3o1gji$7mq@rs10.tcs.tulane.edu>
Source record: 92096

>And I still don't know what the instruction BIT does.
>So there.

From Programing the 6502 by Rodnay Zaks

Description:
The logical AND of the Accumulator and Memory location is preformed, but not stored. The result of the comparison is indicated by Z. Z = 1 if the comparison fails, 0 otherwise. In addition, bits 6 & 7 of the memory data are transferred into V and N of the status register. It does not modify the contents of A....

Likely that really doesn't help much, but I've noticed that Mike G. (of SpartaDOS fame) tended to use the bit instruction a lot...

Mike

3773. Re: Emulator for PC?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-01 00:00:00 UTC
From: Joe Wyks <70155.655@CompuServe.COM>
Message-ID: <3o1gsmlai1@mhade.production.compuserve.com>
Source record: 92097

An 8 bit emulator for the PC is available in one of the forums on CompuServe. Its called PC Xformer 2 and it works great! If you register, you get a version that has Sound Blaster sound support and printer support. It should also be available on an FTP site somewhere. The program is freeware.

Jersey Joe

3774. Re: another vendor

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-01 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9504302339591.DLITE.bjcorr@delphi.com>
Source record: 92098

```
>BC>More Than Games
>BC>8207 Briarwood Lane
>BC>Austin, TX 78757-7642
>
>How big is their catalog? Do I just send a normal envelope with one stamp,
>or is it bigger than that?
>
>___
> * PabQwk 2.0 #7 * 486?? Who needs it! Try a 6502 @ 1.65mhz
> ---------------------------- -//- ----------------------------
> Internet: JAMES.KING@flight.org
>| note: the views expressed by this user are strictly his/her own.|
>| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
> ---------------------------- -//- ----------------------------
>
No catalog yet that I know of. Someone here has contacted them by phone and
they are apparently putting one together. Stay tuned....
bjcorr@delphi.com
```

3775. Re: 1MB+ upgrades! I'm scared!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-01 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3o2sd4$4ki@nic-nac.CSU.net>
Source record: 92099

Maybe I need to buy a nice towered 6502-inside box w/ Trasnkey, a fan, the 4MBs and a PS inside...

Think that'd help more? (Giving it all more space)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3776. Re: Hello Europe.

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-01 00:00:00 UTC
From: atari8@netcom.com
Message-ID: <atari8D7vtwq.BC7@netcom.com>
Source record: 92100

Quoting JAMES.KING@flight.org

J >I still havent received anything from Pab yet.. I'll have to track him down
J >and see where we stand on that.
J >
J >Speaking of Pabqwk.. Does V2.0 support the twitlist or was that limited to
J >the 1.x series?

I may have to try and reach him by phone...I spoke to him a year or so
ago (around the time Mboard 2000 was released)...I know I've still got
his number around here somewhere. I too would really like to get my hands
on the source (would you believe I turned it down the first time the 1.2
version was offered!)

As far as a twit.dat file, yeah, 2.0 supports that feature as well.

Mike

---
* PabQwk 2.0 #9 * NAK NAK who's there? S#j8)&!k NO CARRIER

3777. new files

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-01 00:00:00 UTC
From: atari8@netcom.com
Message-ID: <atari8D7vtwt.BDC@netcom.com>
Source record: 92101

Quoting cooley@nevada.edu

c >hello. are there any new atari 8bit files out floating around? looking
c >for new versions of Ice-T, Flickerterm, Jview, and P4..

There havn't been any new public releases of either IceT or FlickerTerm
nor do I believe Jview... I'd have to check with Tom Hunt to see if
anything new has been released on the P4 front.

Mike

---
* PabQwk 2.0 #9 * Remember when 48k was a lot of memory...

3778. Re: Quest for 80 columns

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-01 00:00:00 UTC
From: atari8@netcom.com
Message-ID: <atari8D7vtww.BEA@netcom.com>
Source record: 92102

Quoting jeking7@delphi.com

j >Well, ICET will not work on my system with an SDX cart. It boots up,
j >but instantly locks hard.

Hmmm... odd, I've used 1.0 and currently use 2.0 (for IRC) all the time
with SDX 4.21 w/o problems. Now I do have it set to use rom (req by Flick)
and this is with the BB and a 14.4 modem.

Mike

---
* PabQwk 2.0 #9 * Would you believe an Atari 8bit at 14.4!

3779. Re: Help with Bluemax

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-01 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <1MAY199501103148@pavo.concordia.ca>
Source record: 92103

In article <3ntjng$78j@odin.diku.dk>, dduck@diku.dk (Anders Sewerin Johansen) writes...
>Hi!
>
>I found an old Atari 800, and I am now in the process of checking out
>the programs that came with it. Unfortunately the manual for Bluemax
>is missing, so I haven't the faintest idea about how to land the plane.
>If someone would help me out I'd be very gratefull.
>
When a friendly field is near, the letter R (for runway) will appear in
the lower left corner of the status area. Press fire once; the letter
will change to L (for landing gear). gently descend on to the tarmac;
once you land your speed will reduce to 0. You'll be refuelled,
re-armed, and repaired (in tha order). To stop any one process, press
fire. Hope this helps - Blue max is still an all time favourite of mine!

||| 6502 > 486
||| Dave Paterson
/ | \ (Not yet gone!)

3780. 1MB+ upgrades! I'm scared!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-01 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3o1taa$fpc@nic-nac.CSU.net>
Source record: 92104

I've been seriously considering getting a 1-4MB upgrade on my 8-bit, but
I'm beginning to get a bit nervous! Itay Chamiel and Ben Poehland are
as of late both having trouble with RAM upgrades (Ben's with 256K in a 600XL,
Itay with 4MB (I think) in a 130XE) and I'm wondering exactly HOW stable
such upgrades are!?

If I were to go 4MB on my 800XL, would I never need to worry about it again?
(Or, a better question to pose, what are the CHANCES that I'd have problems
in the future (either near or far future)?)

Thanks for any comments any of you can give me (either "I've had 4MB in my
Xx for X years and it's worked XX% of the time without any problems!" or
"I've had X 1+MB Xx's die on me in a row!")

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3781. Re: When did Atari kill the 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-02 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3o4cds$159@news.primenet.com>
Source record: 92022

The mortal William Kendrick wrote:
Re: 1090XL

Bob Puff has one. There are 2 revisions. Revision 2 has what some
people say is an ISA-compatible bus.

The Black Box duplicates most of what a 1090XL does, and therefore those
that have 1090XLs can't really use them as much more than doorstops.

There are probably about as many 1090XLs floating around as there are
1450XLDs. A few...

It's debatable wheter Atari actually finished development on it. They
kept on tweaking it until the last minute.

: XEP-80 - 80-column card. (Req. 2nd monitor or a switch-box thing.)
: Not supported by too much; some terminal software and word processors.
: Released officially - dunno when.

The story on this is that it was originally going to hook up to the PBI
but was changed to joystick port for the LCD of the 400/800 crowd
(grumble grumble) all this despite the fact that AtariWriter80 really
needed a 130XE anyway so why bother? If it had been on the PBI then it
would have had no speed restrictions. However, how well it would daisy
chain with the BB or MIO is a mystery. Unfortunately the MIO and BB take
up the bus and don't even like the 1400 series R: and V: PBI assignments.

: XF551 - Double-sided, double-density disk drive with high-speed mode I think.
: After 1050's and upgraded 1050's this is the next most popular/standard
: drive. Released officially - dunno when.

The story here is that it was originally going to be a 720K 3.5" mech but
commercial program developers rejected that, so Atari buckled under. As
it stands, no commercial sw outside of perhaps PRO! has been released in
anything more exotic than enhanced density flippies.

Sad considering the fact that C= had the balls to release an official
3.5" drive for the 64.

3782. Northern Bay Area (California) Atarians!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-02 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3o4299$4f1@nic-nac.CSU.net>
Source record: 92023

How many Atari 8-bitter's are up here in the Northern Bay Area?
(Marin, Sonoma, and surrounding counties)

Would you folks like to start a small computer club? A newsletter? Something?

>I<'d think it'd be really cool! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3783. Re: Wanted: a good book on programming th

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-02 00:00:00 UTC
From: smrgoodw@reading.ac.uk
Message-ID: <3o4psh$mko@susscsc1.rdg.ac.uk>
Source record: 92024

In article shq@charm.magnus.acs.ohio-state.edu, rfunk@magnus.acs.ohio-state.edu (Rob Funk) writes:
>In article <3nub40$1cq@nic-nac.csu.net>,
>William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>>Chris, I didn't read it all, but I do know how addition works in computers
>>(and about the roll-over and stuff), and I'm curious.. using the ADC operation,
>>can you easily do addition/subtraction of LARGER-THAN-TWO-BYTE values (and
>>do it proportionally quickly... ie, just keep doing the same commands over
>>and over for how many bytes you're using?)
>
>Nothing there is dependent on two bytes. As far as I can tell, you
>could cascade as much as you want.

Look at this:

```
CLC
LDA a1
ADC b1
STA a1

LDA a2
ADC b2
STA a2

LDA a3
ADC b3
STA a3
```

This is supposed to add the 3-byte integer b1,b2,b3 to a1,a2,a3.
Suppose a1+b1>255. Then the carry flag is set after the first addition.

Then suppose a2+b2<255... is the carry flag then reset to zero after the second addition? Or does it just stay set because the ADC does not result in a carry and hence the flag is unaffected?

Could someone clarify this?

- Joel G.

3784. Re: 1MB+ upgrades! I'm scared!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-02 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <2MAY199500582884@pavo.concordia.ca>
Source record: 92025

In article <3o3d7k$16el@hearst.cac.psu.edu>, heller@akh104.rh.psu.edu (Andrew K. Heller) writes...
>
> Maybe someone should find that nice SIMM to XL upgrade hack!!!
>
I have, somewhere, a copy of the SLCC article detailing the intallation of a 256k SIMM. Not being a hardware type myself, I don't know what would be involved in taking it to 1MEg. I have heard of an upgrade that adds 1024k in 2x 1024kbit x 4 DRAMs, giving an 800xl 1088k. I think it was from Germany - I may be wrong, though.

||| 6502 > 486
||| Dave Paterson
/ | \

3785. atari 8 bit games

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-02 00:00:00 UTC
From: csq3bp@herts.ac.uk
Message-ID: <3o4tmk$s6n@altair.herts.ac.uk>
Source record: 92026

Are there any atari 8 bit game archives anywhere? I've seem a few for
the C64 and Spectrum, but none for the good old atari. Can anyone help?

3786. Re: Electronic Arts games --> help!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-02 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <xWz-yMu.jeking7@delphi.com>
Source record: 92027

Eric Eaton <gondal@expert.cc.purdue.edu> writes:

>Some of the newer 8-bit Atari computers had BASIC loading from ROM.
>The button you need to hold down is OPTION. Hope that helps.
>Holding down OPTION keeps BASIC from auto-loading.

[sarcasm mode ON]

You're kidding? If I hold this big old OPTION key, Basic will not
load up? Wow!

[sarcasm mode OFF]

Sorry, couldnt resist. Been using Atari's since about 82 - and dont
recall EVER having something so "basic" explained to me! [grin]

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

3787. AC Bashing

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-02 00:00:00 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2FA63956@POST0.LAAFB.AF.MIL>
Source record: 92028

It looks like csa8 is getting ready to start another round of whining and complaining at the instigation of Ben Poehland. I'm personally bored with all the negativism.

It really isn't clear to me as to what the objective is. If the objective is to get the AC people to change their ways, then I suggest the proper and more effective method is to talk directly to them. Generating a bunch of critical posts here isn't going to do one thing except cause more animosity and put Bob Woolley and Jim Hood on the defensive. (Or at least give them a chuckle. Maybe Jim and Bob have secret plans to make millions off our subscriptions and skip the country.)

How many of you have actually personally spoken to Jim and Bob lately? Ben Poehland sent them two post cards, according to Jim Hood. That's real effective. How many have volunteered to help out? How many have written quality articles? The 8-bit world has become a "self-help" environment, as you all know. If you want something done, you are going to have to do it yourself. I've worked on Current Notes for three years for free as an example.

Alienating the sponsors of the last US all 8-bit magazine is certainly a strange tactic to say the least. Any "misconduct" on the part of Jim or Bob ought to be addressed directly to them. Dragging the rest of the csa8 bandwidth into this accomplishes nothing. In fact, it scares off and intimidates any other person who might try to do something similar, like resurrect an all 8-bit magazine.

Ben, if you have any comments about my post, address them directly to me on email. I'm sure you won't do that, since you seem to enjoy public spectacle. But at least I'll make the attempt resolve this off-line without tieing up everyone else's time and energy.

I don't plan on saying any more on this topic in csa8. It's a total waste. If anyone wants a response from me, send email and I'll respond.

With that, "Let the personal attacks on me begin!!"

Rick Reaser
r.reaserjr1@genie.geis.com

3788. Re: AC: If I was out with cancer...

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-02 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3o5gkd$2sk@nic-nac.CSU.net>
Source record: 92029

The thing is, Jim Hood doesn't make up the ENTIRE _AC_ staff! SOMEone there has got to be 2nd in charge, right?

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3789. Re: atari 8 bit games

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-02 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3o5h4v$3ce@nic-nac.CSU.net>
Source record: 92030

Ach! FAQ question, man! :)

ftp: atari.archive.umich.edu (hard to get in to)
amiga.archive.umich.edu (acts weird, sometimes down (like lately))
msdos. " " " " " " " " (hard)
mac. " " " " " " " " "
apple2." " " " " " " " "

gopher: gopher.archive.umich.edu (easy to get into, no uploads though)
(also be careful about binary vs. text
downloading of binary files!)

From FTP, cd to: "atari/8bit" ("/Games" for the games...)

From Gopher, go to: "Merit Archives", "Atari Archives", "8bit" (, "Games")

While you're there, get a copy of Cooltris and Sludge! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3790. a very very deep question

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-02 00:00:00 UTC
From: koutchin@mail1.sas.upenn.edu
Message-ID: <3o5gh6$8us@netnews.upenn.edu>
Source record: 92031

WHEN ?

3791. Re: Northern Bay Area (California) Atarians!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-02 00:00:00 UTC
From: ziggy29@rahul.net
Message-ID: <3o5hks$j26@butch.lmsc.lockheed.com>
Source record: 92032

In article <3o4299$4f1@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu (William Kendrick) says:
>
>How many Atari 8-bitter's are up here in the Northern Bay Area?
>(Marin, Sonoma, and surrounding counties)
>
>Would you folks like to start a small computer club? A newsletter? Something?

I suppose I'm on the periphery of being "in the area" (I'm in San Jose), but I have been wondering about a local user group since I rediscovered the 8-bit three months ago. I've thought it would be cool to have such a local group to discuss hardware and software, to trade stories, to buy, sell and trade equipment.

In particular, I'd love to learn more about the 8-bit "under the hood;" I'm rather hardware-illiterate and I'd love to learn more about upgrading, hacking and troubleshooting the hardware.

I'd be particularly interested in seeing hardware hacks and "special equipment" at work. I'd also like to learn more about diagnosis and repair of sick equipment (like my stupid, flaky 400) from people who have done that stuff before.

I don't know that be able to make that 4-hour round trip very often, but I'd certainly be interested in knowing about any events that such a group might hold...I'd certainly be interested in a swap meet-type event once in a while as well as knowing about significant events in the 8-bit community around here.

--
Tim Irvin
ziggy29@rahul.net

3792. Re: When did Atari kill the 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-02 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3o5j6v$13pm@hearst.cac.psu.edu>
Source record: 92033

Glenn Saunders (krishna@primenet.com) wrote:
: The mortal William Kendrick wrote:
: Re: 1090XL

: Bob Puff has one. There are 2 revisions. Revision 2 has what some
: people say is an ISA-compatible bus.

: The Black Box duplicates most of what a 1090XL does, and therefore those
: that have 1090XLs can't really use them as much more than doorstops.

: There are probably about as many 1090XLs floating around as there are
: 1450XLDs. A few...

Actually, the number 9 comes to mind. 9 1090's made. hmmm or was it 11?

: : XEP-80 - 80-column card. (Req. 2nd monitor or a switch-box thing.)
: : Not supported by too much; some terminal software and word processors.
: : Released officially - dunno when.

: The story on this is that it was originally going to hook up to the PBI
: but was changed to joystick port for the LCD of the 400/800 crowd
: (grumble grumble) all this despite the fact that AtariWriter80 really
: needed a 130XE anyway so why bother? If it had been on the PBI then it
: would have had no speed restrictions. However, how well it would daisy
: chain with the BB or MIO is a mystery. Unfortunately the MIO and BB take
: up the bus and don't even like the 1400 series R: and V: PBI assignments.

Thats because the MIO and BB take the WHOLE bus... as I recall they
don't use the official atari standard for "a" PBI device... they
use ALL the pbi devices.

As for the XE80 being on the bus... I seem to remember reading
a hack to put it back on the bus...

: : XF551 - Double-sided, double-density disk drive with high-speed mode I think.
: : After 1050's and upgraded 1050's this is the next most popular/standard
: : drive. Released officially - dunno when.

: The story here is that it was originally going to be a 720K 3.5" mech but

yes, the XF531

: commercial program developers rejected that, so Atari buckled under. As
: it stands, no commercial sw outside of perhaps PRO! has been released in
: anything more exotic than enhanced density flippies.

I wonder if the original 3.5" ROM code is laying around somewhere...
(I just burned my own with some mods to the 5.25.)

--
Karll The Ghoull creator of alt.drinks.kool-aid and alt.music.elo
----
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

3793. Re: 1MB+ upgrades! I'm scared!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-02 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3o5jdk$13pm@hearst.cac.psu.edu>
Source record: 92034

PATERSON, DAVID ANDREW (da_pate@pavo.concordia.ca) wrote:
: In article <3o3d7k$16el@hearst.cac.psu.edu>, heller@akh104.rh.psu.edu (Andrew K. Heller) writes...
: >
: > Maybe someone should find that nice SIMM to XL upgrade hack!!!
: >
: I have, somewhere, a copy of the SLCC article detailing the intallation
: of a 256k SIMM. Not being a hardware type myself, I don't know what
: would be involved in taking it to 1MEg. I have heard of an upgrade that
: adds 1024k in 2x 1024kbit x 4 DRAMs, giving an 800xl 1088k. I think it
: was from Germany - I may be wrong, though.

Well, I would love for you to find it and send me a copy! =)

--
Karll The Ghoull creator of alt.drinks.kool-aid and alt.music.elo
---
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

3794. Re: Northern Bay Area (California) Atarians!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-02 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3o5ri0$bju@nic-nac.CSU.net>
Source record: 92035

Well, the south-bay already has a few user groups... In the North Bay, there's the guy from MyTek, Ben Corr, Cameron Tully-Smith (another SSU'er), and hopefully a few others (that's why I'm looking!)

-bill!
kendrick@zippy.sonoma.edu

3795. Atari 1027 printer for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-02 00:00:00 UTC
From: mweaver@wanda.pond.com
Message-ID: <3o66ss$19r@wanda.pond.com>
Source record: 92036

I have an Atari 1027 printer for sale. It is in working order. Serial cable, extra ink, original box/manuals.

Asking $20.

e-mail me if you are interested.

-Mike

mweaver@pond.com

3796. Re: FS: Boxed XEGS w/38 games

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-02 00:00:00 UTC
From: bjwiklem@aol.com
Message-ID: <3o6d7v$695@newsbf02.news.aol.com>
Source record: 92037

How much do you want? I am really interested.....Please let me know how much cash you would take.

I alos have a 32X unit I would be interested in trading, along with a genesis and some games.

Let me know asap, I really want this!

3797. Re: AC: If I was out with cancer...

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-02 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <3o6cs3$g1c@blackice.winternet.com>
Source record: 92038

> James Wood <jamesw@PEAK.ORG> writes:
>
>
> I haven't seen ANY of the new Atari Classics magazines, but I tell ya -
> if I was sick/dying with cancer (are they not in many cases one in the
> same), my life in jeopardy perhaps headed for peril... I really
> wouldn't give a rat's guess-what about the Atari magazine. I certainly
> don't mean to absolve anyone of thier responsibility, but I think if I
> was the one sick with cancer, I think I would put LIVING (or trying to
> LIVE) ahead of the magazine...or anything else...for what choice would
> you have? If I got well, then I'd FOR SURE accept the
> responsibility....is it an option otherwise?
>
> Have you ever mail-ordered anything from a small company? What if the
> proprietor DIES after you send in your money but before the product gets
> to you? I suppose it's a chance you take that they'll live long enough
> to get the product out - assuming they're honest.
>
> I suppose that this Jim Hood (don't know of him) didn't know that he was
> coming down with cancer (I have no idea how serious it is) and if he did,
> he wouldn't have accepted the responsibility. While I don't like sloppy
> magazines, I'd never hold it against someone who may be staring mortality
> in the face for dropping the ball on an 8-bit Atari magazine in 1995. I
> certainly hope he gets better, and the mag too, though.
>
> James
>
>
>>>>
Personely, I like ANY Atari 8 Bit Magazine that has advertisements
in it. Geeez, Whiners and Complainers..., go away.

Rich Mier (8 Bits, 16's, 32's and 64's)

3798. Re: hard drives for the atari 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-02 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <3o6d7n$g1c@blackice.winternet.com>
Source record: 92039

> lymang@cybernetics.net (Lyman C. Green, Jr.) writes:
> I have read the FAQ. What I want to know is, what have people's
> _personal_ experiences been with hard drives on the 800XL?
> What brands do you recommend, and how much did/does one pay for them?
> I'm keeping tabs on the IDE interface thread, obviously :-)
>
> --
> Lyman C. Green, Jr. lymang@cybernetics.net lymang@uswsay.glaxo.com
> http://www.cybernetics.net/users/lymang/lyman.html
>
>>>>
I've run mostly Seagate from a MIO and a Adaptec 4000A controler
without any problems except when I tried to use Imbeded SCSI HD's.
Presently my 8Bit has a 40 Meg Seagate, ST251. It's been running for over
four years without a problem.

Rich Mier

3799. Video Art

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-02 00:00:00 UTC
From: Owen Dulmage <zalkind@access5.digex.net>
Message-ID: <Pine.SUN.3.91.950502191319.21661H-100000@access5.digex.net>
Source record: 92040

Ok, I recently bought a Cartridge called Video Easel for the Atari 800. I absolutely adore it, and its real close to what I remembered, but its not exactly it.

I'm looking for more cartridges that allow you to do more real-time art / video manipulation on the 800.

Actually, programs would be fine too. I have the basic programming cartridge.

I'm looking for a more powerful version of basic as well.

Thank you,
Owen

3800. Re: Old game - anyone know it?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-02 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <Rk4+6k1.ransom22@delphi.com>
Source record: 92041

Maury Markowitz <maury@softarc.com> writes:

> Anyway, did you play this game at all? Anyone else here give it a try?

yes, I have it. It is good...but the load times are humongous.
Switching from contruction to pilot(space), or to other areas of the game,
takes MINUTES! Other than that, it is a very good game.

-Joe
--
____
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

3801. Re: atari 8 bit games

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-02 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <Rsy9ag2.jeking7@delphi.com>
Source record: 92042

Hey! How about my ftp site? It costs me $29.00/month to keep those
8bit files there -- let alone the time to upload, archive and
maintain!

ftp.xmission.com /pub/users/j/jeking/8bit

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

3802. Re: AC Bashing

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-02 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <ZM69y27.jeking7@delphi.com>
Source record: 92043

I wouldnt say that ANYBODY was complaining about Jim and Bob directly, but rather at the magazine itself -- or at least that's what I was trying to get across.

I understand 100% how hard it must be -- what with Jim in the hospital and all.

My only bitch is that there isnt enough substance for that $30.00 subscription price.

I'll be taking you up on your suggestion, though - and file away a couple of PD hardware hacks for submission.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

3803. Re: AC: If I was out with cancer...

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-02 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950502225224.11637A-100000@PEAK.ORG>
Source record: 92044

On 2 May 1995, William Kendrick wrote:

>
> The thing is, Jim Hood doesn't make up the ENTIRE _AC_ staff! SOMEone there
> has got to be 2nd in charge, right?
>
> -bill!

Well, that's probably true - however, my suspicions are that AC is somewhat of a "backyard" operation - most likely centered around the efforts of an individual - was it not Ben Poehland that busted ass (in large measure) to get the original AC out? He did an excellent job, no doubt... However, if he was out with cancer during the time he was at the helm, I wouldn't be too upset with him either.

I am just surpised that people act like this is a Ziff-Davis major computer publication with loads of assistant editors and a multi-million $$$ staff and corporation behind it. I seriously doubt this is the case with AC. If I saw the most recent AC, I'm sure I would share the criticisms of those who have voiced them here - but I'd be pretty understanding of them. I agree that $30 is pretty steep too.... I wonder if it's in the cards at all to have an Atari-8 magazine in this day and age.

James

3804. Re: ATARI 1040/ST >> MS-DOS

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-02 00:00:00 UTC
From: tlivings@freeside.fc.net
Message-ID: <3o5lkt$3lc@villa.fc.net>
Source record: 92045

Greg Poulos (soundwsh@escape.com) wrote:

: OK..heres my problem:

: My friend has about 2000 pages of text written in WordWriter 2 on
: a Atari 1040/ST and needs to transfer those docs into a newly bought
: PC Clone.

: Are there any conversion programs or ways to do this?? Is a serial link
: a worthy thought?? I know all of the PC world and none of the Atari.

: Thanx in advance,

: gregO

: soundwsh@escape.com

3805. Re: a very very deep question

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-03 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3o7bei$276@news.primenet.com>
Source record: 91955

The mortal Artem Aleksandrovich Koutchine wrote:

: WHEN ?

What do you think you are, a Vorlon?

I'll answer it for you in Vorlon fashion:

"You are not ready for pirates".

```
**************************************************************************
* Glenn Saunders | _____] *CGI, Film, Fantasy Fic *
* | | ___ *Amiga 1200 030/50/50/18*
* krishna@primenet.com |__|[_ \ *Lightwave 3.5 SA *
* B A B__ Y \ L| O N *Atari 6502 series *
* ( \__/ | *Vectrex, Zeppelin *
* \______/ ************************
}}}}}}}}}}}}} ftp://ftp.primenet.com:/users/k/krishna/ {{{{{{{{{{{{{{{{{{{{
```

3806. 6502 Overflow flag

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-03 00:00:00 UTC
From: smrgoodw@reading.ac.uk
Message-ID: <3o7c07$cp7@susscsc1.rdg.ac.uk>
Source record: 91956

I asked about this earlier but now I'm going to give it a post
all to itself.

Does anyone know what the overflow flag is supposed to be for
in relation to the ADC, SBC 6502 instructions? All I've been able
to dig up is that it is something to do with multi-byte signed
arithmetic. Is this true or does no-one know?

Do the 6502 designers know?

- Joel G.

3807. Re: Video Art

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-03 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3o7bua$gtb@nic-nac.CSU.net>
Source record: 91957

If you've got a disk drive, get ahold of TurboBASIC XL.. the #2 in standards nowadays (#1 is of course plain vanilla Atari BASIC.) It's PD (except in Germany, unless that's changed!?!?) and comes with a Compiler and Runtime package!

Or, get BASIC XL or BASIC XE (on cartridge) which are also way up there - far better than plain BASIC.. the reason they aren't as "standard" as TBXL and Atari BASIC is TBXL can be gotten relatively easily and cheaply, and Atari BASIC came with all but 3 (released) models of the Atari... BXL and BXE need to be purchased (obviously)

Where? Well, used, from a vendor, flea-market, whatever...

Another KILLER Atari language (beats the PANTS of Atari C, any Atari BASIC, etc.) is Action!... if you can get it! (Costs $50... it's a cart. I've seen it for sale here on c.s.a.8 for $15, and once as low as TWO DOLLARS!) (I'm lucky..I got mine free from Bob Woolley if I promised to make useful stuff in it.. I hope games count as useful! :))

-bill! man I'm hyper or something!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3808. Re: RF spray?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-03 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <L63pvQ7YaicL083yn@ibm.net>
Source record: 91958

In article <3o6j7t$m7b@charm.magnus.acs.ohio-state.edu>,
rfunk@magnus.acs.ohio-state.edu (Rob Funk) wrote:
>In article <3o1eir$m9v@hearst.cac.psu.edu>,
>Andrew K. Heller <heller@akh104.rh.psu.edu> wrote:
>> I was wondering what exactly the Apple][cases are coated with
>>that allows the motherboard to lack metal shielding. Is this
>>stuff available in a spray?
>
>Weren't the old Apple cases metal? That would be the shielding.
>Or, is it possible that they didn't bother with FCC class B
>certification?

I'm pretty sure the cases are some form of plastic. Regard the FCC, I
know the original Apple didn't make FCC certification with the power
supply, so Jobs decided to sell it without the power supply. It was
something the user had to buy and install, this way he didn't have to
get FCC certification, but I think this was only on the first Apple.

==
R y a n 'G o z a r' C o l l i n s

"If you don't try to live in the future, then you're stuck | rlcolli@ibm.net
living in the present" -----------------

"What if you're an Athiest who hates sex?" - Question asked in an Education
class on teaching Abstinence in the schools.
//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\
==

3809. Re: When did Atari kill the 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-03 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0305951821110001@edwarda.interlog.com>
Source record: 91959

In article <3o3s5n$3p@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu (William Kendrick) wrote:

> 1090XL - a peice of equipment which had card slots in it, like the expansion
> slots in an Apple IIe, IBM PC, etc. Things like card (vs. SIO/RS232-plug)
> based modems, expanded memory, etc. would have been possible with this
> gem. Complete vaporware, even compared to the 1400XL and 1450XLD, so far
> as I know! <:^(

Wow, I never heard of it. It would seem it would have to be fairly old though, because the 130 and 65's were no longer XL's!

> XEP-80 - 80-column card. (Req. 2nd monitor or a switch-box thing.)
> Not supported by too much; some terminal software and word processors.
> Released officially - dunno when.

Ahhh... I remember this one!

> XF551 - Double-sided, double-density disk drive with high-speed mode I think.
> After 1050's and upgraded 1050's this is the next most popular/standard
> drive. Released officially - dunno when.

This was the grey drive for the XE series? I think my friend has one.

> Time for YOU to read the "Atari products" (not the real name :)) section of
> the _comp.sys.atari.8bit_FAQ_!

Sounds like it! Where is the FAQ FTPable from?

Maury

3810. Re: When did Atari kill the 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-03 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0305951824310001@edwarda.interlog.com>
Source record: 91960

In article <3o4cds$159@news.primenet.com>, krishna@primenet.com (Glenn Saunders) wrote:

> The mortal William Kendrick wrote:
> Re: 1090XL

> Bob Puff has one. There are 2 revisions. Revision 2 has what some
> people say is an ISA-compatible bus.
>
> The Black Box duplicates most of what a 1090XL does, and therefore those
> that have 1090XLs can't really use them as much more than doorstops.
>
> There are probably about as many 1090XLs floating around as there are
> 1450XLDs. A few...

Ahhh, you know, now I remember it! Someone wrote into Antic saying they had one and what could I do with it - answer - use it as a doorstop.

Another one for the books, remeber AtariLab?!

> The story on this is that it was originally going to hook up to the PBI

PBI? BB? MIO?

I remember reading about the Atari serial port way back when and being blown away by how good it was for it's time. A daisy chainable serial port!

> The story here is that it was originally going to be a 720K 3.5" mech but
> commercial program developers rejected that, so Atari buckled under. As
> it stands, no commercial sw outside of perhaps PRO! has been released in
> anything more exotic than enhanced density flippies.

Why did they reject it? I cannot understand this.

This is great!

Maury

3811. Re: Old game - anyone know it?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-03 00:00:00 UTC
From: MBITDC9306@titan.newi.ac.uk
Message-ID: <9505031310.AA04102@dylan.newi.ac.uk>
Source record: 91961
Body handling: HTML body converted to readable text

> In article , Joe Walsh wrote:
>
> > The game in question is Univese, by Omnitrend.
>
> Ta da!!! Thank you!
>
> > on the IBM Pc, the Apple //, and Atari platforms, but appears to have
> > been originally developed on the Atari. Later, Universe II came out,
> > but I do not believe it was released for the Atari.
>
> Actually, I believe I saw an ad for this on the Atari as well.
>
> Anyway, did you play this game at all? Anyone else here give it a try?
>
> Maury

Yup. Got it a while back. As I recall, it came on several disks. It
was fun, but a bit buggy - there was very little in the way of
error-checking, so if you accidentally left the drive open then it
would crash. It also seems to have been written in compiled Atari
Basic!!

Never quite figured out how to pay off the loan, though (the one
needed to buy your ship in the game, not the one needed to buy the
game itself - it cost 90 pounds on import over here).

Dave
David Wyn Davies
The Atari Classic Programmer's Club
mbitdc9306@newi.ac.uk

Politicians should be bounced on their heads until
their skulls crack ... only thing is, I don't like
swimming in shit!

3812. Re: hard drives for the atari 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-03 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <3o7v6r$jj4@news.xmission.com>
Source record: 91962

>I have read the FAQ. What I want to know is, what have people's
>_personal_ experiences been with hard drives on the 800XL?
>What brands do you recommend, and how much did/does one pay for them?
>I'm keeping tabs on the IDE interface thread, obviously :-)

Its kind of a broad, yet odd question. I have 800meg on my Atari - in the form of several MFM
drives tied into an Adaptec 4000a (to convert to SCSI signal) and finally into an MIO.

I like having that much storage as I can collect tons tons of software.

3813. Re: PC Xformer question

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-03 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3o863h$1jn@nic-nac.CSU.net>
Source record: 91963

Unfortunately, no...

What >I< would've done (and what I WILL do whenever I make a huge multi-disk game) is this:

Insert disk B

Now, if you unARCed the files onto your HD, then disk B is the same as disk A is the same as disk C.

If you are using double-density disks, disk B is the same as disk A.
Disk C and D are the same as well.

Now what you do is type in the drive number where the disk is and it will look to there for it's files...

Inotherwords, a 10-disk game could be >10< disks if you have SD
It could be 5 disks if you have DD
It could be all in the same place if you have a HD

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3814. Re: AC Bashing

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-03 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3o867n$1ju@nic-nac.CSU.net>
Source record: 91964

New 2600 games, huh?! 8^o

Oh.. ahem. sorry

-bill!

3815. Re: 6502 Overflow flag

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-03 00:00:00 UTC
From: rkim@mars.uucp
Message-ID: <3o86h7$1s7@nic-nac.CSU.net>
Source record: 91965

In article <3o7c07$cp7@susscsc1.rdg.ac.uk>,
J. F. Goodwin <smrgoodw@reading.ac.uk> wrote:
>I asked about this earlier but now I'm going to give it a post
>all to itself.
>
>Does anyone know what the overflow flag is supposed to be for
>in relation to the ADC, SBC 6502 instructions? All I've been able
>to dig up is that it is something to do with multi-byte signed
>arithmetic. Is this true or does no-one know?
>
>Do the 6502 designers know?
>
> - Joel G.

Back in zee old days, the first college class I took was Assembly language
for the PDP-11. To make a long story short:

Overflow is set when an arithmetic operation exceeds the *signed* integer
limits. Carry is set on *unsigned* operations.

If you're doing signed int. math, you look at overflow. Unsigned, you
look at carry.

For a 8-bit, the limit for carry is 0-FF (hex). For overflow, it's 80-7F
(dec: -128 thru 127).

If you're still confused, I post a longer (but clearer) note.

Rich K.

3816. PC Xformer 3.0 questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-03 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.799514828@gmi.edu>
Source record: 91966

I'm thinking about getting PC Xformer 3.0, and I wanted to ask others out here who have it what they think about it. Is it good? How fast would it run under a 486DX-50?

Also, does it have sound support? I've heard nothing about it offering sound support. Does it have full support of P/M graphics and display lists?

Thanks.

/Kevin

3817. XL power supplies

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-03 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3o8j4r$o3p@hearst.cac.psu.edu>
Source record: 91967

Well, again, after ripping apart another 800/1050 power supply to find
out that bad solder connections and a blown fuse were the problem...
I again am looking for the "rarer" power packs made for the XL's.

There is an article in some old users group newsletter that
was pulled from an electronics mag in the early 80's about the
XL power supplies and what you SHOULD DO to make the work
properly before you even hook them up to the XL's. (i.e. Rather
poor designs in the packs)

Anyways, I know of 4 types for the XL's... anybody care to match
up these descriptions with their part numbers?

Type 1) The Brick: Filled with epoxy. Black, HEAVY, Long and
slanted edges.
Type 2) The most common Black pack with vents along the top edge?
with a sliver label on top with power specs.
Type 3) Styled to match XL's long thin power pack. Top is white
bottom is black. Vents around top (?) but, they are grooved
just like the XL cases.
Type 4) Same as 3, but black tope as well.

(There are a lot of electrical differences between them all, maybe
Atari Classics should re-run this article from that electronics mag)

I am looking to trade (#2's) for or purchase type 3 and 4 supplies simply
because they look sexy and I don't feel my 10 XL's are complete
without at least 1 XL style pack.

5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982 adapter:
600XL,800XL,65XE,130XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CA024814 adapter:
600XL,800XL,65XE,130XE,XE Games System
5 V DC ??? A (??? W) Atari#CO81982 adapter:
XL/XE

--
Karll The Ghoull creator of alt.drinks.kool-aid and alt.music.elo
---
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

3818. Re: a very very deep question

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-03 00:00:00 UTC
From: koutchin@mail2.sas.upenn.edu
Message-ID: <3o8j82$7bq@netnews.upenn.edu>
Source record: 91968

Glenn Saunders (krishna@primenet.com) wrote:
: The mortal Artem Aleksandrovich Koutchine wrote:
^^^^^^
i am immortal.

once again:

WHEN ?

: "You are not ready for pirates".
you never can be ready for yourself

3819. Re: Super Video upgrade for XEGS?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-03 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <3o8k2n$28h@news.xmission.com>
Source record: 91969

D Strutt (DBSTRUTT@CHEMICAL.watstar.uwaterloo.ca) wrote:
: Is there such a thing? The interference patterns are pretty at first, but
: quickly get tired.

I'm not aware of any XEGS video upgrade - especially considering that you
can only use a monitor/tv cable of using just the two RCA jacks. The AC
video hack is meant for split luma/chroma monitors/machines.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

3820. Re: Video Art

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-03 00:00:00 UTC
From: e0fkimfa@tuzo.erin
Message-ID: <D80L2q.5JA@credit.erin.utoronto.ca>
Source record: 91970

In article <3o7bua$gtb@nic-nac.CSU.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>If you've got a disk drive, get ahold of TurboBASIC XL.. the #2 in standards
>nowadays (#1 is of course plain vanilla Atari BASIC.) It's PD (except
>in Germany, unless that's changed!?!?) and comes with a Compiler and Runtime
>package!
>
>Or, get BASIC XL or BASIC XE (on cartridge) which are also way up there -
>far better than plain BASIC.. the reason they aren't as "standard" as TBXL
>and Atari BASIC is TBXL can be gotten relatively easily and cheaply, and
>Atari BASIC came with all but 3 (released) models of the Atari... BXL and BXE
>need to be purchased (obviously)
>
>Where? Well, used, from a vendor, flea-market, whatever...
>
>
>Another KILLER Atari language (beats the PANTS of Atari C, any Atari BASIC,
>etc.) is Action!... if you can get it! (Costs $50... it's a cart. I've
>seen it for sale here on c.s.a.8 for $15, and once as low as TWO DOLLARS!)
>(I'm lucky..I got mine free from Bob Woolley if I promised to make useful
>stuff in it.. I hope games count as useful! :))
>
>-bill! man I'm hyper or something!
>kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
>William (Bill) Kendrick / | \ ** New Breed Software **
>http://zippy.sonoma.edu/~kendrick
>

Another language that I happen to like a lot is Quick... Very fast and
very easy to use (providing you order the english version)... Loading
digitized sound files on it are a snap... I also like the Blitter
command....

3821. Re: IDE Interface

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-03 00:00:00 UTC
From: hans@macbeth.umd.edu
Message-ID: <3o8irl$hp2@macbeth.umd.edu>
Source record: 91971

In article <9505010315591.DLITE.bjcorr@delphi.com>,
Ben Corr <bjcorr@delphi.com> wrote:
>Gentelmen, I need some assistance. I need a few changes made to my os (an
>800xl in a 1200xl). Can somone volunteer to burn a new one for me (so I
>can finish this IDE drive mod) and assuming it's burned into an EPROM what
>must I do to run it in place of the stock ROM? I was under the impression
>that the two animals were different, changes had to be made to run an EPROM
>instead of a ROM.
>I just need to put some code in the $D600-$D7FF area.
>Drop me a line at;
>bjcorr@delphi.com
>If you can give me a hand or just some advice!
>Ben
>

The OS ROM in the 600XL/800XL can be replaced directly with a 27128
EPROM, no modifications required. I have done this in the past.
Unfortunately I do not have access to the EPROM programming equipment
now, so I won't be able to help.

Don't forget to update the ROM checksums (one for the low part, one
for the high part), or disable the checking temporarily. Let me know
if you need details.

The Basic ROM should be directly replacable with a 2564 EPROM, but I
have not actually done this.
It can also be replaced with a 2764 EPROM, provided you add sockets for
the extra four pins and reroute two signals. On the 600XL (and I am
pretty sure the 800XL, too) the extra holes are on the circuit board,
and there are jumpers to take care of the two signals. I have done
this.

I have never seen the inside of an XE machine, so I don't know if this
is true there, too. (But since it uses the same OS ROM chip, that part
should work there, too).

Hans Breitenlohner
hans@umd5.umd.edu

3822. Re: PC Xformer 3.0 questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-03 00:00:00 UTC
From: frankh@sr.hp.com
Message-ID: <3o8ve5$2cf@canyon.sr.hp.com>
Source record: 91972

Kevin Haley (khaley@nova.gmi.edu) wrote:
: I'm thinking about getting PC Xformer 3.0, and I wanted to ask others out
: here who have it what they think about it. Is it good? How fast would it
: run under a 486DX-50?

: Also, does it have sound support? I've heard nothing about it offering
: sound support. Does it have full support of P/M graphics and display
: lists?

: Thanks.

: /Kevin
PC Xformer 2.0 was fairly impressive. It does a much better job of
running Atari software than my copy of Xformer 3.0. 2.0 can at least
display the graphics, 3.0 just crashes!

--

Frank Hamlin, Santa Rosa Systems, Hewlett Packard __@ __@
1400 Fountaingrove Pkwy, Santa Rosa, Calif _-\<,-\<,
frankh@sr.hp.com (*)/---/(*)

3823. Atari 800XL, etc (re-repost)

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-03 00:00:00 UTC
From: zippy@cs.brandeis.edu
Message-ID: <3o93j4$p0p@news.cs.brandeis.edu>
Source record: 91973
Cross-posted to: ne.forsale,comp.sys.atari.8bit

Taking bids until May 31 on individual items. Buyers pay cash or
money order, and pay for shipping or arrange to pick up items before
June 10. Items not paid for by June 10 will be offered to next
highest bidder. Reply via e-mail to zippy@cs.brandeis.edu

System located in Waltham, MA (Boston area).

System and all cartridges work. Haven't tested tape recorder.

Bid
Atari 800XL $10 minimum
2 Suncom Slik-Stick joysticks
Atari 61982 Power Supply (for computer)

Atari 1010 Tape Recorder $3 minimum
(with IO cable, no power cord)

Cartridges
==========

Just carts. No docs or boxes.

Title Maker Serial no.

Donkey Kong Atari RX8031 $.50 minimum
Ms. Pac Man Atari RX8043 $.50 minimum
Star Wars Parker Bros $.50 minimum
Popeye Parker Bros $.50 minimum
River Raid Activision CZ-001-4 $.50 minimum
Up'nDown SEGA 009-03 $.50 minimum
ET Phone Home! Atari RX8030 $.50 minimum
BASIC Lang. Atari CXL4002 $.50 minimum
Frogger Parker Bros $.50 minimum
Congo Bongo SEGA 006-03 $.50 minimum
Pitfall Activision CZ-004-04 $.50 minimum
Ducks Ahoy! CBS Soft. No.75020 4L9889 $.50 minimum
K-Razy Antics CBS Soft. M8786 $.50 minimum

3824. Re: Old game - anyone know it?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-03 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <568cy80.ransom22@delphi.com>
Source record: 91974

DAVID DAVIES <MBITDC9306@titan.newi.ac.uk> writes:

>would crash. It also seems to have been written in compiled Atari
>Basic!!

Actually,according to the manual, it was:
"Atari version created in part using valFORTH products of Valpar
Internatinal, Tucson, AZ 85713, USA"

So, some may be BASIC (wouldn't doubt it), at least part was Val-
FORTH. :)

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

3825. Re: Demo-competition - re

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-03 00:00:00 UTC
From: Tim.Gearin@flight.org
Message-ID: <bea_9505030407@flight.org>
Source record: 91975

If games are allowed, I already won, sortof. I have something in the
works that'll be a surprise. Its not vapor-ware. Ive got three levels so far
and its past the point of being nothing. You should make a money prize of
something around oh... $90.
---------------------------- -//- ----------------------------
Internet: Tim.Gearin@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------

3826. Glenda Stock's BBS #...

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-03 00:00:00 UTC
From: Blair.Bingham@hologram.metronj.org
Message-ID: <bb1_9505042001@nisc.fidonet.org>
Source record: 91976

I believe the name is XBN? Not sure if there is still a carrier tone on the other end but here it is: 508/586-6977

... Catch the Blue Wave!
___ Blue Wave/QWK v2.11

3827. Re: AC Bashing

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-03 00:00:00 UTC
From: junkster@chinook.halcyon.com
Message-ID: <3o6ta9$lbp@news1.halcyon.com>
Source record: 92046

I always have conflicting opinions about this sort of thing.

1. Criticism usually doesn't change anything and indulging in it almost always gives bad vibes all around. It is better to do something positive and hope you can make things better.

2. On the other hand, a complete lack of criticism seems to lead toward the "it's all we have so it must be good syndrome." Over in rec.games.video.classic people are fawning all over new, but weak, Atari 2600 games. I don't like the general lowering of standards that goes with smaller user bases

Hmmm. I haven't actually said anything about AC. Oh, well.

James Hague
junkster@halcyon.com

3828. Re: Wanted: a good book on programming th

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-03 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3o6hb3$m1v@charm.magnus.acs.ohio-state.edu>
Source record: 92047

In article <3o4psh$mko@susscsc1.rdg.ac.uk>,
J. F. Goodwin <smrgoodw@reading.ac.uk> wrote:
[clear carry, ADC low bytes, ADC middle bytes, ADC high bytes]
>This is supposed to add the 3-byte integer b1,b2,b3 to a1,a2,a3.
>Suppose a1+b1>255. Then the carry flag is set after the first addition.
>
>Then suppose a2+b2<255... is the carry flag then reset to zero after the
>second addition? Or does it just stay set because the ADC does not result
>in a carry and hence the flag is unaffected?

I don't have the books handy right now, but...
Since we know that ADC sets the carry if there is a carry out, I would
feel quite confident in assuming that it clears the carry if there is
NO carry out.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

3829. Re: RF spray?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-03 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3o6j7t$m7b@charm.magnus.acs.ohio-state.edu>
Source record: 92048

In article <3o1eir$m9v@hearst.cac.psu.edu>,
Andrew K. Heller <heller@akh104.rh.psu.edu> wrote:
> I was wondering what exactly the Apple][cases are coated with
>that allows the motherboard to lack metal shielding. Is this
>stuff available in a spray?

Weren't the old Apple cases metal? That would be the shielding.
Or, is it possible that they didn't bother with FCC class B
certification?

> I want to remove the RF shield on
>my 1200XL (soon to be 1200XL's with meg upgrades and IDE drives..floppies...
>etc...) but... the noise it will cause is scary!
>
> Any sugestions other than taping metal to the case? =)

Only thing I can think of is to put it all in a metal case.

Or keep it far away from anything that might be affected by the
interference.
--
------------ R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

3830. Super Video upgrade for XEGS?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-03 00:00:00 UTC
From: DBSTRUTT@CHEMICAL.watstar.uwaterloo.ca
Message-ID: <DBSTRUTT.228.2FA701CC@CHEMICAL.watstar.uwaterloo.ca>
Source record: 92049

Is there such a thing? The interference patterns are pretty at first, but
quickly get tired.

David Strutt dbstrutt@chemical.watstar.uwaterloo.ca
UWaterloo chem eng grad student am023@freenet.carleton.ca
(519) 576-2128
Atari Jaguar 64-bit Multimedia System - Oh yeah!
Hamilton Tiger-Cats Season Ticket Holder
My secret indian name: Billy Stepped-in-Shit

3831. PC Xformer question

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-03 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950503034343.12553B@PEAK.ORG>
Source record: 92050

I downloaded and UU-decoded the FREE demo version that someone posted here. However, very early in the game, it asks for "side 2" to be insterted in my drive. Of course I cannot flip over a virtual disk - I had side "2" as drive "D2:" Is there a way to "switch drives" with PC Xformer, much as the Black Box and MIO could do? redirect drive numbers, that is....

James

3832. MAE 0.95 at umich!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-03 00:00:00 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <3o6jh1$ld6@nyheter.chalmers.se>
Source record: 92051

Hello everyone!
With permission from John Harris I put mae_95.arc at umich archives!
This is John's Macro Assembler/Editor v 0.95.
Below is a list of updates from previous versions.
Please do not distribute modified Archives!
For those of you that still are confused about what MAE is,
download and try it now!

Note! This is the 8-bit version, the 16-bit, twice as fast version is
included with Sweet16 by Fte.

WFR:
Fredrik Lundholm
d1dol@dtek.chalmers.se

PS. Any questions about MAE should probably be directed towards
John himself at: jharris@cup.portal.com DS.

--history.doc
- New since version .93 -

This will be the last version of the assembler that will run in 64K
of memory. Because the symbol table takes up half of the bank select
RAM area, there is just not enough room to fit the monitor into
banked RAM, or add the improvements I would like to do to the editor
and assembler modules. Thus, future versions will be using two banks
of XE bank select memory, and it will no longer be possible to make
do with a 64K machine.

When recording key macros in the editor, you must now use Ctrl-3 to
end recording, instead of Esc. This allows Esc menu commands to be
entered into macros, primarily to support a chain of assemble
commands when your program contains several modules. The next
version of the assembler should allow loading and saving macros to
disk, which will further enhance the macro usefulness.

Hunt routine in the monitor now automatically skips over the area
from $D000-$D7FF. So you can search the OS using $C000-$FFFF and
not generate any hardware accesses.

Hunt and Memory display routines would not always stop when the
address reached $FFFF. This has been fixed.

I removed the automatic OS routine detection from the trace function.
Now, you must use the S key to trace through OS functions in one
step, just like any other subroutine. You can also use the R key if
you are already within the OS code. The reason for doing this, is

that it makes things more consistant, and also allows you to trace code in the $C000-$FFFF area if you need to.

Pseudo-ops are now available in the debugger's single line assembler.

The debugger now includes a built-in function for switching between display lists for the debugging text screen, and your program's screen. It uses the letter "V", for change View. Both V and the "U" user function can be called from both the trace mode, as well as any paused memory or disassembly listing.
The "%" key did not work as a wildcard in the debugger, since it was interpretted as the start of a binary number. I have changed the default wildcard to "?" in both the debugger and editor. This propagated through a few of the debugger command key assignments, along with a few other changes as well. Overall, I feel the key assignments have been improved, and they won't be changed from now on. Here is a sumnmary of the changes:
? - Change Wildcard
= - Evaluate expression
V - Change display view
\ - Disk Directory

The editor uses the same wildcard configuration byte as the debugger. You can use the debugger's "?" command, or a Cntl-? in the editor to change the wildcard character. Both modules will use the new assignment.

1200XL function keys are now supported for moving the cursor.

You may enter Ctrl-key graphic symbols or international characters into the editor by pressing Ctrl-A, and then the key you wish to enter.

Now uses an improved method for detecting the default drive when first loaded. This should be compatible with all SpartaDOS versions, and cause no problems for non-Sparta DOSes. It also allows you to specify a different default drive from the command line, such as, "MAE D2:". If a drive is not specified, the default drive will be where the MAE program was loaded from. Note that this is slightly different from the previous behavior. If D1: is the current drive, and you type "D2:MAE", this version will set the default drive to D2:. The previous versions would set the default drive to D1:, being the drive Sparta was logged on to.

The MAE.COM file now comes with a RUNAD address installed. The SpartaDOS bug that prevented using the RUN command to return to a program which used RUNAD has been fixed in 3.2g and later, so I have decided to include RUNAD in the file now.

Fixed a stack corruption problem when disk I/O errors occurred during assembly with a .IN include file.

Improved documentation.

- New since version .92 -

The editor's label search using either the ^L or ^J commands has been made a bit cleaner. Searching for a label "TEST" used to stop if it found a label "TESTING", since "TEST" is a part of it. The search will now find the unique label. Also, the ^J JSR function will operate correctly on lines such as "LDA LABEL+1", and will take you to where "LABEL" is defined. Previously, things such as "+1" or ",X" used to confuse the editor about where the label name ended.

An example macro file is now included.

Note that version 1.0 of the asembler is going to use two banks of XE banked memory. I received some good suggestions that I want to implement, plus moving the monitor into banked memory will use up too much space in a single bank, leaving insufficient space for the symbol table. I hope this does not inconvenience anyone, but it is the best way to ensure the largest amount of main system RAM will be available to the user, without making any compromises.

- New since version .9 -

A long standing bug which could trash the Esc menu has been fixed.

The TAB compression could sometimes mess up .BY statements with ASCII strings.

The debugger is now ZP clean, so all of ZP is available for the user.

You can look at RAM under the OS, by setting the bit in $D301, as long as you are using SpartaDOS or some method of handling interrupts when the OS is disabled. Previously, this used to crash the debugger, which uses the E: OS routines for text output.

A faster version of the Hyper_E screen accelerator is included.

- New since version .8 -

Several intermediate versions were released, from .81 to .84. Depending upon which version you had, some or all of these changes may already have been in place.

Fixed problems in the startup code, that could cause crashes either starting the assembler, or returning to it from DOS.

The debugger crashed when giving an address in the I command.

The RTI instruction was not traced correctly in the debugger. This bug has been here for almost 10 years! I guess in all that time, I never had an occasion to trace through an RTI.

Fixed problems with extra CR's in the assembly listing. Note that the only way to send assembly listings to the printer right now, is by using I/O redirection through DOS, or you can use the 'O P:' command from the monitor.

I'll provide an option in the Esc Menu in the future.

The editor functions for label searching, and 'JSR', did not work when the source was entered in lower case.

Raw files loaded with the .BI command were not handled properly when assembling to disk.

Documentation for the SET directive was incorrect. The correct usage is:
SET label = expression

3833. Re: RF spray?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-03 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3o6svc$jg4@hearst.cac.psu.edu>
Source record: 92052

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
: In article <3o1eir$m9v@hearst.cac.psu.edu>,
: Andrew K. Heller <heller@akh104.rh.psu.edu> wrote:
: > I was wondering what exactly the Apple][cases are coated with
: >that allows the motherboard to lack metal shielding. Is this
: >stuff available in a spray?

: Weren't the old Apple cases metal? That would be the shielding.
: Or, is it possible that they didn't bother with FCC class B
: certification?

Well, the case felt plastic, but the insides were rough..sorta coated.

: > I want to remove the RF shield on
: >my 1200XL (soon to be 1200XL's with meg upgrades and IDE drives..floppies...
: >etc...) but... the noise it will cause is scary!
: >
: > Any sugestions other than taping metal to the case? =)

: Only thing I can think of is to put it all in a metal case.

That kind of defeats the purpose now!

: Or keep it far away from anything that might be affected by the
: interference.
: --
: ------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
: "A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
: One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
: -- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

--
Karll The Ghoull creator of alt.drinks.kool-aid and alt.music.elo
----
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

3834. Re: IDE Interface

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-03 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9505030109591.DLITE.bjcorr@delphi.com>
Source record: 92053

>Ben Corr (bjcorr@delphi.com) wrote:
>: Gentelmen, I need some assistance. I need a few changes made to my os (
an
>: 800xl in a 1200xl). Can somone volunteer to burn a new one for me (so I
>: can finish this IDE drive mod) and assuming it's burned into an EPROM
what
>: must I do to run it in place of the stock ROM? I was under the impression
>: that the two animals were different, changes had to be made to run an
EPROM
>: instead of a ROM.
>: I just need to put some code in the $D600-$D7FF area.
>: Drop me a line at;
>: bjcorr@delphi.com
>: If you can give me a hand or just some advice!
>: Ben
>
>How about..um..hacking a translator disk. I mean, there is code laying
>around to dump the OS roms to disk and then boot off of them into ram.
> *grin*
>
> So, still having problems reading the drive?
>
And every time the IDE locks up the computer it's reboot time. When you have
as many crashes as I've had lately, you get a little fed up with getting the
OS into ram, getting the IDE code in, going to DOS to try again....

Of course if I just did the whole thing right the first time....

Still having problemns reading the drive. Dang it, it worked for Bob!

bjcorr@delphi.com

3835. Re: Wanted: a good book on programming th

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-03 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <3MAY199501183404@pavo.concordia.ca>
Source record: 92054

In article <3o6hb3$m1v@charm.magnus.acs.ohio-state.edu>, rfunk@magnus.acs.ohio-state.edu (Rob Funk) writes...
>In article <3o4psh$mko@susscsc1.rdg.ac.uk>,
>J. F. Goodwin <smrgoodw@reading.ac.uk> wrote:
>[clear carry, ADC low bytes, ADC middle bytes, ADC high bytes]
>>This is supposed to add the 3-byte integer b1,b2,b3 to a1,a2,a3.
>>Suppose a1+b1>255. Then the carry flag is set after the first addition.
>>
>>Then suppose a2+b2<255... is the carry flag then reset to zero after the
>>second addition? Or does it just stay set because the ADC does not result
>>in a carry and hence the flag is unaffected?
>
>I don't have the books handy right now, but...
>Since we know that ADC sets the carry if there is a carry out, I would
>feel quite confident in assuming that it clears the carry if there is
>NO carry out.

Looking through Zaks' "Programming the 6502", page 60:

"If the two 8-bit numbers do not generate any carry, the value of the
carry bit will be zero. If the two numbers do generate a carry, then the
C bit will be equal to 1."

Hope it helps...

||| 6502 > 486
||| Dave Paterson
/ | \

3836. FOR SALE: 130XE with original box and manual, excellent condition

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-04 00:00:00 UTC
From: junkster@coho.halcyon.com
Message-ID: <3o9h48$j5@news1.halcyon.com>
Source record: 91905

I have a 130XE that's in great shape, in the original box with the original instruction book. Includes power supply. I bought this a few years ago for $50 from someone who claimed to not have used it much. I have only hooked it up once. I also have an 800 and 800XL, so I'm getting rid of this machine.

Asking price: $40 + free shipping (and shipping will be significant).

James Hague
junkster@halcyon.com

3837. Re: Northern Bay Area (California) Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-04 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9505040132591.DLITE.bjcorr@delphi.com>
Source record: 91906

```
>How many Atari 8-bitter's are up here in the Northern Bay Area?
>(Marin, Sonoma, and surrounding counties)
>
>Would you folks like to start a small computer club? A newsletter?
Something?
>
>>I<'d think it'd be really cool! :)
>
>-bill!
>kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
>William (Bill) Kendrick / | \ ** New Breed Software **
>http://zippy.sonoma.edu/~kendrick
>
>
Definitely,
bjcorr@delphi.com
```

3838. Re: Northern Bay Area (California) Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-04 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9505040132592.DLITE.bjcorr@delphi.com>
Source record: 91907

>In article <3o4299$4f1@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu (William
Kendrick) says:
>>
>>How many Atari 8-bitter's are up here in the Northern Bay Area?
>>(Marin, Sonoma, and surrounding counties)
>>
>>Would you folks like to start a small computer club? A newsletter?
Something?
>
>I suppose I'm on the periphery of being "in the area" (I'm in San Jose),
>but I have been wondering about a local user group since I rediscovered
>the 8-bit three months ago. I've thought it would be cool to have such
>a local group to discuss hardware and software, to trade stories, to
>buy, sell and trade equipment.
>
>In particular, I'd love to learn more about the 8-bit "under the
>hood;" I'm rather hardware-illiterate and I'd love to learn more
>about upgrading, hacking and troubleshooting the hardware.
>
>I'd be particularly interested in seeing hardware hacks and "special
>equipment" at work. I'd also like to learn more about diagnosis and
>repair of sick equipment (like my stupid, flaky 400) from people who
>have done that stuff before.
>
>I don't know that be able to make that 4-hour round trip very often,
>but I'd certainly be interested in knowing about any events that such
>a group might hold...I'd certainly be interested in a swap meet-type
>event once in a while as well as knowing about significant events in
>the 8-bit community around here.
>
>
>--
>Tim Irvin
>ziggy29@rahul.net
>
I'm with you. Since I started playing with my 8bit again over 2 years ago I
have accumulated 7 of them, a good store of peripherals, and lots of
hardware projects I am playing with. It would be great to have some others
to bounce ideas/problemns off of and share a lot of this info with. Summer
would be a good time to begin, let's do it.
How about it Bill?
bjcorr@delphi.com

3839. Re: 1MB+ upgrades! I'm scared!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-04 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9505040132593.DLITE.bjcorr@delphi.com>
Source record: 91908

```
>PATERSON, DAVID ANDREW (da_pate@pavo.concordia.ca) wrote:
>: In article <3o3d7k$16el@hearst.cac.psu.edu>, heller@akh104.rh.psu.edu
(Andrew K. Heller) writes...
>: >
>: > Maybe someone should find that nice SIMM to XL upgrade hack!!!
>: >
>: I have, somewhere, a copy of the SLCC article detailing the intallation
>: of a 256k SIMM. Not being a hardware type myself, I don't know what
>: would be involved in taking it to 1MEg. I have heard of an upgrade that

>: adds 1024k in 2x 1024kbit x 4 DRAMs, giving an 800xl 1088k. I think it
>: was from Germany - I may be wrong, though.
>
>
> Well, I would love for you to find it and send me a copy! =)
>
>--
> Karll The Ghoull creator of alt.drinks.kool-aid and alt.music.elo
>
------------------------------------------------------------------------------
> ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
> cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.
>
What we need is a repository of ALL of Bob's hacks. I have written the SLCC
and asked for a way to get them all. I'll keep you posted.
bjcorr@delphi.com
```

3840. Re: hard drives for the atari 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-04 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9505040132594.DLITE.bjcorr@delphi.com>
Source record: 91909

>I have read the FAQ. What I want to know is, what have people's
>_personal_ experiences been with hard drives on the 800XL?
>What brands do you recommend, and how much did/does one pay for them?
>I'm keeping tabs on the IDE interface thread, obviously :-)
>
>--
>Lyman C. Green, Jr. lymang@cybernetics.net lymang@uswsay.glaxo.com
>http://www.cybernetics.net/users/lymang/lyman.html
>
On that note, I think I have traced my IDE problemns to a problemn (Bob
warned me!) with ringing in the buss lines. I am rebuilding the interface
tonight in hopes of eliminating it.

God, my soldering skills are lacking.

Anyone want to burn an EPROM for me?

bjcorr@delphi.com

3841. Re: Old game - anyone know it?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-04 00:00:00 UTC
From: rkim@mars.uucp
Message-ID: <3o9ib0$7ir@nic-nac.CSU.net>
Source record: 91910

In article <568cy80.ransom22@delphi.com>,
Joe Walsh <ransom22@delphi.com> wrote:
>DAVID DAVIES <MBITDC9306@titan.newi.ac.uk> writes:
>
>>would crash. It also seems to have been written in compiled Atari
>>Basic!!
>
>Actually,according to the manual, it was:
>"Atari version created in part using valFORTH products of Valpar
>Internatinal, Tucson, AZ 85713, USA"
>
> So, some may be BASIC (wouldn't doubt it), at least part was Val-
>FORTH. :)
>
>-Joe
>--
>____
>ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

So how's the game coming along? My brother played that thing and got
everything (the radiocomm messages, payed off the loan, explored over
half the planets, mined, assaulted, etc) but never finished it. He did
find that space anomaly, but didn't know what to do. Neither did I.

Yes the game was written in FORTH. I used a figFORTH disk to check out all
the radiocomm messages, the names of the products to sell and buy, the
mining conditions :). We figured out the best trading routes, the best
most profitable items to buy and sell, the best mining planets, etc.

The game was slow in places. The hyperspace was too monotonous. Setting
up the game took a lot of time. But it wasn't too hard, once you figured
out the ropes.

So, did anyone finish that game?

Rich K.

3842. Basic XE - HELP with BLOAD

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-04 00:00:00 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3o9s25$hls@news2.delphi.com>
Source record: 91911

Help! When I use BLOAD in my BXE program, the program exits to the READY prompt after the BLOAD. I can't find a SET command to change this, maybe something in the Binary header is causing it?

-Bry

3843. Re: 6502 Overflow flag

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-04 00:00:00 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3o9s58$hnu@news2.delphi.com>
Source record: 91912

Right. Think of overflow as meaning "bit 7 (sign bit) was clobbered by
this operation".

-Bry

3844. Re: XL power supplies

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-04 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3o9sgd$10lg@hearst.cac.psu.edu>
Source record: 91913

Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
: Anyways, I know of 4 types for the XL's... anybody care to match
: up these descriptions with their part numbers?

: Type 1) The Brick: Filled with epoxy. Black, HEAVY, Long and
: slanted edges.

This is number CO 61982, NO VENTS. Specs on black sticker on top.

: Type 2) The most common Black pack with vents along the top edge?
: with a sliver label on top with power specs.

: Type 3) Styled to match XL's long thin power pack. Top is white
: bottom is black. Vents around top (?) but, they are grooved
: just like the XL cases.

: Type 4) Same as 3, but black tope as well.

This is ALSO CO61982 but melded into the bottom plastic.
There is a very small black sticker on the top left.
"For use on atari 600xl/800xl"

: (There are a lot of electrical differences between them all, maybe
: Atari Classics should re-run this article from that electronics mag)

My 61982 has 120V AC 40W output +5V DC 1.5A
is this the same as the 7.5W below?

: 5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
: 65XE,XE Game System
: 5 V DC 1.5 A (7.5 W) Atari#CO61982 adapter:
: 600XL,800XL,65XE,130XE,XE Game System
: 5 V DC 1.5 A (7.5 W) Atari#CA024814 adapter:
: 600XL,800XL,65XE,130XE,XE Games System
: 5 V DC ??? A (??? W) Atari#CO81982 adapter:
: XL/XE

: --
: Karll The Ghoull creator of alt.drinks.kool-aid and alt.music.elo
: ---
: ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
: cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

--
Karll The Ghoull creator of alt.drinks.kool-aid and alt.music.elo
----
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

3845. Burning a prom

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-04 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9505040254591.DLITE.bjcorr@delphi.com>
Source record: 91914

A kind gentelman has volunteered to help me burn a new OS and I have a question, never having done this before. What device to I send him to burn to make a new OS for my 1200xl (it has an 800xl 28 pin rom in it.)
bjcorr@delphi.com

3846. Re: 50/60Mhz problem

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-04 00:00:00 UTC
From: smrgoodw@reading.ac.uk
Message-ID: <3o9v76$23l@susscsc1.rdg.ac.uk>
Source record: 91915

In article 100000@moose.erie.net, Dennis McGuire <mcguired@moose.erie.net> writes:
>
>
>On 24 Apr 1995, DAVID DAVIES wrote:
>
>> > The programmers in Europe should take this 60/50mhz problems into
>> > account. This would make all their software compatable with all 8-bits.
>> > Some of them apparently have done so, like the Hi-Tech Team and Bewesoft.
>> >
>>
>> If that was all there is to it, then we'd all have done so. Trouble
>> is that I, for one, have no way of testing if something works on an
>> NTSC system anyway. So if I did want to write something that was 100%
>> compatible, then I'd have to fork out on importing a TV from the
>> states, getting it rigged with a 240V - 110V power adaptor, and get
>> an NTSC Atari to run on it.
>>
>> Alternatively, I could try guessing if something would work or not
>
>
> Or you could send it to me and I'd be glad to try me and I'd be
>glad to try it out for you!!! :)
>
>

However it would be a problem to tweak-and-peek at the program. I don't
want to end up mailing my program everytime I want to see if I've fixed
a 50/60Hz problem. And I don't have the right hardware available which
would permit me to send a program over the Internet.

- Joel G.

3847. Re: 256K 600XL w/Alzheimers

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-04 00:00:00 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <1995May4.072339.5007@ericsson.se>
Source record: 91916

b.poehland@genie.geis.com writes:

> ...
> [about the 600XL computer that crashes]
> ...

Maybe it is, as some people have suggested in follow-ups to this article, a problem with a chip that does not work when it has become warm. Normally when I suspect that I have encountered this type of problem in a computer or in a video game, I use a cheap and simple trouble-shooting method:

Take a piece of ice from the refridgerator, wrap it inside a tiny plastic bag, then cool one chip at a time. If cooling a particular chip seems to cure the problem in your system, you have probably found the faulty part.

You should be very careful with the ice though, do not let some water out on the circuit board. Also, you can buy cooling spray and use that for examining the hardware, but it is more expensive.

/Anders Skelander

3848. GAMES FOR SALE - NEW

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-04 00:00:00 UTC
From: DAG.HUGDAHL@flight.org
Message-ID: <08a_9505050107@flight.org>
Source record: 91917

Quoting from: James King

JK>MV>If you do post here, please keep in mind that some of us use PabQWK.
JK>It's th
JK>MV>best QWK reader for the Atari 8-bit, but can not handle messages over
JK>approx.
JK>MV>200 lines per message.
JK>
JK>Actually, that's incorrect. Pabqwk will break up messages beyond the 200+
JK>line limitation.

Hmm? When I try to read a really long message (like the FAQ) in PabQwk,
I eventually get a line of garbage and when I try to keep going down, I end
up at the top of the message.

-Dag-

---
* PabQwk 2.0 #23 * Beat me, whip me, make me read my mail online!
---------- -//- ----------
Internet: DAG.HUGDAHL@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3849. FS: Classic Atari 8 Bit Books/Manuals!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-04 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <3oa9ms$l6@linda.teleport.com>
Source record: 91977

I have the following computer books for sale, most are for the Atari 8-Bit line of computers.

Title; Author; Publisher; Description; Price

6502 Assembly Language Subroutines; Lance A. Leventhal & Winthrop Saville; Osborne/McGraw Hill; Source & Reference for Assembly Language Routines;.....$5.00 U.S.

Advanced ATARI BASIC Tutorial; Robert A. Peck; Computer Direct;....$7.50 U.S.

An Invitation to Programming 2:; Atari; SoftWare Manual for Writing Programs; .....$5.00 U.S.

Atari 400/800 DiskGuide; John Taylor & David A. Wilson; Osborne/McGraw-Hill; .....$5.00 U.S.

The Atari Assembler; Don Inman & Kurt Inman; Reston Publishing; Reference for the Atari Assembler Cartridge; .....$3.00 U.S.

Atari Basic; Bob Albrecht, LeRoy Finkel & Jerald R. Brown; John Wiley & Son Basic Reference/Minus front Cover; .....$3.00 U.S.

Atari Basic; Bob Albrecht, LeRoy Finkel & Jerald R. Brown; John Wiley & Son Basic Reference;.....$5.00 U.S.

Atari Basic Reference Guide; Atari; Quick Reference for Atari Basic.; .....$7.50 U.S.

Atari Graphics and Arcade Game Design; Jeffrey Stanton with Dan Pinal; Arrays Inc.;.....$7.50 U.S.

Atari Microsoft Basic Instruction Manual; Atari; PhotoCopied and Bound

Manual;.....$5.00 U.S.

Atari Sound and Graphics; Herb Moore, Judy Lower, Bob Albrecht; Self Teaching Guide;.....$5.00 U.S.

Atari User's Guide; Mark Ellis, Robert Ellis & Larry Joel Goldstein; Brady Communicat Basic & Graphics for Atari 400/800/600XL/800XL/1200XL;.$10.00 U.S.

Basic Atari Basic; James S. Coan & Richard Kushner; Hayden Book Comp Atari Basic Book for the 400, 800 and the XL Computers;.....$5.00 U.S.

Beyond Games. Systems SoftWare for your 6502 Personal Computer; Ken Skier; Byte Publishing;.....$7.50 U.S.

Bits, Bytes and Buzzwords; Mark Garetz; dilithium Press; Understanding Small Business Computers;.....$5.00 U.S.

COMPUTE!'S FIRST BOOK OF ATARI GAMES; COMPUTE! Books; Type in Game Listings with info on Developing your own Games!;.....$5.00 U.S.

COMPUTE!'S FIRST BOOK OF ATARI GRAPHICS; COMPUTE! Books; Games, Tutorials, Programs & Other Helpful Information!;.....$7.50 U.S.

COMPUTE!'S SECOND BOOK OF ATARI GRAPHICS; COMPUTE! Books; Graphics, Utilities, Tutorials, Programs & Other Helpful Information!;.....$7.50 U.S.

Compute!'s First Book of Atari; Compute! Books;.....$5.00 U.S.

Compute!'s Second Book of Atari; Compute! Books;.....$5.00 U.S.

Compute!'s Third Book of Atari; Compute! Books; Games, utilities, tutorials, & other helpful info. XL Compatible.....$7.50 U.S.

Computers for Kids; Sally Greenwood Larsen; Creative Computing Press; ClassRoom proven manual that effectively and easily teaches

children to operate and Program the
Atari;.....$5.00 U.S.

The Creative Atari; Small, Small &
Blank; Creative Computing Press;
.....$5.00 U.S.

Disk Operating System II; Atari;
Reference Manual, 100 Pages;
.....$2.00 U.S.

DOS 3; Atari; An Introduction to DOS 3;
.....$3.00 U.S.

Games Atari's Play; Hal Glicksman &
Kent Simon; DataMost; Learn Programming
the fun enjoyable way... By Gaming!
With several Type in Listings;
.....$5.00 U.S.

Gemini-10X/15X Users Manual; Star
Micronics,; Manual for Gemini Printers;
.....$10.00 U.S.

The Home Accountant; Continental Soft
PhotoCopied and Bound Manual;
.....$1.00 U.S.

The Home Filing Manager Users Guide;
Atari; SoftWare Manual/Users Guide;
.....$5.00 U.S.

The Home Filing Manager Users Guide;
Atari; PhotoCopied and Bound Manual;
.....$3.00 U.S.

HomePak; Russ Wetmore; Batteries Includ
Manual for HomePak;.....$5.00 U.S.

Inside Atari Basic; Bill Carris; Reston
Publishin A Fast, Fun and Friendly
Approach to the BASIC Language!;
.....$5.00 U.S.

Inside Atari DOS; COMPUTE! Books; DOS
2.0S Reference.;.....$5.00 U.S.

Introduction to Computers and Data
Processing Shelly & Cashman; Anaheim
Publishi Class Room Text Book, not
necessarily about Atari Computers;
.....$3.00 U.S.

Machine Language for Beginners;
Richard Mansfield; COMPUTE! Books;
Personal Computer Machine Language
Programming for the Atari, VIC,
Apple, Commodore 64 and PET/CBM
Computers;.....$5.00 U.S.

Making it Count; Boeing Computer;
Student Manual/Introduction to
Computers & their Applications;
.....$3.00 U.S.

Mapping the Atari; Ian Chadwick;
COMPUTE! BOOKS; Comprehensive
sourcebook and memory guide for Atari
400/800;.....$5.00 U.S.

The Musical Atari; Hal Glicksman;
DataMost; Turn your Home Computer into
a Keyboard Organ;.....$7.50 U.S.

Music Construction Set; Will Harvey;
Electronic Arts; Just the Manual and
Reference Card;.....$5.00 U.S.

My First Alphabet; Atari; SoftWare
Reference;.....$3.00 U.S.

OS/A+; OSS; Manual for/Systems Software
for Apple and Atari Computers;
.....$5.00 U.S.

Paint; Alex Packer; Reston Publishing;
.....$5.00 U.S.

Program Design and Construction; David
A. Higgins; Prentice Hall In Book on
General Programming;.....$3.00 U.S.

Programmer's Reference Guide for the
Atari 400/800 Computers; David
Heiserman; SAMS; Good Reference;
.....$10.00 U.S.

User's Handbook to the 400/800
Computers; Jeffrey R. Weber & Stephen
J. Sczcecinski; Weber System's I Atari
Handbook;.....$5.00 U.S.

Your Atari Computer; Lon Poole with
Martin McNiff & Steven Cook;
Osborne/McGraw-H Guide to Atari 400/800
Personal Computers/includes XL Series
Update;.....$5.00 U.S.

All interested Parties Reply in E-Mail
to: bensmith@teleport.com or call
(503)256-9974 Anytime. Call for faster
service! Customer pays Shipping &
Handling.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
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3850. FS: Classic Atari 8 Bit HardWare!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-04 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <3oa9vt$ob@linda.teleport.com>
Source record: 91978

```
ATARI 8-BIT HARDWARE FOR SALE:

PS=Power Supply.

NEC Color Monitor with Audio/Video/
In & Out RCA Jacks.........$100 U.S.

Comrex Composite Color Monitor w/
Audio/Video/In RCA Jacks....$75 U.S.

USI MonoChrome/Amber Video Monitor,
Industrial Grade............$25 U.S.

Atari 130xe, 128K
w/ Special PS & Manual.....$100 U.S.

Atari 130xe, 128K
w/PS & Manual..............$75 U.S.

Atari 800xl, 64K
w/ Special PS..............$75 U.S.

Atari 800xl, 64k
w/PS.......................$50 U.S.

Atari 800xl, 64k
w/o PS.....................$40 U.S.

Atari 800, 48K
w/o PS.....................$25 U.S.

Atari 400, ??K
w/o PS, Good for Games......$10 U.S.

Atari xf551 Disk Drive, DS/DD, New
w/Box, Manual, Dos, PS.....$150 U.S.

Atari xf551 Disk Drive, DS/DD, New
Drive Only, w/o PS.........$100 U.S.

Atari 1050 Disk Drive, SS/DD, w/PS,
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& SIO Cable................$75 U.S.

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DOS, Manual & SIO Cable.....$60 U.S.

Atari 1050 Disk Drive, SS/ED, w/PS,
DOS, & SIO Cable............$50 U.S.
```

Atari 1050 Disk Drive, SS/ED
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Atari 810 Disk Drive, SS/SD
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Animation Station, Suncom Design Pad
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Atari 1020 Plotter (Color Printer)
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Atari 850 Interface
Lets your Atari use standard modems
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Atari CX85 Numeric KeyPad
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Atari XM301 modem, 300bps
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3851. FS: Classic Atari 8 Bit SoftWare!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-04 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <3oaa5l$to@linda.teleport.com>
Source record: 91979

ATARI 8-BIT SOFTWARE FOR SALE:

130xe Art Show
Disk.....$5.00 U.S.

An Invitation to Programming 1:, Atari
Cassette, Box & Docs.....$5.00 U.S.

An Invitation to Programming 3:, Atari
Cassette, Box & Docs.....$5.00 U.S.

Analog Issue 57, Aug. '87
Disk.....$5.00 U.S.

Analog Issue 64, Sept. '88
.....$5.00 U.S.

Antic Vol. 3 #10
Finance Issue
Disk.....$5.00 U.S.

Antic Vol. 4 #7
New Communications
Disk.....$5.00 U.S.

Antic Vol. 5 #6
Hard Disks, Education
Disk.....$5.00 U.S.

Antic June, 1988 Vol.7 #2
Disk.....$5.00 U.S.

The Atari Basic Compiler, DataSoft
Disk, Box & Docs.....$5.00 U.S.

Atari Mini Film Festival
Disk.....$5.00 U.S.

Atari Word Processor, Atari
Disks, Manual, Binder.....$5.00 U.S.

Atari Writer 80, Atari
XEP80 Required. W/Atari ProofReader,
Disks, Docs & QuickRef.....$15.00 U.S.

AtariWriter, Atari
Cart, Docs.....$5.00 U.S.

AtariWriter, Atari
Cart, QuickRef Box & Docs...$5.00 U.S.

Basic, Atari
Cart.....$5.00 U.S.

Basic A+ (with OS/A+), OSS
Disk, & Docs.....$10.00 U.S.

Battle of Antietam, SSI
Disk, Box, & Docs.....$20.00 U.S.

Big Bird's Special Delivery, CBS Soft
Disk, Cass, Ref, Box & Dox.$10.00 U.S.

Carrier Force, SSI
Disk, Box, & Docs.....$20.00 U.S.

Centipede, Atari
Cart.....$5.00 U.S.

Clear for Action, Avalon Hill
Disk, Box, & Docs.....$20.00 U.S.

Colonial Conquest, SSI
Disk, Box, & Docs.....$20.00 U.S.

Computer Ambush, SSI
Disk, Box, & Docs.....$20.00 U.S.

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Cart & Docs.....$5.00 U.S.

Computer Quarterback, SSI
Disk, Box, & Docs.....$10.00 U.S.

Conversational Spanish, Atari
Cass, Box & Docs. Complete..$5.00 U.S.

Deadline, Infocom
Disk.....$5.00 U.S.

Deadline, Infocom
Disk, Box, Maps, & Docs....$20.00 U.S.

Defender, Atari
Cart.....$5.00 U.S.

Desk Top Video April 88, Antic
Disk.....$5.00 U.S.

Dog Daze, APX
Cassette, Box, & Docs.....$5.00 U.S.

Donkey Kong, Atari/Nintendo
Cart.....$5.00 U.S.

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Family Finances, Atari
Disks, Box & Docs.....$10.00 U.S.

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Disk, Box, & Docs.....$10.00 U.S.

Financial CookBook, Electronics Arts
Disk, Box & Docs.....$10.00 U.S.

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Disk & Manual.....$10.00 U.S.

Flight Simulator II, Atari/Sublogic
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Frogger, Parker Brothers
Cart.....$5.00 U.S.

FujiBoink, Atari???
Disk.....$5.00 U.S.

Gettysburg - The Turning Point
SSI
Disk, Box, & Docs.....$20.00 U.S.

Gorf, Roklan
Cart, Box, & Docs.....$5.00 U.S.

Hacker, Activision
Disk & Box.....$5.00 U.S.

The Home Filing Manager, Atari
Disk & Manual.....$5.00 U.S.

Humpty Dumpty & Jack and Jill
Thorne EMI Video
Cassette, Box, & Docs.....$5.00 U.S.

Infidel, Infocom
Disk.....$5.00 U.S.

Joust, Atari
Cart.....$5.00 U.S.

Juggles' House, Atari
Cassette, Box, & Docs.....$5.00 U.S.

Kampfgruppe, SSI
Disk, Box, & Docs.....$20.00 U.S.

Knights of the Desert, SSI
Apple/Atari/ TRS-80
Cass, Disk, Box, & Docs....$20.00 U.S.

K-razy Shoot-Out, K-Byte
Cart & Docs.....$5.00 U.S.

Legionnaire, Avalon Hill
Disk, Cass, Box, & Docs....$20.00 U.S.

Letter Go Round, CBS SoftWare
Cart, Box, KeyPad Overlay & Docs
.....$10.00 U.S.

Letter Perfect, LJK Inc.
Cart, Disks, QuickRef, Box & Docs
.....$10.00 U.S.

Lone Wolf Special Ramdisk Disk
Disk.....$5.00 U.S.

Lords of Conquest, Electronic Arts
Disk, Box, & Docs.....$10.00 U.S.

Match Racer, Gebelli
Disk & Reference.....$5.00 U.S.

Math Blaster! Davidson
Atari/Commodore 64/128
Disk, Box, & Docs.....$5.00 U.S.

Mech Brigade, SSI
Disk, Box, & Docs.....$20.00 U.S.

Memory Mania & Maxwell's Demon, Gentry
Disk.....$5.00 U.S.

Missile Command, Atari
Cart.....$5.00 U.S.

Missile Command, Atari
Cart & Docs.....$5.00 U.S.

Music Composer, Atari
Cart, Docs.....$5.00 U.S.

Music Studio, Activision
Disk, Docs.....$7.50 U.S.

My First Alphabet, Atari
Disk, Box & Docs.....$5.00 U.S.

Nam, SSI
Disk, Box, & Docs.....$15.00 U.S.

Necromancer, Synapse SoftWare
Disk & Docs.....$7.50 U.S.

Operation Market Garden, SSI
Disk, Box, & Docs.....$20.00 U.S.

PAC Utility Disk #3
Disk.....$5.00 U.S.

Pac-Man, Atari
Cart.....$5.00 U.S.

Paris in Danger, Avalon Hill
Disk, Box, & Docs.....$20.00 U.S.

Pilot, with "Turtle Graphics", Atari
Programming Language: Pocket Reference
Users Guide, Teachers Primer, Student
Guide, Cart, Cass.....$10.00 U.S.

Pole Position, Atari
Cart.....$5.00 U.S.

Popeye, Parker Brothers
Cart.....$5.00 U.S.

BC002 PrintShop Picture Printer
Disk.....$5.00 U.S.

Rails West!, SSI
Disk, Box, & Docs.....$20.00 U.S.

Reforger '88, SSI, Apple/Atari
Disk & Docs.....$10.00 U.S.

Rescue at Rigel, Atari
Disk.....$5.00 U.S.

Seven Cities of Gold, Electronic Arts
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Shamus, Synapse Software
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Sorcerer, Infocom
Disk, Box, Ref, Docs.....$10.00 U.S.

Space Eggs, Sirius Software
Disk.....$5.00 U.S.

Space Journey, Roklan
Cart, Box, & Docs.....$5.00 U.S.

Spider-Man, Green Valley Publishing
Disk.....$5.00 U.S.

Star Fleet I, Cygnus
Disk, Refer, Box, & Docs...$20.00 U.S.

Star Raiders, Atari
Cart.....$5.00 U.S.

Star Raiders, Atari
Cart & Docs.....$5.00 U.S.

Star Trek, Sega
Cart, Overlay, Box & Docs..$10.00 U.S.

Stock Charting, Atari
Disk, Box & Docs.....$10.00 U.S.

Stratos, Adventure International
Disk, Box, & Docs.....$10.00 U.S.

SynCalc, Synapse
Disk, Box, Reference Card & Docs
.....$20.00 U.S.

SynFile+, Synapse
Disk, Box, Reference Card & Docs
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TAC - Tactical Armor Command
Avalon Hill
Disk, Box, Docs.....$20.00 U.S.

TeleLink 1, Atari
Cart, Docs.....$10.00 U.S.

Telengard, Avalon Hill w/Docs
Cas/TRS-80/Comm64/Pet2001
Disk, Cassette, Box.....$20.00 U.S.

Temple of Apshai, Epyx
Disk, Box, & Docs.....$15.00 U.S.

Threshold, On Line Systems
Disk.....$5.00 U.S.

Tigers in the Snow, SSI
Apple/Atari, Disk, Docs....$15.00 U.S.

Tink! Tonk! Tink's Adventure, Sprout
Disk, Box & Docs.....$5.00 U.S.

Tink! Tonk! Tuk Goes to Town, Sprout
Disk, Docs.....$5.00 U.S.

Top Gunner Collection, Microprose
Disk, Box, & Docs.....$15.00 U.S.

U.S.A.A.F., SSI
Disk, Box, & Docs.....$20.00 U.S.

Ulysses, Sierra On Line
Disk.....$5.00 U.S.

PD012 Super Utilities #3
Disk.....$5.00 U.S.

ValForth, ValPar InterNational
Disk, Complete References & Docs
.....$5.00 U.S.

VC, Avalon Hill
Disk, Box, & Docs.....$15.00 U.S.

VisiCalc, VisiCorp
Disk, Pocket Reference, Box, & Docs
.....$20.00 U.S.

Wayout, Sirius Software
Disk.....$5.00 U.S.

War, Adventure International
Disk.....$5.00 U.S.

War in Russia, SSI
Disk, Box, & Docs.....$20.00 U.S.

Warship, SSI
Disk, Box, & Docs.....$20.00 U.S.

Zork I, Infocom
Disk, Box, Map, Docs.....$8.00 U.S.

Zork I, Infocom
Disk.....$5.00 U.S.

Any of the Following Cassettes, $3
each. Or 5 Cassettes for $10.

AdventureLand, Adventure International

BlackJack, Atari

Bug Attack, Cavalier Computer

Conflict 2500, Avalon Hill

The Count, Adventure International

Crush, Crumble & Chomp, Automated
Simulations

Crypts of Terror, In Home SoftWare

Effective Writing A: 1\Learn Logic
2\Sentences Errors, Atari

Effective Writing B: 1\Paragraphs Diction 2\Choice Errors, Atari

Effective Writing C: 1\Parts of Speech Phrases & Clauses 2\Verbs Punctuation, Atari

Effective Writing D: 1\Caps & Hyphens Spelling 2\Letters Reports & Papers, Atari

Galactic Chase, Stedek SoftWare

Galactic Trader, Adventure International

Ghost Hunter, Arcade Plus

Ghost Town, Adventure International

Graph It-Polar Plots, Atari

Introduction to Graphics, Atari

Introduction to sound, Atari

Invasion Orion, Automated Simulations

Invitation to Programming, Atari

Mortgage & Loan Analysis, Atari

Physics A: 1\Force Motion 2\Dynamics Matter, Atari

Physics B: 1\Matter & Energy Sound 2\Light Wave Motion, Atari

Physics C: 1\Electromagnetic Waves Electricity 2\Electromagnetism & Current Electronics, Atari

Physics D: 1\Elements & Atoms Atomic & Nuclear 2\Using Nuclear Theory of Relativity, Atari

Pilot "Turtle Graphics Demo", Atari

Planet Miners, Avalon Hill

Rear Guard, Adventure International

Space Invaders, Atari

Statistics I, Atari

Strange Odyssey, Adventure International

Voodoo Castle, Adventure International

Writing Programs One, Atari

Writing Programs Two, Atari

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3852. Re: XL power supplies

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-04 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <s+MqvQ7YaysO083yn@ibm.net>
Source record: 91980

In article <3o8j4r$o3p@hearst.cac.psu.edu>,
heller@akh104.rh.psu.edu (Andrew K. Heller) wrote:
> Well, again, after ripping apart another 800/1050 power supply to find
>out that bad solder connections and a blown fuse were the problem...
>I again am looking for the "rarer" power packs made for the XL's.

[Deleted Text]

Along the same lines, what would be nice is a universal power supply
with enough watts to power the computer and all the periphirals. I
figure it would be a problem since the disk drives are AC and the
computers are DC.

I have an Analog somewhere in which Lee Brilliant has plans to construct
a UPS for the XL/XE computers, which in the process he builds a
replacement power supply. It would be nice to expand on this to produce
a power supply to run everything!! (I'm tired of running out of outlets
on my outlet strips!!!!)

==========
R y a n 'G o z a r' C o l l i n s

"If you don't try to live in the future, then you're stuck | rlcolli@ibm.net
living in the present" -----------------

"What if you're an Athiest who hates sex?" - Question asked in an Education
class on teaching Abstinence in the schools.
//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\
==========

3853. Re: RPGS Wanted and For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-04 00:00:00 UTC
From: "a2i network"
Message-ID: <3oanq4$l0t@butch.lmsc.lockheed.com>
Source record: 91981

In article <3o9iq9$fhb@pellew.ntu.edu.au>, tinny@morinda.it.ntu.edu.au (Troy Tininczky) says:
>
>I would like to know if someone out there has the
>rpg game called "Phantasia"....

Do you mean "Phantasie?" I have visions of Mickey in a sorceror's costume...

--
Tim Irvin
ziggy29@rahul.net

3854. Re: Demo-competition - re

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-04 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3oapf7$t3l@nic-nac.CSU.net>
Source record: 91982

You seem pretty sure of yourself! :)

I'm finishing up Cooltris 2 (about 1/3 to 1/2 of what was on the
"incomplete" list in my beta posting is already finished)

And I'm going to start work on Rainbow Shanghai..
make your own tile faces
make your own tile layouts
make your own mouse pointer (animated)
get hints
online help (probably)
should be pretty fast I hope
4 to 9 to 16 colors (medium resolution) (either 4 grey or 9-16 color)
unlimited undo (ie, not the last move, not the last 2 moves, ALL moves!
(except Undo's :)))

Of course.. if you're game is like Super Mario Bros. or MegaMan or something,
I'll be impressed, very happy, and you'll have me beaten!

:)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

Tell us about your game, Tim!

3855. help

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-04 00:00:00 UTC
From: goderski@pozn4v.put.poznan.pl
Message-ID: <0098FDC8.832D72A0.4@pozn4v.tup.edu.pl>
Source record: 91983

HELP
I'm new NET user, i'm old ATARI 8 bit user.
Heeeeeeelp meeeeeeeeeeee e e ee e . .
Marek MM Goderski alias MMMG Soft
goderski@pozn4v.put.poznan.pl

3856. even MORE DEEP question:

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-04 00:00:00 UTC
From: koutchin@mail1.sas.upenn.edu
Message-ID: <3oat2f$4nj@netnews.upenn.edu>
Source record: 91984

```
WHERE ?
```

3857. Re: Super Video upgrade for XEGS?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-04 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3o9i5r$37@news4.primenet.com>
Source record: 91985

The mortal D Strutt wrote:
: Is there such a thing? The interference patterns are pretty at first, but
: quickly get tired.

Are you using RF or composite? Sounds like RF. The XEGS has a composite video out and an audio out RCA like an NES 8-bit console. The composite is good (for composite) such that you should not be experiencing interference patterns on this signal.

For the sake of nonartifacted Gr.8/0 then split video (which the XEGS doesn't have) would be preferred.

This would be the hack to do. The XEs in general have the best stock video and you don't really HAVE to do supervideo on them. Their main problem is a somewhat washed out, bright display, but clean. SVideo I'm sure adds color saturation to XEs.

3858. Re: hard drives for the atari 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-04 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3o9ilq$37@news4.primenet.com>
Source record: 91986

By the way, now is better than ever to consider a HD for the 8-bit. You can probably pick up a drive of 128 megs or so for $30-50 if you get the right type of 'forsaken' drive variety. These drives are cheaper than the going rate on used XF-551s with an exponentially greater storage capacity!

IDE drives are dirt cheap, about 33-40 cents a meg sometimes.

Old slow embedded SCSI 1 drives, especially full heights, are almost throwaways these days as people move to SCSI 2 and smaller physical dimensions. Drive speed doesn't matter that much on the A8. Not enough to worry about at least. Data rate is never going to max out like it is with clones. Drives with cache onboard do help some, kinda like a phantom MIO ramdisk...

I wouldn't even consider an MFM drive these days because then you have to deal with yet another variable in your hardware arsenal that can go wrong (Adaptec controller). A few years ago MFM drives had a big price advantage over SCSI. Now it's almost a waste not to simplify things and go SCSI. (I do realize that MIO users have the 256 byte limitation to worry about, though).

3859. RPGS Wanted and For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-04 00:00:00 UTC
From: tinny@morinda.it.ntu.edu.au
Message-ID: <3o9iq9$fhb@pellew.ntu.edu.au>
Source record: 91987

I would like to know if someone out there has the rpg game called "Phantasia". It is quite old so I don't know if anyone has it. I have many rpg's of my own which I will either swap or sell to anyone who wants them.

Email me at: tinny@it.ntu.edu.au

Mr Tinny :)

3860. In the Cockpit

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-04 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3o9m2u$j13@news.primenet.com>
Source record: 91988

If anyone thinks they would look photogenic in an Atariforce cockpit, email me a head-on digitized headshot. I am making some conceptual renderings based on Star Raiders and it is only fitting to have real Atarians be pilots.

Preferred format - JPEG (24-bit original)

3861. Re: Quest for 80 columns

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-04 00:00:00 UTC
From: kdegroff@rmii.com
Message-ID: <3o9mg9$t0l@natasha.rmii.com>
Source record: 91989

JAMES KING (JAMES.KING@flight.org) wrote:
: C > bleah, drop those other term programs, Ice-T is the best program
: C >for 80 cols on the atari 8-bit. sure, it has some drawbacks, but but for
: C >crisp legibility of the letters, theres nothing better.
: C >
: C >i dont even KNOW how you people use flicker term. <shudder>

: The problem (one of them anyway) with ICEt is that it's limited to DOS 2.5
: or MYDOS. Being a power user myself, I prefer to use SDX or SpartaDos to
: boot my programs up.

I use TOPDOS PRO with nearly everything. ICEt works fine, as does Flickerterm (I am using Flick right now). I have a switch box to switch between my color monitor and an orange screen monochrome monitor for ICEt. If you don't use monochrome with ICEt, it's sorta tough to decipher but it's great with monomchrome. Flickerterm is much better for color monitors or TVs - a pretty decent 80 columns once you get the right colors and get used to the flicker.

I'm running 9600 baud on my modem and one problem with ICEt I've noticed is that with the new version, it will lock up in a short while just going through the newsgroup here. The old ICEt works better. This is when I am using my 850 interface. When I use a P:R: Connection, ICEt just doesn't work at 9600 baud - misses characters. Bobterm and Flickerterm, however, work fine with both the 850 and P:R:

: In addition, since I have 800megs of HD space, why should I have to boot
: a term program off of floppy to use it? VERY unfriendly!

My modus operandi is to leave my computer on all the time. I have a 320k 130XE and use a 256K ramdisk with all the term stuff loaded. With TOPDOS command files and menus I have constructed, I can quickly jump back and forth between term programs, editors, word processors, etc. and only rarely have to re-boot (usually to use a stand-alone program like Atari Planetarium). I do turn the system off if I'm going to be away for a day or more.

--- Kent

3862. Commodore monitor w/ 8bit question

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-04 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.799604488@gmi.edu>
Source record: 91990

There is a Commodore 1702 monitor that I can get, and I was wondering if this will work with the 8bit Ataris.

Specifically, I have an Atari video cable with the following outputs:

Red, White, Black, and Yellow.

The 1702 has 3 inputs: audio (white), chroma (red), and lumina (yellow).

Perhaps the black and white outputs on the cable are sound channel outputs that could be combined with a signal combiner and used with the single 1702 audio input? Then that would leave the chroma and lumina signals with the appropriate signals on the 8bit cable.

I'm wondering if anyone possibly knows what type of cable this is and whether or not it will work properly with the 1702 monitor. I don't want to drive over and get this monitor if it isn't going to work with the 8 bit anyway.

Thanks for any info you can offer.

/Kevin

3863. Re: 6502 Overflow flag

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-04 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <D82Auu.4Lz@aston.ac.uk>
Source record: 91991

smrgoodw@reading.ac.uk (J. F. Goodwin) wrote:

;Does anyone know what the overflow flag is supposed to be for
;in relation to the ADC, SBC 6502 instructions? All I've been able
;to dig up is that it is something to do with multi-byte signed
;arithmetic. Is this true or does no-one know?

The V (or overflow) flag is set after a ADC/SBC instruction when
the sign of the result is NOT as expected. In signed 8 bit
arithmetic, the values 0..255 are mapped to 127..-128 where the
MSB (i.e. bit 7) denotes negativeness and the byte is to be treated
in 2's complement).

So if you do the sum

127 + 1

you get 128 but in signed 8bit arithmetic, it's in fact -128
i.e. overflow and V is set to 1.

I believe the V flag behaves the same way in either BCD or binary
mode (don't quote me on that!)

Hope this helps!

Chris Lam,
Aston University,
U.K.

3864. Re: hard drives for the atari 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-04 00:00:00 UTC
From: reed@pa.itc.hp.com
Message-ID: <3oav7v$2tf@hpscit.sc.hp.com>
Source record: 91992

Along the lines of this thread...

I have an old 68Mb MFM drive, as well as an old Seagate 20Mb IDE drive
(ST-221 ???) lying around; cast off from my PC which now sports a (full)
212 Mb drive.

My question is, what would I need to attach one or both of these to my Atari
800 (the original, not one of the XLs...)?

Thanks for any help you can provide!
Perry

--
```
--------------------------------------------------------------------------------

___ ___ _
| _ \___ _ _ _ _ _ _ | _ \___ ___ __| | Perry Reed
| _/ -_) '_| '_| || | | / -_) -_) _` | reed@corp.hp.com
|_| \___|_| |_| \_, | |_|_\___\___\__,_| Hewlett Packard Co. - PGIS
|__/
```

3865. PC Xformer 4.0 !

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-04 00:00:00 UTC
From: followel@ix.netcom.com
Message-ID: <3ob1vb$9le@ixnews3.ix.netcom.com>
Source record: 91993

Hello all,

I just received the new newsletter from Branch Always Software. Not only are they working on GEMulator 4.0, but they are also working on PC Xformer 4.0 and shooting for a summer release! It is a 130XE emulator similar to v.3.0 but it is said to be even more compaitible (sp?). It will be a Windows based program, so it will work with almost any sound card and, as with v.3.0, it will support pc printers, modems and joysticks. No pricing as of yet.
I also received a disk from them that had the GEMulator 4.0 preview program and a copy of PC Xformer 2.52, an updated version of their freeware preview program. If any of you are interested in that, let me know what site you would like it uploaded to and i'll make sure it gets there in a couple of days. One site i'll definitely send it to is James King's site at ftp.xmission.com

Sincerely,
- Byron Followell
followel@ix.netcom.com

3866. Re: Old game - anyone know it?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-04 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0405951031390001@edwarda.interlog.com>
Source record: 91994

In article <3o9ib0$7ir@nic-nac.CSU.net>, rkim@calstatela.edu wrote:

> In article <568cy80.ransom22@delphi.com>,
> Joe Walsh <ransom22@delphi.com> wrote:
> So, did anyone finish that game?

I was wondering if either one of you could write a few pages describing
the games plot and goals, the interface, it's good and bad points etc?
I'm comparing it to Elite so...

And does anyone know if it really DID come out before Elite?

Maury

3867. Re: Hayes Modem Info

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-04 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0405951032410001@edwarda.interlog.com>
Source record: 91995

In article <19950428152458MIS0160@MVS.UDEL.EDU>, MIS0160@MVS.UDEL.EDU (Roger Cole) wrote:

> I recently bought a used Hayes 2400 baud 'personal' modem. It didn't

This is a pretty generic 2400 with the Hayes Extended command set. X4, &D and &C work, but everything else is "straight" from a 2400.

Maury

3868. Re: AC Bashing

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-04 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0405951035000001@edwarda.interlog.com>
Source record: 91996

In article <2FA63956@POST0.LAAFB.AF.MIL>, REASERRL@POST2.LAAFB.AF.MIL
(Reaser, Richard L., LtCol CFR) wrote:

> How many of you have actually personally spoken to Jim and Bob lately? Ben
> Poehland sent them two post cards, according to Jim Hood. That's real
> effective. How many have volunteered to help out? How many have written
> quality articles? The 8-bit world has become a "self-help" environment, as
> you all know. If you want something done, you are going to have to do it
> yourself. I've worked on Current Notes for three years for free as an
> example.
>
> Alienating the sponsors of the last US all 8-bit magazine is certainly a
> strange tactic to say the least. Any "misconduct" on the part of Jim or Bob
> ought to be addressed directly to them. Dragging the rest of the csa8
> bandwidth into this accomplishes nothing. In fact, it scares off and
> intimidates any other person who might try to do something similar, like
> resurrect an all 8-bit magazine.

Would you happen to be looking for programs? I have a friend (Oliver)
who wrote a number of programs for the 8-bits that were sometimes
brilliant. This included at least one game, and several interesting
utilities. Would your magazine be interested in these?

Maury

3869. SpartaDos Compatibility Problems

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-04 00:00:00 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9505051152.AA15432@emh.kunsan.af.mil>
Source record: 91997

Over the course of writing FlickerTerm, I've become forcibly aware of a number of compatibility problems between DOS 2.0-compliant DOSs and the many SpartaDOS variants.

What I'd like to know is, has anyone compiled a list of the things a program must/must not do to remain compatible with ALL DOSs? So far the only major thing I've discovered is that if you (quite properly) exit a program with RTS, Sparta will crash, so you have to JMP (DOSINI) instead. Blech. I've also heard rumors about Sparta choking on legal uses of the RUN and INIT vectors in multi-segment disk loads.

And finally... how many different versions of Sparta X are there? It seems some people have to trouble running Flick under X, and some can't get it to run at all. I'd really like to find out what the problem is so I can fix it. Flick doesn't even touch banked RAM. Runs just as well on a 48K 800 as on a 320K XE.

--
Clay Halliwell | ATARI XL/XE DO + THE
ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
Lonersoft ... Solutions you don't want, for problems you don't have!

3870. Re: PC Xformer 4.0 !

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-04 00:00:00 UTC
From: koutchin@mail1.sas.upenn.edu
Message-ID: <3ob5jr$gu8@netnews.upenn.edu>
Source record: 91998

Byron Followell (followel@ix.netcom.com) wrote:
: Hello all,

: similar to v.3.0 but it is said to be even more compaitible (sp?). It
: will be a Windows based program, so it will work with almost any sound
: card and, as with v.3.0, it will support pc printers, modems and
: joysticks. No pricing as of yet.

Here they GO ! EMULATOR AS WINDOZE BAZED PROGRAM ? never herad of it,
i can imagine it right now.... i am playing river ride and suddenly the game
fucks up and i hear the sound of swapping.... or another one.. i am
playing
river ride and BOOM ! the fucking machine just locks up ... or another one
i am playng river ride and here it goes : GENERAL PROTECTION ERROR ! as
i remember it was not stable when it waz DOZ bazed program and my guess
iz that it will be the most phuqing slow and unstable emulator in the
whole history of emulation OR ! it will need minimum configuration:
PENTIUM 90 with 32 megs... and more what about Win95 ? that a big damn
mistake to write anything for windows when win95 gonna be out by the end
of august. Oh , they say win95 in *FULLY* compatible with windoze ... well,
well, well, who says ? i donno, i tested it and no hope so far :) all
versions since 347 to 456 are *NOT* fully compatible esspecially on time
consuming and graphics dependent apps (plus memory allocation). Or ! another
example... i am playing HENRY HOUSE and gotta jump in the very crutial moment
and TADA !!! ALARM CLOCK !!!! FAX !!! MODEM CALL !!!!! AHHH ! Of course
you may say: just quit all apps and enjoy... PHUQUE you ! if it is
a windows apps then it *MUST* be multitasked ! otherwise why the heck did
they
do it as win app ? to make it slower ? DO not tell me that it is cuz they
wanted to support all printers and sound cards and vga's.... you can find
thousands free ware driver for all of them... or you can ask for them from
makers. anyhow, my point so far is EITHER IT IS A JOKE or THIS PRORAMM IS
USELESS unless you have P5 90 with 32 mb

--
- Is this the end ?
- No, it is only the begining ..... of the end
///// koutcha1@hp800.lasalle.edu //////

3871. Re: When did Atari kill the 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-04 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ob5vj$9up@nic-nac.CSU.net>
Source record: 91999

Maury said: "PBI? BB? MIO?"

PBI - Parallel Bus Interface, the slot port on the back of 800XLs/600XLs
(I think), 65XEs? Damnit..I forget :)

BB - Black Box, Hard Drive, Printer, Modem interface, plugs into PBI port

MIO - Multi I/O, Hard Drive, Printer, Modem interface, plugs into PBI port
(is older than BB I think.. BB's are better I think too?)

MIO2 is coming out soon from Fine Tooned Engineering.. IDE hard drive
interface (that's it, so far as I/we know at the moment...)

P:R:Connection is an old printer/modem interface like the Atari 850

R:P:Connection is a new P:/modem(R:) interface supposedly coming out from
Computer Software Services (I think that's what CSS stands for! :))..
(they're who made the Black Box along w/ a ton of other stuff and some
cool software (they hold the rights to MyDOS I believe, and Bob Puff,
the owner, wrote DiskCommunicator, SuperARC/UnARC, etc...)
Dunno if this is vaporware or not yet tho :(:(:(

-bill!

3872. Re: Commodore monitor w/ 8bit question

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-04 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3obap0$13t5@hearst.cac.psu.edu>
Source record: 92000

Kevin Haley (khaley@nova.gmi.edu) wrote:
: There is a Commodore 1702 monitor that I can get, and I was wondering if
: this will work with the 8bit Ataris.

Yes, fantasticly.

: Specifically, I have an Atari video cable with the following outputs:

: Red, White, Black, and Yellow.

: The 1702 has 3 inputs: audio (white), chroma (red), and lumina (yellow).

has 5 actually, front audio and video you missed.
(there is a switch on the back for flipping between the two)

The outputs on the cable are video, audio, chroma, and luminance.
The colors on the cable however, may not match the jacks on the 1702.
So you will have to play around... audio is the easiest to find.

also..use the front jacks unless you have an 800 or an XE, the XL's
don't have all the video signals wired up.

: I'm wondering if anyone possibly knows what type of cable this is and
: whether or not it will work properly with the 1702 monitor. I don't want

Does the plug fit the atari?
--
Karll The Ghoull creator of alt.drinks.kool-aid and alt.music.elo
---
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

3873. Atari 8bit stuff for sale - maybe

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-04 00:00:00 UTC
From: phil10@ix.netcom.com
Message-ID: <3obmm0$ird@ixnews3.ix.netcom.com>
Source record: 92001

Due to lack of space I am considering selling a used Atari 8-bit
system, as follows:

800XL upgraded w/Newel 256k mem - quirky at times seeing full 256k
1050 floppy - OK
XF551 - rarely used
1025 direct connect serial printer, uses common spools - avg cond
850 interface - avg condition w/printer & serial cable
MPP printer interface - good cond
HES sound box - poor condition, but seems to work
Extra power supplies for 800XL and disk drive
Extra serial cables
Manuals - 800 resource notes, mapping the Atari etc.
Cartridges - joust, necromancer, 2 copies atari writer, basic XL
Disks - 1st xlent, atari proofreader for ATW, assorted stuff

Phil

3874. Re: When did Atari kill the 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-04 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3obp47$9qs@charm.magnus.acs.ohio-state.edu>
Source record: 92002

In article <maury-0305951824310001@edwarda.interlog.com>,
Maury Markowitz <maury@softarc.com> wrote:
> PBI? BB? MIO?

The only thing I have to add to Bill's answer is that the 65XE had no
PBI (er, actually ECI "extended cartridge interface" on the XE), which
I believe was the reason they didn't release anything to attach to the
ECI.
They apparently didn't want to release anything that wouldn't work on
all the current machines. I think somebody's logic was flawed
somewhere along the way...

>In article <3o4cds$159@news.primenet.com>, krishna@primenet.com (Glenn
>Saunders) wrote:
>> The story here is that it was originally going to be a 720K 3.5" mech but
>> commercial program developers rejected that, so Atari buckled under.

> Why did they reject it? I cannot understand this.

Probably because they didn't want to have to release software on both
3.5" and 5.25". Look at the mess in the PC world, with some machines
only accepting 3.5" and others only taking 5.25", and the software
distributors often forced to put both in the box. That could get
expensive for a small software developer/distributor, especially since
3.5" disks are (or at least were) more expensive than 5.25".
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

3875. Re: Wanted: a good book on programming th

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-04 00:00:00 UTC
From: jharris@cup.portal.com
Message-ID: <138184@cup.portal.com>
Source record: 92003

>Then suppose a2+b2<255... is the carry flag then reset to zero after the
>second addition? Or does it just stay set because the ADC does not result
>in a carry and hence the flag is unaffected?

The carry will be clear after the last operation. (The previously set
carry will have been added into a2+b2). This is what you want, because
if the highest byte of the operand does not overflow, then the carry
should be clear.

John Harris - jharris@cup.portal.com

3876. Q: Sweet 16???

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-04 00:00:00 UTC
From: chris@world-one.com
Message-ID: <D82st1.5Br@world-one.com>
Source record: 92004

I think I missed out on something, what is Fte Sweet16?

Thanks,
Chris

Christopher McKeen at | General Computer |chris@world-one.com
WorldONE Communications| - Consulting - |(610) 874-5190 BBS
P.O. Box 4070 | Hardware & Software |(610) 874-9651 Voice/FAX
Elwyn PA 19063 | Home or Business |http: -soon-
>>>>>>>>>>>>Researched purchasing can save you 100's even 1000's<<<<<<<<<<<<<

3877. Re: Another one bites the dust

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-05 00:00:00 UTC
From: bosco@host.yab.com
Message-ID: <3odbdi$hs4@news.yab.com>
Source record: 91855

PATERSON, DAVID ANDREW (da_pate@pavo.concordia.ca) wrote:
: Just got the latest flyer from American TechnaVision, titled "Atari 8-bit
: Liquidation". They do hope to continue support beyond the end of
: December, but are making no promises. Prices are great, though I'd have
: to ask who'd want to buy 10 XE power supplies for $75?

Heh! If their prices in the past were half as good as they are now,
they'd still be dealing with Atari 8-bit products. They just wanted too
much before. $20 for a XE power supply? That's why they have too many!
$35 for an obselete drive mechanism?

JC

3878. Re: Commodore monitor w/ 8bit question

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-05 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9505050314591.DLITE.bjcorr@delphi.com>
Source record: 91856

>There is a Commodore 1702 monitor that I can get, and I was wondering if
>this will work with the 8bit Ataris.
>
>Specifically, I have an Atari video cable with the following outputs:
>
>Red, White, Black, and Yellow.
>
>The 1702 has 3 inputs: audio (white), chroma (red), and lumina (yellow).
>
>Perhaps the black and white outputs on the cable are sound channel outputs
>that could be combined with a signal combiner and used with the single 1702
>audio input? Then that would leave the chroma and lumina signals with the
>appropriate signals on the 8bit cable.
>
>I'm wondering if anyone possibly knows what type of cable this is and
>whether or not it will work properly with the 1702 monitor. I don't want
>to drive over and get this monitor if it isn't going to work with the 8 bit
>anyway.
>
>Thanks for any info you can offer.
>
>/Kevin
Get it immediately. I have a 1701, virtually identical, the picture is
great. The cable you describe is available, not sure where, most likely at
Best. They are not uncommon.
The only strange thing is, on my 1701, the Chroma and Luminance jack colors
are REVERSED, or the cable is. Weird. The Black cable is Audio and the White
is Composite Video.
bjcorr@delphi.com

3879. Re: Demo-competition - re

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-05 00:00:00 UTC
From: DAG.HUGDAHL@flight.org
Message-ID: <80e_9505060106@flight.org>
Source record: 91857

TG> If games are allowed, I already won, sortof. I have something in the
TG>works that'll be a surprise. Its not vapor-ware. Ive got three levels so
TG>far and its past the point of being nothing. You should make a money prize
TG>of something around oh... $90.

But it's not polite to demand what the prize should be...

---
* PabQwk 2.0 #23 * JUMP! Ten thousand lemmings can't be wrong!
---------------------------- -//- ----------------------------
Internet: DAG.HUGDAHL@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------

3880. XL power supplies

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-05 00:00:00 UTC
From: DAG.HUGDAHL@flight.org
Message-ID: <80f_9505060106@flight.org>
Source record: 91858

Quoting From: heller@akh104.rh.psu.edu (Andrew K. Heller)

AK> Anyways, I know of 4 types for the XL's... anybody care to match
AK>up these descriptions with their part numbers?

AK> Type 3) Styled to match XL's long thin power pack. Top is white
AK> bottom is black. Vents around top (?) but, they are grooved
AK> just like the XL cases.

AK>5 V DC 1.5 A (7.5 W) Atari#CO61982 adapter:
AK> 600XL,800XL,65XE,130XE,XE Game System

Just flipped mine over now...

-Dag-

---
* PabQwk 2.0 #23 * If at first you don't succeed, XIO 254,#1,0,0,"D:" ...
---------- -//- ----------
Internet: DAG.HUGDAHL@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3881. Re: Commodore monitor w/ 8bit question

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-05 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3obqao$9uc@charm.magnus.acs.ohio-state.edu>
Source record: 91918

In article <khaley.799604488@gmi.edu>, Kevin Haley <khaley@nova.gmi.edu> wrote:
>Perhaps the black and white outputs on the cable are sound channel outputs
>that could be combined with a signal combiner and used with the single 1702
>audio input? Then that would leave the chroma and lumina signals with the
>appropriate signals on the 8bit cable.

Heh, that would mean that the Atari emits stereo sound from the
monitor port. This is quite unlikely, although I think at one time
that was considered for the 800xl.

>I'm wondering if anyone possibly knows what type of cable this is and
>whether or not it will work properly with the 1702 monitor. I don't want
>to drive over and get this monitor if it isn't going to work with the 8 bit
>anyway.

If it has a 5-pin DIN plug that fits the atari monitor jack, it'll
work. (Most of the 4-wire monitor cables I've seen are commodore
cables with 7-pin plugs.)

The colors of the wires are different on each cable, so you'll have to
check the pin-to-plug wiring matchups with an ohmmeter or continuuity
tester, then look at a list of the monitor pinouts (in the FAQ).

I don't remember the pinouts but here are the functions of the wires.

+ audio, (black on my cable) which can go to either of the two audio
jacks on the 1702.
+ composite video, which can go to the front video jack.
+ luma., which should go to the luma jack on the back, and is also
perfect for monochrome monitors.
+ chroma, which should go to the chroma jack on the back. This may
not be active on your machine, but with some soldering it can be done.
(This is where the second audio output was going to be, which is why
the XLs don't have it connected.)

- ground, connected to the shield/ring of all four wires.

If you have chroma, you'll get the best results with the separate luma
and chroma on the back, otherwise stick with the front or modify the
computer to put out chroma.

You will get a picture with composite on luma or chroma, but it'll
look better if you put everything in the right place.
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us

-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

3882. Re: SpartaDos Compatibility Problems

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-05 00:00:00 UTC
From: clisowsk@nimitz.mcs.kent.edu
Message-ID: <3obq3u$e9c@ns.mcs.kent.edu>
Source record: 91919

Earl C Halliwell (ehalliwe@emh.kunsan.af.mil) wrote:
: What I'd like to know is, has anyone compiled a list of the things a program
: must/must not do to remain compatible with ALL DOSs? So far the only major
: thing I've discovered is that if you (quite properly) exit a program with RTS
: Sparta will crash, so you have to JMP (DOSINI) instead.

WRONG! This is not true. All of the programs of which I have written, i have
exited by merely using a RTS. It works great and wonderful for me.
It appears that you are doing something which changes the environment
and that is making sparta crash.

--BRiT

3883. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-05 00:00:00 UTC
From: Antoni Mazur <72750.2120@CompuServe.COM>
Message-ID: <3oc6sh$94n$1@mhadf.production.compuserve.com>
Source record: 91920

HI FYI....can't retreive the atarifaq document thru WinCIM in its
entirety gets to section 9.2 then dies with an implementation
Restriction messg

--
Antoni Mazur 72750,2120@compuserve.com

3884. Re: Atari 8bit stuff for sale - maybe

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-05 00:00:00 UTC
From: phil10@ix.netcom.com
Message-ID: <3oc9gp$hh2@ixnews2.ix.netcom.com>
Source record: 91921

In <3obmm0$ird@ixnews3.ix.netcom.com> phil10@ix.netcom.com (Phil Carasso) writes:

> Due to lack of space I am considering selling a used Atari 8-bit >system, as follows:
> 800XL upgraded w/Newel 256k mem - quirky at times seeing full 256k
> 1050 floppy - OK
> XF551 - rarely used
> 1025 direct connect serial printer, uses common spools - avg cond
> 850 interface - avg condition w/printer & serial cable
> MPP printer interface - good cond
> HES sound box - poor condition, but seems to work
> Extra power supplies for 800XL and disk drive
> Extra serial cables
> Manuals - 800 resource notes, mapping the Atari etc.
> Cartridges - joust, necromancer, 2 copies atari writer, basic XL
> Disks - 1st xlent, atari proofreader for ATW, assorted stuff
>
>
> Phil
>
>
>

Geeezzz, I didn't think you guys would respond that fast. I'd prefer to sell the whole system, if possible.

Thanks,

Phil

3885. Re: Q: Sweet 16???

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-05 00:00:00 UTC
From: jjessop@ix.netcom.com
Message-ID: <3ocapc$2st@ixnews4.ix.netcom.com>
Source record: 91922

In <D82st1.5Br@world-one.com> chris@world-one.com (Christopher McKeen)
writes:
>
>I think I missed out on something, what is Fte Sweet16?
>
>Thanks,
>Chris
>
>--

>Christopher McKeen at | General Computer |chris@world-one.com
>WorldONE Communications| - Consulting - |(610) 874-5190 BBS
>P.O. Box 4070 | Hardware & Software |(610) 874-9651
Voice/FAX
>Elwyn PA 19063 | Home or Business |http: -soon-
>>>>>>>>>>>>>Researched purchasing can save you 100's even
1000's<<<<<<<<<<<<<

Believe it or not "Sweet 16" was the internal Atari code name for the
1200XL. This was from the "New" home computer division after it split
from the consumer products group in 1981.

In case your intersested some of the others were.....

800 (original) = Colleen
400 Candy
VCS 2600 Stella
5200 Pam
2800 Cindy

Below are old dedicated consoles (not Carts)
Video Pinball Arlette
Video Pinball
(Sears) Scarlett
4 Player Pong Debbie
Stuntcycle StuntDebbie

Jerry

3886. Computer stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-05 00:00:00 UTC
From: NEUS@timsg.csc.ti.com
Message-ID: <3odlou$f0i@mksrv1.dseg.ti.com>
Source record: 91923
Cross-posted to: ti.forsale,comp.sys.cbm,dfw.forsale,tx.forsale,misc.forsale.computers.other.software,misc.forsale.computers.pc-specific.software,comp.sys.atari.8bit,comp.sys.powerpc

I have just returned from an archeology expedition deep in the back of my computer hutch. I have found the following items that I don't need. Surely somebody does! All prices are flexible, make an offer if you think my price is too high. Shipping will be paid by the purchaser: $2.00 for the first item, $1.00 each additional (unless otherwise noted). Software comes with original box, disk, and documentation unless otherwise specified. All prices are US dollars.

*** NEW ITEMS MARKED WITH A ! ***

Commodore Games:

Microleage Football (Disk--Microleague Sports) $8.00
-Football Simulator.
John Madden Football (Disk--Electronic Arts) $8.00
-Football Simulator.
War In The South Pacific (Disk--SSI) $8.00
-Three WWII Pacific Ocean battle simulations.
Elite - Gold Edition (Disk--Firebird) $10.00
-Space rogue game...trade between planets and
equip your ship for battle. 3D graphics!
! Gunship (Disk--Micro Prose) $FREE
-AH-64 Apache Attack Helicoptor simulation. Have
disk, keyboard overlay, box. Manual is required
for copy protection (AS IS).
F16 Combat Pilot (Disk--Electronic Arts) $FREE
-F16 combat simulation. Have disk, box. Manual is
required for copy protection (AS IS).

Commodore Applications:

Hes-Writer 64 (Catridge--Human Engineered Software) $2.00 (*)
-Text editor/word processor. No box or dox.
($1.00 S/H)
Sideways (Disk--Timeworks) $10.00
-Prints following spreadsheets sideways:
Better Working, Calc Now, Cal-Kit, Creative Calc,
Multiplan, Practicalc, Syncalc, Trio, and any SEQ
file. Works on Commodore, Epson, Okidata and a few
other printers. Supports both 64 & 128.
News Maker (Disk--Free Spirit) $10.00
-Desktop publishing for C= 128 w/RGBI monitor. Box
is worn.

Commodore Hardware:

! Aprotek "Com-Modem Adaptor" w/RS232 cable $10.00
-User port RS 232 interface + 4 foot DB25 cable.
! Commodore 1531 Mouse $20.00
-Good shape/working w/box, manual, & test/demo disk

IBM Software:

Central Point Backup 6.0 (Central Point Software) $8.00
-Older version but, as far as I can tell, the only
change in the newer versions (7.x) is the user
interface. Backup to tape or floppy ($3.00 S/H).
QEMM 386 6.0 (Quarterdeck) $8.00 Sale Pending
-Compatable with MS-DOS 5/6 and Windows 3.x to
give up to 625K to DOS applications.
Desqview 2.4 (Quarterdeck) $8.00 Sale Pending
-DOS multitasker. Grab QEMM for best results.
DR DOS 6.0 (Digital Research) $8.00
-MS DOS clone. Does everything DOS 5.0 does plus
some of DOS 6.x's (drive compression, memory
management, undelete utilities, etc.). A VERY
nice alturnative to MS DOS & takes half the space.
($3.00 S/H).

Books:

Card ?+G Printer Interface Instruction Book $1.00
-Instruction book for Card ?+G parallel interface
by Cardco for Commodore 64/128 ($1.00 S/H).
C2N Cassette Unit Operating Instructions $1.00
-Instructions for Commodore "Datasette" ($1.00 S/H).
! Atari BASIC (XL Edition) $5.00
-BASIC instruction manual on Atari XL series
! PowerPC 601 RISC Microprocessor User's Guide $8.00
-Technical reference for Power PC CPU, direct from
the creators, IBM & Motorola. ($3.00 S/H)

Please respond by E-mail.
_\|/_
{o o}
==ooO=(_)=Ooo==============
Mike Neus "Error reading FAT record. Try the SKINNY one?"
NEUS@TIMSG.CSC.TI.COM Visit the TI home page at http://www.ti.com

3887. Re: Power Supplies

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-05 00:00:00 UTC
From: sloopy@alaska.magpage.com
Message-ID: <3ocjr8$2c8@alterdial.UU.NET>
Source record: 91924

Galen Tatsuo Komatsu (gkomatsu@uhunix3.uhcc.Hawaii.Edu) wrote:
: Does the 1050 (I think that's the number) disk drive and the
: 400 computer both use the same type of power supply?

yes, they both use 9volts AC..... there were two types of this model p/s
one that was known to blow from time to time (some were fixable but dont
remember what was blown to say...) the others were rock solid.... so make sure
you have voltage coming outta the p/s...

: Recently visiting again, I ran into the 1050 drive (also
: a casette drive, both I'm presently passing up since there's no
: I/O cable) and nearby were a bunch of PS like the one I picked up
: with the 400. Looking at the 1050, it appeared to have the same
: power input, so I was wondering if they both (400 & 1050) use
: the same thing, or different ones (and I'm using the wrong one
: for my 400.)

i'd say go for it (if its still there.....) the 1050 is a decent drive and even
if it doesnt work its good for parts (if you already have one on your 800xl
...) some parts for it are hard to get...

: Anyway, anyone want a 400 & power supply? (without any
: major effort, I can't get it to work, maybe you'll have better
: luck) I really don't need it...I have an 800xl (if anything, I
: was only interested in the 4 controller ports and the joys of
: typing on it's rock-keyboard. =^) Will trade for cartridges
: and stuff...
: --

sure... but only if you buy the 4-400's i have here :)

Sloopy.
sloopy@magpage.com

3888. Re: 6502 Overflow flag

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-05 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <5MAY199500435999@pavo.concordia.ca>
Source record: 91925

In article <3o7c07$cp7@susscsc1.rdg.ac.uk>, smrgoodw@reading.ac.uk writes...
>I asked about this earlier but now I'm going to give it a post
>all to itself.
>
>Does anyone know what the overflow flag is supposed to be for
>in relation to the ADC, SBC 6502 instructions? All I've been able
>to dig up is that it is something to do with multi-byte signed
>arithmetic. Is this true or does no-one know?
>
>Do the 6502 designers know?
>
> - Joel G.
>
From Zaks' Programming the 6502:

It is used to indicate that the result of the addition or subtraction of
two's complement numbers might be incorrect because of an overflow from
bit 6 to bit 7, i.e., into the sign bit. A special correction routine
must be used whenever this bit is set.

Hope it helps.

||| 6502 > 486
||| Dave Paterson
/ | \

3889. Re: hard drives for the atari 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-05 00:00:00 UTC
From: sloopy@alaska.magpage.com
Message-ID: <3ocla8$2c8@alterdial.UU.NET>
Source record: 91926

PATERSON, DAVID ANDREW (da_pate@pavo.concordia.ca) wrote:
: In article <3oav7v$2tf@hpscit.sc.hp.com>, reed@pa.itc.hp.com (Perry Reed) writes...
: >Along the lines of this thread...
: >
: >I have an old 68Mb MFM drive, as well as an old Seagate 20Mb IDE drive
: >(ST-221 ???) lying around; cast off from my PC which now sports a (full)
: >212 Mb drive.
: >
: >My question is, what would I need to attach one or both of these to my Atari
: >800 (the original, not one of the XLs...)?
: >
: I don't know of any HD->800 interface besides the Corvus system, with its
: On a semi-related point, the Smalls at one point provided high-speed disk
: have any experience with these? Anyone have any neat hacks that
: interface via an 800 memory slot? There's a lot you could do with it, if
: you wanted to...

hhmmm..... in the 800... not an easy hack.... i have known of 3 interfaces
that hook up through the atari SIO one made by supra (remember them before
they became traders?:)/mpp , one by a company i dont remember the name of and
sunol systems, the sun sys was best.... it had an external box that held
not only a HD but a tape backup for the drive (this machine also had a card
that you could put in slot 3 for better speed....) but as for a hack.....
i would be interested in makeing and interface for the sio.... but i dont have time or
space to do it now... but maybe over the summer if there is still
interest in such a beast... cause i have all the info needed to make such a
thing except the SCSI data but i know where to get that.....if any one wants to motivate me
drop me a piece of mail...

sloopy@magpage.com

sloopy.

3890. Re: HELP! HELP! 6502 and/or Atari specific info. and suggestions NEEDED

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-05 00:00:00 UTC
From: jjessop@ix.netcom.com
Message-ID: <3ocbl6$3co@ixnews4.ix.netcom.com>
Source record: 91927

In <3o1tsn$g8g@nic-nac.CSU.net> kendrick@zippy.sonoma.edu (William
Kendrick) writes:
>
>Ahhh! I have a term paper due in my Computer Architecture class and
I've
>picked the good ol' Atari to write about.
>
>NOW, here's what I'd like (and I of course need it soon - paper is due
in
>about 2 weeks or so <don't worry, most everyone else in that class is
>starting about now as well :) >)
>
> (1) Information on the 6502, PIA, POKEY, GTIA, etc. (ie, technical
details)
> (2) History of the above-mentioned chips (ie, "who, when, why, based
on" etc)
> (3) Suggestions on what else to say about anything
>
>As for reference books, I've got:
>
> Programming Atari BASIC A self Teaching Guide (for the XL's)
> Antic's Anthology Vol. 1
> De Re Atari
> Mapping the Atari
> Mapping the Atari XL/XE edition
> SpartaDOS (disk-based) docs
> SpartaDOS-X docs (on loan)
> Action! docs
> Quick docs
> BASIC docs
> A few of the first _Atari_Classics_ magazines
> A random collection of old _Compute!_ magazines
> A random collection of old _Family_Computing_ magazines
> A random collection of old Commodore-64 magazines (name escapes me)
>
>.. as you can see, I'm stretching the usefulness of some of the stuff
towards
>the bottom of my list, huh? :)
>
>Anyway, any help, ASAP, would be appreciated!
>
>(BTW, I DON'T know much about the 6502 and I DON'T know 6502 assembly
langauge)
>

>-bill!!!!
>kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu I AM THE
MAXX!
>William (Bill) Kendrick / | \ ** New Breed Software ** _-_
>http://zippy.sonoma.edu/~kendrick /, \
> ///\ \
>Thanx again!
> "Where's the money kid, huh? heheh hehehe" - Jimmy

I believe the 6502 if I remember correctly was designed in 1976 by MOS Technologies......eventually to become a division of Commodore.

The PIA 6520 was not an Atari custom chip and was designed by the above group as a support chip for the 6502 family.

POKEY was designed by Doug Neubaur <spell> of Starraiders fame. POKEY was finished before the other custom 800 silicon and amazingly worked on its first pass. Starraiders was Dougs attempt at showing what the chipset might do.

The GTIA was preceded by the CTIA used during the first year of production. The GTIA was actually finished first but had some bugs...it provided more levels of luminence and more graphics modes. I'm not certain who was the real designer of the CTIA or GTIA. The GTIA was rumored to really stand for "Georges interface adaptor" but I never knew who George was! The late great Jay Miner had already left Atari by this time after designing the VCS TIA.......his replacement as far as I remember was Francis Michelle who later designed the "Sylvia" Chipset. This was a somewhat strange 10 bit system that never got as far as silicon. There were a few cool games on the simulator for it....Pac Man with a Rat as I remember......but the programmers hated the system.

Jerry

3891. Re: When did Atari kill the 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-05 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3ocj89$4vd@news4.primenet.com>
Source record: 91928

The mortal Maury Markowitz wrote:

: Why did they reject it? I cannot understand this.

Software companies didn't want to have to stock 2 different formats.

Software companies were even loth to switch to enhanced density even years after the 1050 came out.

It was really Atari's fault for not making a DOUBLE DENSITY drive the standard back in 1978. A 70K drive for a machine with 48K RAM is not a good thing, but a 180K drive would be ideal, and double sided 360K would be more than enough for even 128K programs.

I know of no other home computer that actually went with single density single sided. The C= drives may have been slow as molasses, but they WERE double density.

Atari had a DS/DD dual drive (the 815) but it was never released, and although there were a plethora of 3rd party drives that provided this, it never caught on enough. Plus DOS 2.0S was pretty shitty about handling anything but SD/SS and ED/SS. 2.5 and DOS XE were too little too late.

No matter what part of Atari8 history you touch on, it is laced with decisionmaking misakes on the part of Atari. Some didn't seem like mistakes at the time (like this) but were bad in the longrun. Other stuff (like how Tramiel handled the 8-bit) was more damaging.

3892. Re: When did Atari kill the 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-05 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3ocjbq$4vd@news4.primenet.com>
Source record: 91929

The mortal William Kendrick wrote:

: R:P:Connection is a new P:/modem(R:) interface supposedly coming out from
: Computer Software Services (I think that's what CSS stands for! :))..
: (they're who made the Black Box along w/ a ton of other stuff and some
: cool software (they hold the rights to MyDOS I believe, and Bob Puff,
: the owner, wrote DiskCommunicator, SuperARC/UnARC, etc...)
: Dunno if this is vaporware or not yet tho :(:(:(

Even I, the eternal optimist when it comes to the R:P:, have given up on
hoping that it ever gets released.

If CSS doesn't make it, I think FTE should consider it, though.

3893. Re: hard drives for the atari 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-05 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3ocjvn$4vd@news4.primenet.com>
Source record: 91930

The mortal Perry Reed wrote:
: My question is, what would I need to attach one or both of these to my Atari
: 800 (the original, not one of the XLs...)?

The only good solution is gonna be a slow solution.

But if you do the heavy mods necessary to install the MUX OS in the 800
and then plug in a MUX and use an XL or XE for the master, you will be
able to use your 800 with a HD.

Any PBI-less XL/XE like the 1200XL, 65XE, or XEGS is MUXable and therefore
can cheat its way into the hard drive domain.

3894. Re: When did Atari kill the 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-05 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <5MAY199501014385@pavo.concordia.ca>
Source record: 91931

In article <maury-0305951824310001@edwarda.interlog.com>, maury@softarc.com (Maury Markowitz) writes...
>
>> The story here is that it was originally going to be a 720K 3.5" mech but
>> commercial program developers rejected that, so Atari buckled under. As
>> it stands, no commercial sw outside of perhaps PRO! has been released in
>> anything more exotic than enhanced density flippies.
>
> Why did they reject it? I cannot understand this.
>
The man reason was this: at that point, the commercial support base was shrinking. Forcing companies to produce software with both 3.5 and 5 1/4 disks would have further reduced commercial support. So, Atari went with a 5 1/4 instead, to retain downwards compatibility.

||| 6502 > 486
||| Dave Paterson
/ | \

3895. Re: hard drives for the atari 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-05 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <5MAY199501052735@pavo.concordia.ca>
Source record: 91932

In article <3oav7v$2tf@hpscit.sc.hp.com>, reed@pa.itc.hp.com (Perry Reed) writes...
>Along the lines of this thread...
>
>I have an old 68Mb MFM drive, as well as an old Seagate 20Mb IDE drive
>(ST-221 ???) lying around; cast off from my PC which now sports a (full)
>212 Mb drive.
>
>My question is, what would I need to attach one or both of these to my Atari
>800 (the original, not one of the XLs...)?
>
I don't know of any HD->800 interface besides the Corvus system, with its
whopping 7 megs. I think it used a custon DOS and hooked in via joyports
3 & 4. The HD would be partitioned into 90k "disks".

On a semi-related point, the Smalls at one point provided high-speed disk
interfaces that hooked in via one of the memory slots on the 800. Anyone
have any experience with these? Anyone have any neat hacks that
interface via an 800 memory slot? There's a lot you could do with it, if
you wanted to...

||| 6502 > 486
||| Dave Paterson
/ | \

3896. Re: help

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-05 00:00:00 UTC
From: sloopy@alaska.magpage.com
Message-ID: <3ocmef$2c8@alterdial.UU.NET>
Source record: 91933

goderski@pozn4v.put.poznan.pl wrote:
: HELP
: I'm new NET user, i'm old ATARI 8 bit user.
: Heeeeeeelp meeeeeeeeeeee e e ee e . .
: Marek MM Goderski alias MMMG Soft
: goderski@pozn4v.put.poznan.pl

whatcha need?

sloopy@magpage.com

sloopy.

3897. Re: Help with SIO2PC !!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-05 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3oc6m9$643@nic-nac.CSU.net>
Source record: 91934

The SIO2PC cable-building instructions come with the SIO2PC software..
it's all available (including old versions -- perhaps time to delete
those!? :)) via FTP (or Gopher or WWW):

atari.archive.umich.edu atari/8bit/Sio2pc
gopher.archive.umich.edu Merit Archives / Atari Archives / 8bit / Sio2pc

and (probably) www.archive.umich.edu

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3898. Re: Q: Sweet 16???

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-05 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3oc6qc$6dn@nic-nac.CSU.net>
Source record: 91935

FTe's (Fine Tooned Engineering's) "Sweet16" is a 65816 CPU upgrade for the Atari 8-bit.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3899. Another one bites the dust

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-05 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <5MAY199501312560@pavo.concordia.ca>
Source record: 91936

Just got the latest flyer from American TechnaVision, titled "Atari 8-bit Liquidation". They do hope to continue support beyond the end of December, but are making no promises. Prices are great, though I'd have to ask who'd want to buy 10 XE power supplies for $75?

Oh, BTW, someone was looking for cart sockets. They're listed as part #GX295, for $2 a pop.

||| 6502 > 486
||| Dave Paterson
/ | \

3900. Re: Commodore monitor w/ 8bit question

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-05 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3oc717$6hf@nic-nac.CSU.net>
Source record: 91937

(In response to Rob Funk's response)

Rob, do you know about the "GUMBY" audio upgrade? It's 2 POKEY's stacked
together (to put it EXTREMELY simply).

Not much supports it though, unfortunately. :(I wish it were a standard..

Heck, I wish 1024K, a HD and GUMBY were standards! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3901. Time/Date file Stamp?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-05 00:00:00 UTC
From: Doug Finch <76337.1067@CompuServe.COM>
Message-ID: <3od407bqi1@mhadg.production.compuserve.com>
Source record: 91938

Is there a program available that will enable you to stamp a time and date
along with the filename when you save an 8-bit Atari file?
Doug Finch
--
Doug Finch On-Target Text
Address E-Mail to: ontarget%admiral.uucp@yale.edu (Usenet),
D.FINCH7@genie.geis.com (GEnie) or 76337.1067@compuserve.com (CIS)

3902. Re: Burning a prom

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-05 00:00:00 UTC
From: sloopy@alaska.magpage.com
Message-ID: <3oclvr$2c8@alterdial.UU.NET>
Source record: 91939

Ben Corr (bjcorr@delphi.com) wrote:
: A kind gentelman has volunteered to help me burn a new OS and I have a
: question, never having done this before. What device to I send him to burn
: to make a new OS for my 1200xl (it has an 800xl 28 pin rom in it.)
: bjcorr@delphi.com

a standard 27128....

sloopy.

3903. Vendor List?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-05 00:00:00 UTC
From: chris@world-one.com
Message-ID: <D83883.6tE@world-one.com>
Source record: 91940

I saw the mention of a vendor list...can anyone point me tward it.

Thanks in advance,
Chris

!!Turbo Charged!! 8-bit user that went from 1 to 3 computers in less
than two weeks :)

--

Christopher McKeen at | General Computer |chris@world-one.com
WorldONE Communications| - Consulting - |(610) 874-5190 BBS
P.O. Box 4070 | Hardware & Software |(610) 874-9651 Voice/FAX
Elwyn PA 19063 | Home or Business |http: -soon-
>>>>>>>>>>>>Researched purchasing can save you 100's even 1000's<<<<<<<<<<<<<

3904. Re: Commodore monitor w/ 8bit question

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-05 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.799683848@gmi.edu>
Source record: 91941

khaley@nova.gmi.edu (Kevin Haley) writes:

>There is a Commodore 1702 monitor that I can get, and I was wondering if
>this will work with the 8bit Ataris.

[my questions deleted]

Thanks for all the feedback guys! I've looked at the monitor cable and it looks like everything will work. Hopefully, I should be able to get the monitor next week.

/Kevin

3905. Re: SpartaDos Compatibility Problems

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-05 00:00:00 UTC
From: austria@nobile.wirtschaft.tu-ilmenau.de
Message-ID: <3ocj38$7df@prakinf2.PrakInf.TU-Ilmenau.DE>
Source record: 91942

I think, if the program runs with DOS 2.5, it also work with all DOS,
but you can't use the special advantages of SpartaDOS (e.g). Important
for SpartaDOS: Don't use the RAM under the OS and the MEMLO is higher as
with DOS 2.5.
I know the X-Cartridge V4.2 and 4.21. FTe distribute Sparta-X V4.21.
Differents? I Don't know, but don't forget, that you have some options
to eXecute a program...

--> Marcel Kujat
marcel.kujat@wirtschaft.tu-ilmenau.de

3906. Re: Commodore monitor w/ 8bit question and Svideo?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-05 00:00:00 UTC
From: dgb@owlnet.rice.edu
Message-ID: <3odd7j$qgl@larry.rice.edu>
Source record: 91943

In article <9505050314591.DLITE.bjcorr@delphi.com> bjcorr@delphi.com (Ben Corr) writes:
>The only strange thing is, on my 1701, the Chroma and Luminance jack colors
>are REVERSED, or the cable is. Weird. The Black cable is Audio and the White
>is Composite Video.
>bjcorr@delphi.com

It's your cable, not the monitor. The colors are correct for C64 monitor cables. I have an 8-bit monitor cable just as you described. Its colors are different (wrong? I think my cable is a standard Radio Shack 5-pin-din-to-4-RCA cable, so there's no frame of reference for wrongness).

But it's still confusing!

I have another question:

Is the split video output of the Atari 8-bits the same as the output of the C64? Are either (or both) compatible with the S-video standard?
(i.e., if I had a nice TV with S-video inputs, should I bother trying to make a cable from the 8-bit to the TV?)

3907. Re: Old game - anyone know it?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-05 00:00:00 UTC
From: ei040@cleveland.Freenet.Edu
Message-ID: <3od473$hu1@usenet.INS.CWRU.Edu>
Source record: 91944

Sorry, I don't remember your game, but I loved those puzzles with the
little ghost that started fading away as soon as he appearde on the screen.

You had a short time to solve some logic peroblem...5 per level.

One was a haunted house...then you traveled around the universe solving
problems on other planets. I've NEVER seen anything klike those games
on any other system except Atari in the 8bit days...

I remember burning up a pokey chip the night I got Caverns of Mars! We
stayed up all night ... I don't think my wife ever did get over that.

I know you don't care, but I LOVE ATARI. Steve

--

3908. Re: Time/Date file Stamp?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-05 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3odo6h$ff1@charm.magnus.acs.ohio-state.edu>
Source record: 91945

In article <3od407bqi1@mhadg.production.compuserve.com>,
Doug Finch <76337.1067@CompuServe.COM> wrote:
>Is there a program available that will enable you to stamp a time and date
>along with the filename when you save an 8-bit Atari file?

SpartaDOS does that on disks formatted in its format.

I suppose it might be possible to have a special file to keep the
timestamps on a DOS 2/MyDOS disk, but it would require a special
handler, and I don't know of such a scheme.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

3909. Re: When did Atari kill the 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-05 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0505951116560001@edwarda.interlog.com>
Source record: 91946

In article <3ob5vj$9up@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu
(William Kendrick) wrote:

> PBI - Parallel Bus Interface, the slot port on the back of 800XLs/600XLs
> (I think), 65XEs? Damnit..I forget :)

Right, I didn't know the name. I thought that it was simply a CPU bus
stuck into a connector? Was it the same on all the models?

BTW, yes, it's on the 65's and 130's too.

> BB - Black Box, Hard Drive, Printer, Modem interface, plugs into PBI port

Ahhh, non-Atari, ok.

> MIO - Multi I/O, Hard Drive, Printer, Modem interface, plugs into PBI port
> (is older than BB I think.. BB's are better I think too?)

Another 3rd party device?

Maury

3910. Re: Commodore monitor w/ 8bit question and Svideo?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-05 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3odnv8$fdv@charm.magnus.acs.ohio-state.edu>
Source record: 91947

In article <3odd7j$qgl@larry.rice.edu>,
Dennis Gale Brown <dgb@owlnet.rice.edu> wrote:
>Is the split video output of the Atari 8-bits the same as the output of the
>C64? Are either (or both) compatible with the S-video standard?

I think they may have different pinouts, which would explain the color
confusion. Other than that I think they're standard.

>(i.e., if I had a nice TV with S-video inputs, should I bother trying to
>make a cable from the 8-bit to the TV?)

I believe I have heard of such a beast, but since I've never touched
anything with an S-video connector, I haven't investigated.
--
------------ R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

3911. Stereo sound (was Re: Commodore monitor w/ 8bit question)

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-05 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3odnoc$fdb@charm.magnus.acs.ohio-state.edu>
Source record: 91948

In article <3oc717$6hf@nic-nac.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>Rob, do you know about the "GUMBY" audio upgrade? It's 2 POKEY's stacked
>together (to put it EXTREMELY simply).

Yeah, I just didn't see the need to complicate my response even more.

I attempted a GUMBY upgrade in my 1200xl (everything's still in
there), but I never got it to work. I may take another look at it
someday.

>Not much supports it though, unfortunately. :(I wish it were a standard..
>
>Heck, I wish 1024K, a HD and GUMBY were standards! :)

At this point I think those writing software should feel free to take
advantage of any upgrades out there. Otherwise there's little point
in improving the machines.

Didn't ANALOG print something about a stereo upgrade once? Maybe I'm
imagining it, but I seem to remember considering combining something
else with gumby to get even more sound channels....

I think it had something to do with the clock in/out pin on the SIO
connector, and getting one or even two extra channels of sound....

--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

3912. Re: hard drives for the atari 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-05 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3odufb$1cak@hearst.cac.psu.edu>
Source record: 91949

Sloopy Malibu (sloopy@alaska.magpage.com) wrote:
: hhmmm..... in the 800... not an easy hack.... i have known of 3 interfaces
: that hook up through the atari SIO one made by supra (remember them before
: they became traders?:)/mpp , one by a company i dont remember the name of and
: sunol systems, the sun sys was best.... it had an external box that held
: not only a HD but a tape backup for the drive (this machine also had a card
: that you could put in slot 3 for better speed....) but as for a hack.....
: i would be interested in makeing and interface for the sio.... but i dont have time or space to do it now... but maybe over the summer if there is still
: interest in such a beast... cause i have all the info needed to make such a
: thing except the SCSI data but i know where to get that.....if any one wants to motivate me drop me a piece of mail...

Is everybody forgetting the ATR8000, that could use harddrives couldnt it?

SCSI1 info:

2 DL0
4 DL1
6 DL2
.
.
16 DL7
18 Parity Line (data)
20,22,24 GND
25 N/C
26 Terminator power
28,30 GND
32 Attention
34 GND
36 Busy
38 ACK
40 Reset
42 message
44 select
46 C/D
48 Request
50 I/O

all odds are GND..

Now why the heck arent these being hacked onto the Atari?
I mean they are 8bits, you can just hack some code for the drive commands..
(outside of MIO's and BB's I would like to see a generic SCSI card
for the 400/800 and PBI for the XL's/XE's. hell...plug it into the cart
slot!

: sloopy@magpage.com

: sloopy.

--
Karll The Ghoull creator of alt.drinks.kool-aid and alt.music.elo
----
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

3913. Re: Commodore monitor w/ 8bit question

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-05 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3oduhn$1cak@hearst.cac.psu.edu>
Source record: 91950

Ben Corr (bjcorr@delphi.com) wrote:
: The only strange thing is, on my 1701, the Chroma and Luminance jack colors
: are REVERSED, or the cable is. Weird. The Black cable is Audio and the White
: is Composite Video.

Same on my 1702. I think its the way the cables are wired up.

--
Karll The Ghoull creator of alt.drinks.kool-aid and alt.music.elo
---
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

3914. Re: SpartaDos Compatibility Problems

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-05 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <138215@cup.portal.com>
Source record: 91951

How you launch a program with SD is important. In order to run some commands or programs that don't have a RUN vector SDX just jumps to the first byte in the file. Unfortunately, it does this even if you use the INIT vector instead of the RUN vector. I could see it doing things like loading the RS232 handler twice & bumping the memlo or maybe just JSRing to a piece of code that crashes the computer. What I do if I want complete compatability across DOSes is start all my stuff that has to use the INIT vector like:

```
.ORG ;where ever
RTS
INIT
;real code
*=$2E2
.WORD INIT
```

I've never had a problem when doing it this way. You should find out if people are launching your program with the X command also.
Rick

3915. Re: Commodore monitor w/ 8bit question and Svideo?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-05 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3odun4$1cak@hearst.cac.psu.edu>
Source record: 91952

Dennis Gale Brown (dgb@owlnet.rice.edu) wrote:
:
: Is the split video output of the Atari 8-bits the same as the output of the
: C64? Are either (or both) compatible with the S-video standard?
: (i.e., if I had a nice TV with S-video inputs, should I bother trying to
: make a cable from the 8-bit to the TV?)
:

No 8bit has S-video that I know of.... There is the SuperVideo upgrade
to the XL's but that is something completely different.

--
Karll The Ghoull creator of alt.drinks.kool-aid and alt.music.elo
----
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

3916. Re: AC Bashing

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-05 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <138216@cup.portal.com>
Source record: 91953

Well, it seems Portal's been a little quirky getting my post to newsgroups out lately. If this message is followed by a redundant post, that's the reason. Several post seem to have been lost in the ozone lately.
Anyway, yes Bob just sent me E-mail asking for an article with the 7400 version of the SIO2PC cable for the NEXT ISSUE OF AC! It's my understanding that Jim Hood handled all the publishing duties so I would expect the quality to slip a little when he got sick. Bob is constantly besieged by people asking for help. He's also quite normal in that he has a real job, wife & kids, & is active in the SLCC. He runs about 6 months behind in projects because of this. Give him a chance to tell people "No, I'm to busy!" for 6 months to clear his desk & put up with some crappy articles articles about sio2pc cables by people with cognitive learning disorders for a couple of issues & I'm completely confident Bob will pull it out.
Rick

3917. Re: SpartaDos Compatibility Problems

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-05 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <5MAY199501112096@pavo.concordia.ca>
Source record: 91954

In article <9505051152.AA15432@emh.kunsan.af.mil>, ehalliwe@emh.kunsan.af.mil (Earl C Halliwell) writes...
>Over the course of writing FlickerTerm, I've become forcibly aware of a number
>of compatibility problems between DOS 2.0-compliant DOSs and the many SpartaDOS
>variants.
>
>What I'd like to know is, has anyone compiled a list of the things a program
>must/must not do to remain compatible with ALL DOSs? So far the only major
>thing I've discovered is that if you (quite properly) exit a program with RTS,
>Sparta will crash, so you have to JMP (DOSINI) instead. Blech. I've also
>heard rumors about Sparta choking on legal uses of the RUN and INIT vectors in
>multi-segment disk loads.
>
>And finally... how many different versions of Sparta X are there? It seems
>some people have to trouble running Flick under X, and some can't get it to run
>at all. I'd really like to find out what the problem is so I can fix it.
>Flick doesn't even touch banked RAM. Runs just as well on a 48K 800 as on a
>320K XE.
>
SDX has (at least) versions 4.18,4.19,4.20 and 4.21. Bob Puff describes
it as "flaky" in his BobTerm docs, adding that he had to patch it for
full compatibility, after futzing around for a while trying to get BobTerm
to work properly.

I think (but check!) that OPENing E: then RTSing will return to Sparta
properly as well; since Flick is using a custom display that may be the
source of the JMP (DOSINI) requirement

||| 6502 > 486
||| Dave Paterson
/ | \

3918. [--- P4 ---]

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-06 00:00:00 UTC
From: winston@merk.com
Message-ID: <D85M8E.q3@merk.com>
Source record: 91859

What exactly is this P4 program that you are looking for ?
This is the first time that I have heard the name used....

3919. Re: Basic XE - HELP with BLOAD

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-06 00:00:00 UTC
From: Marek Wojciechowski 19-93 Bp4 <mw@altis>
Message-ID: <Pine.SOL.3.91.950506151434.7878A-100000@altis>
Source record: 91860

On 4 May 1995 BRYEDEWAARD@news.delphi.com wrote:

>
> Help! When I use BLOAD in my BXE program, the program exits to the READY
> prompt after the BLOAD. I can't find a SET command to change this, maybe
> something in the Binary header is causing it?
>
> -Bry

I don't use BXE, but I suppose You just have to "TRAP" BLOAD command
before You use it.

Marek Wojciechowski

3920. Re: Old game - anyone know it?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-06 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0605951240050001@edwarda.interlog.com>
Source record: 91861

In article <maury-0105951444260001@edwarda.interlog.com>,
maury@softarc.com (Maury Markowitz) wrote:

Well, is anyone willing to write a mini-review of Universe for me?

Maury

3921. 1027 power supply

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-06 00:00:00 UTC
From: Gil Parrish <73430.1546@CompuServe.COM>
Message-ID: <3oegv3$e2r$1@mhafc.production.compuserve.com>
Source record: 91862

I recently picked up an Atari 1027 printer without power supply (or manual). Can someone tell me what the power supply is?
(The usual-- AC/DC, voltage, polarity, etc.)
While it looks like it at first glance, the power supply is NOT the standard Atari 9vDC that operates the 1050 drive, etc. (Or if it is, the socket is different-- about 3mm.)
Please e-mail me at 73430.1546@compuserve.com
Thanks!

3922. Re: HELP! HELP! 6502 and/or Atari specific info. and suggestions NEEDED

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-06 00:00:00 UTC
From: jlodoen@shell.portal.com
Message-ID: <3ogkau$ci2@jobe.shell.portal.com>
Source record: 91863

krishna@primenet.com (Glenn Saunders) writes:

>The mortal Jerry Jessop wrote:

>: POKEY was designed by Doug Neubauer of Starraiders fame. POKEY
>: was finished before the other custom 800 silicon and amazingly worked
>: on its first pass. Starraiders was Dougs attempt at showing what the
>: chipset might do.

>Are you an ex-Atari engineer or what? Doug's credit for Star Raiders has
>only been known to the average Atarian through the grapevine. I haven't
>seen a single piece of official literature which credits him to it. I am
>not saying he didn't do it (and when you see 2600 Solaris you can see the
>similarities) but you seem pretty sure of yourself in relating this
>history.

Douglas Neubauer was interviewed in ANALOG #47. But his memory
differs, "The Atari 800's architecture evolved as an upgrade of the
2600. Conceived primarily by Steve Mayer, Joe Decuir and Jay Miner before
I arrived at Atari, the original plan for the POKEY chip called for
keyboard interface, audio and paddle controllers."

As for the game,

"Star Raiders was to be a 3-D version of the Star Trek game played on the
mainframe computers of that time. The Star Trek game was all text and not
played in real time, but it had the idea of ship damage and sector
scanners and charts."

"It also used names like "commander" or "super commander," which gave me
the idea of a rating rather than a score. While at National, I did up
some demo screens of star backgrounds, and the whole thing seemed
feasible -- but I didn't get to implement it until a couple of years
later."

3923. Re: SpartaDos Compatibility Problems

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-06 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <138272@cup.portal.com>
Source record: 91864
Body handling: HTML body converted to readable text

Clay; Doesn't matter what you do, *every* RS232 handler uses the INIT vector
so you can append term programs to them. It probably isn't the problem
though as I think your RUN vector in flick would stop SDX from jumping
to the 1st byte for an appended file. It could be that people are using
a .BAT file to load the handler which would create problems though. The
X command just shuts off all cartridges, for instance, if you want to use
a cart like MAC/65 while you testing a program that uses memory right up
to $BFFF you'd start it with 'X TERM.EXE'. That way you'd never have to
remove your MAC cart. This is well documented, but has bit me before when
I got lazy about an intro screen. There's actually a need for doing things
this way. For programs written in Action! w/o the runtime appended to
it, you can run them from the command line with access to all the canned
code in the cart. I'm pretty sure it's just a trivial problem, if nothing
else you should be able to tell people to flick on a DOS II disk as
AUTORUN.SYS & start it with 'COLD /N'
Sorry I can't be of more help on the bug hunt, other problems/projects
have prevented me from even taking a look at flick so far.
BTW: Any comments made by Puff must be taken in light of he was a
competitor with ICD. I was there on CI$ when he first demoed the
program. At that time ICD & OSS were present daily to answer any questions
about there products. I recall he asked maybe one question which ICD
answered immediately. Any claims of flakeyness should be backed up with
examples. I'm not saying he didn't have problems, it just that 8 years
later I never heard a single specific example of just what the problems
were. .
BTWII: Initiate vectors are not that bad of an idea, it's just that you
haven't had a need to use them yet. For instance, someone on the old
Carina net once asked me to write a program that would accept a frequency
from the editor, set the joystick port interface from it, then proceed
to load his packet radio program. At least for his purpose, the
1st two programs used INIT vectors with the packet radio using the RUN
vector. My code used the same memory space as his packet program, but once
it had done it's work, the packet program loaded over it. It's something
you may want to consider for the code that sets up your original display
list/80 column mode if you get really pressed for space.
Rick

3924. Re: HELP! HELP! 6502 and/or Atari specific info. and suggestions NEEDED

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-06 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3ognee$n8i@news.primenet.com>
Source record: 91865

Anyone have an extra copy of Analog #47?

3925. Parts/carts FS/Trade upd 5/6/95 but Question first

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-06 00:00:00 UTC
From: lymang@cybernetics.net
Message-ID: <lymang-0605951734280001@dsnine.cybernetics.net>
Source record: 91866

Question: would someone please point me a source for 800XL hacks? i.e.
more RAM, stereo upgrade, pokey chip upgrade/installation..

In addition, has there been a hack built that automatically turns off
basic? I'd love a switch of some kind that would turn it off until I
wanted it back on.

I only post this because there is Atari 8 bit stuff here, both for sale
and wanted.

2600
Starmaster
Berzerk w docs
Outlaw
Qbert
ET
Joystick remote control unit by Atari, with 1 controller. No idea if this
works. (Can someone tell me if I can try this with a 5200/2600 Adapter?)

Atari 8bit
One-On-One, original floppy disk. no docs or box.

Colecovision (no docs/boxes)
Miner 2049er (may have pending trade on this..)
Donkey Kong
Colecovision overlay for Super Action Controller Front Line (1 overlay only)

DOCS (I assume most for 2600??)
Star Raiders
Joust
Centipede
Alien
Moon Patrol
Bugs (may have pending sale)
Space Attack
Concentration
Frogger
Space Invaders

Boxes only (is anyone interested in these?)
Pitfall I, II 5200
Ballblazer 7800
Asteroids 7800
Donkey Kong (took some mangling) 7800

Atari 8 Bit
(1) 600XL with Pwr Supply

Atari Power Adaptor C062195 (for use with 1030 Modem only)
(1) Percom full height/width floppy disk drive, no idea of specs, assumable an AT88 (so SS/ED?) (will provide copy of at88 manual if desired)

TRS-80 COCO
What must be a Coco to Atari Joystick adapter

Lots of comics (Green Arrow 1-60, Faust, lots of assorted)

Many little RF adapter thingees, and TV hookup doodads, if you need it, I've probably got it.

WANTED in priority of want

Wanted: 5200 controllers, in working condition.
Wanted: Disk with appropriately free Atari 8 bit DOS, with XL translator program, term program, other utils. (MPP won't speak with USR 28.8)
Wanted: 7800 games
Rampage
Commando
Rescue on Fractulus
Winter Games
Xenophobe
Wanted: Power supply for Atari 1050 disk drive (Pleeeeaaassseeee)
Wanted: Hard drive for Atari 8 bit, any size 5MB+ (trade for most of above stuff, if not all)
Wanted: Instructions (copies ok) for Atari compatible Percom drives, beyond AT88 manual
Wanted: Pitfall I and II for 2600/Atari 8 bit systems (disk or cart).

Wanted: Atari 8bit OS/A+ upgr. (I have 2.10, would like any more recent vers.)
Wanted: Atari 8bit games on disk or cart.
Wanted: Sega Genesis shooters/action/adventure
Wanted: Sega Genesis CD drive
Wanted: Robert Jordan's "The Great Hunt"
Wanted: C-64 system (preferably with a disk drive)

All things are negotiable. I will deal very unevenly, in your favor! I'm NOT out for money, or to cheat you, so let's talk! I would much rather trade, which allows postage to fall on me for the stuff I ship out, and the other person for what they ship out.
--
Lyman C. Green, Jr. lymang@cybernetics.net lymang@uswsay.glaxo.com
http://www.cybernetics.net/users/lymang/lyman.html

3926. Anyone gotten BITTER to work?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-06 00:00:00 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3oh6sk$61m@news2.delphi.com>
Source record: 91867

I downloaded Bitter Reality (from wuarchive) and it won't make the disk image using SCOPY. Instead it seems to format the disk in the wrong density and then aborts before finishing. Also, I haven't gotten CMC_DEMO or STRANGE2 to load either.

-Bry

3927. Re: Another one bites the dust

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-06 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950506180733.4865C-100000@PEAK.ORG>
Source record: 91868

On 6 May 1995, Glenn Saunders wrote:

> At this point FTE is the last best hope for an Atari8 future. And I'm
> sure FTE is continuing only out of the lunacy of its founder rather than
> any positive economic gain that comes from it.

You're right. However, I think the ol' PC Xformer is worth mentioning too. It's not perfect, but having a "virtual" 8-bit Atari inside a MS_DOS box is still more fun than not having one at all. Is there any other way to get the best-quality video possible....8-bit Atari graphics on a .28mm dot pitch SVGA monitor! I still smile widely when I run the emulator and see GR.0 text in SVGA clarity.

Hopefully with some improvement, the 4.0 version of PCXF will make things more compatible and offer additional features. While far from perfect, PCXF will keep my memories of the Atari-8 experience burning for some time....particualry because all I need to do to turn one of the ubiquitous PC CLONES into an Atari 130XE is carry a 3.5-inch floppy!

James

3928. Re: 1MB+ upgrades! I'm scared!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-06 00:00:00 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D86BCw.Guv@itex.jct.ac.il>
Source record: 91869

Hey Bill, it's a 1-meg that's been giving me problems, not 4MB!! And I don't even know if that's the cause.

Is my problem just because I'm using a stock power supply?? If that *is* the problem messing my machine up, why has it taken so long to start happening? (it worked fine for half a year.)

-itay

--- Itay Chamiel, Jerusalem, Israel / | \ bruck@brachot.jct.ac.il ---
Atari 8-bit geek since I was 6 \/|\/ (using someone else's account)

3929. Re: When did Atari kill the 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-06 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3oeqa8$8ni@news4.primenet.com>
Source record: 91870

The mortal Maury Markowitz wrote:
: In article <3ob5vj$9up@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu
: (William Kendrick) wrote:

: > PBI - Parallel Bus Interface, the slot port on the back of 800XLs/600XLs
: > (I think), 65XEs? Damnit..I forget :)

: Right, I didn't know the name. I thought that it was simply a CPU bus
: stuck into a connector? Was it the same on all the models?

The interesting thing is that the cart connector and the PBI share similarites. So much so that the XE uses a CART+ECI system rather than the independent cart and PBI ports on the XLs. The cart port is really quite versatile. I don't know exactly how the MUX works, but that and the easyscan(?) cart manage to slave the cart for fast I/O duty with about 85-90% of the efficiency of the PBI port. I have to imagine that people were really ignorant of the potential of the cart port not to have taken advantage of it more. I've of course heard rumors of all sorts of PBI-ish interfaces and devices for the cart port but nothing substantial.

The problem with ECI is of course, plugging in carts while using a PBI device. The MIO solved this with a little $20 adapter with 2 cart ports on it (one was designed for the R-8 I believe) and the BB has a single cart port.

If you want to talk about bus overload, try an XE with a Black Box, and a stack of a MUX cart (leading to another BB on a master), Sparta-X, an R-8, and a language supercart. That's at least a foot heigh of carts and electronics going through that port. On the BB this can be a problem because towers of this sort tend to lead to crashes with vibration. Some means of steadying it is important. Stacks like this work best on a side-loader like the 1200XL or the native XEs. When I had my 1200XL running the BBS, I had my stack hanging out a good 10" on the left.

3930. Re: Stereo sound (was Re: Commodore monitor w/ 8bit question)

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-06 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3oeqfr$8ni@news4.primenet.com>
Source record: 91871

Yes, there are actually 3 chip areas which can be stacked:

PIA (lots of I/O projects you can do, including alternate ram banking methods which are technically better than the current methods although of course, incompatible)

POKEY (Gumby upgrade)

GTIA (Bob Woolley was working on this but I don't know how far he got).

3931. Re: HELP! HELP! 6502 and/or Atari specific info. and suggestions NEEDED

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-06 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3oeqsi$8ni@news4.primenet.com>
Source record: 91872

The mortal Jerry Jessop wrote:

: POKEY was designed by Doug Neubauer of Starraiders fame. POKEY
: was finished before the other custom 800 silicon and amazingly worked
: on its first pass. Starraiders was Dougs attempt at showing what the
: chipset might do.

Are you an ex-Atari engineer or what? Doug's credit for Star Raiders has only been known to the average Atarian through the grapevine. I haven't seen a single piece of official literature which credits him to it. I am not saying he didn't do it (and when you see 2600 Solaris you can see the similarities) but you seem pretty sure of yourself in relating this history.

: knew who George was! The late great Jay Miner had already left Atari by
: this time after designing the VCS TIA.......his replacement as far as I
: remember was Francis Michelle who later designed the "Sylvia" Chipset.
: This was a somewhat strange 10 bit system that never got as far as
: silicon. There were a few cool games on the simulator for it....Pac Man
: with a Rat as I remember......but the programmers hated the system.

Don't tell me you are trying to convince us that Jay Miner had nothing to do with the Atari 400/800, because if you are, I will not accept that without a fight.

3932. Re: Basic XE - HELP with BLOAD

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-06 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <D85108.A0L@iglou.com>
Source record: 91873

I don't have BXE, but maybe there is a BRUN command?

--
Bill Marcum bmarcum@iglou.com
Louisville: We've got bourbon that will knock you on your butt.

3933. Re: Another one bites the dust

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-06 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3oers9$8ni@news4.primenet.com>
Source record: 91874

The mortal PATERSON, DAVID ANDREW wrote:
: Just got the latest flyer from American TechnaVision, titled "Atari 8-bit
: Liquidation". They do hope to continue support beyond the end of
: December, but are making no promises. Prices are great, though I'd have
: to ask who'd want to buy 10 XE power supplies for $75?

I think I was right in assuming that Bob Puff's change of heart regarding the viability of the R:P: and putting that on permanent hold and indeed the doldrums over at CSS signalled the final downturn in the Atari8 userbase. I got similar feelings earlier when Bellcom said farewell to the A8. It's not too soon to consider stalwarts like B&C as possible casualties at this stage. And after B&C and Best go, what's left?

You wouldn't believe how dedicated Bob was to get that thing finished. "One way or another I'll find a way to make a run because I know some people out there could use it" is what he told me paraphrased. He had to have gotten some really bad indicators to give up.

At this point FTE is the last best hope for an Atari8 future. And I'm sure FTE is continuing only out of the lunacy of its founder rather than any positive economic gain that comes from it.

And although I'm still hoping FTE delivers some good stuff, I'm already disappointed with how long it's taking for things to materialize. They mentioned a new MUXABLE SDX from the start and I doubt that has even been worked on at all. There was also talk of video upgrades which seems to have disappeared into vaporware. I'd also like to know when the next OFFICIAL bugfix revision (ahem, John?) to Sparta 3.2 is going to be available. To date, the "a" patch by Steve Carden is being circulated as a de-facto replacement for fte's 3.2 revision. Also, with the plethora of banked ram upgrade options available, why not a BXE that banks out more than just 128K, or an Action! XE? And if the 65816 system hardware is not followed with operating system enhancements which take advantage of it (new OS and/or DOS) and ANSI C, it will go over about as well as Chuck's T816 did. I think perhaps Mike was overly optimistic about how much his limited resources could accomplish.

3934. Re: SpartaDos Compatibility Problems

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-06 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3oermd$36n@nic-nac.CSU.net>
Source record: 91875

How does one do that in Action!, or can one? (I've heard complaints about my programs.. hell, my programs act up a lot sometimes when I don't do a GO_DOS() call even in MyDOS (esp. when compiled w/ Runtime and running w/o the cart.. if you saw Cooltris 2, you'll notice it returns to the DOS menu with an Error 181! yuk!))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3935. Re: When did Atari kill the 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-06 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3oervp$3b6@nic-nac.CSU.net>
Source record: 91876

10" cart stacks!? Perhaps we need it all internally?

Oh wait! :) Mars8 heheh :)

(Is that out yet!?)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3936. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-06 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3oesm0$p0o@lastactionhero.rs.itd.umich.edu>
Source record: 91877
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-rw-rw- 32766 113981 May 5 06:01 ./8bit/Magdisks/top9204a_new.dcm
-rw-rw-rw- 32766 111445 May 5 05:41 ./8bit/Magdisks/top9204b.dcm
-rw-rw-rw- 32766 114887 May 5 05:54 ./8bit/Magdisks/top9205a.dcm
-rw-rw-rw- 32766 126517 May 5 05:57 ./8bit/Magdisks/top9205b.dcm
-rwxr-xr-x lenn 177357 May 5 08:22 ./8bit/0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

3937. Using a Seagate ST4096 HD on an MIO

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-06 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <Z269i5b.jeking7@delphi.com>
Source record: 91878

Help! Has anybody out there successfully formatted and used an
ST4096 80meg FH MFM hard drive on an MIO? No matter what low
level format program I use, it just refuses to format.

Any help greatly appreciated:

System trying to format this HD on consists of:

Stock 130xe, 256k MIO, Seagate ST4096 and Adaptec 4000a

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

3938. Re: HELP! HELP! 6502 and/or Atari specific info. and suggestions NEEDED

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-06 00:00:00 UTC
From: rkim@mars.uucp
Message-ID: <3of5lm$afo@nic-nac.CSU.net>
Source record: 91879

In article <3oeqsi$8ni@news4.primenet.com>,
Glenn Saunders <krishna@primenet.com> wrote:
>The mortal Jerry Jessop wrote:
>
>: POKEY was designed by Doug Neubauer of Starraiders fame. POKEY
>: was finished before the other custom 800 silicon and amazingly worked
>: on its first pass. Starraiders was Dougs attempt at showing what the
>: chipset might do.
>
>Are you an ex-Atari engineer or what? Doug's credit for Star Raiders has
>only been known to the average Atarian through the grapevine. I haven't
>seen a single piece of official literature which credits him to it. I am
>not saying he didn't do it (and when you see 2600 Solaris you can see the
>similarities) but you seem pretty sure of yourself in relating this
>history.

A magazine interviewed Doug Neubauer and he described his work on Star
Raiders. He received *no* royalties from the cart, a flat sum which
was real small. He took the idea from star-trek, a popular BASIC game
and added features to give it a 3-d like effect. Atari was not known
for giving their programmers and engineers credit for their work.

BTW: This is old news.

Rich K.

3939. SpartaDos Compatibility Problems

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-06 00:00:00 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9505070109.AA14641@emh.kunsan.af.mil>
Source record: 91880

> : thing I've discovered is that if you (quite properly) exit a
> : program with RTS Sparta will crash, so you have to JMP (DOSINI)
> : instead.
>
> WRONG! This is not true. All of the programs of which I have
> written, i have exited by merely using a RTS. It works great and
> wonderful for me.

Ah, but does it work great and wonderful for anyone else?

During pre-release beta test of FlickerTerm, I got numerous reports of Flick locking up Sparta on exit. Changed the RTS to a JMP (DOSINI) -- problem disappeared.

> It appears that you are doing something which changes the
> environment and that is making sparta crash.

Could be. What parts of memory should a Sparta-compliant program avoid? I know the command processor sets aside a buffer for batch processes and stuff like that.

And... any recommended minimum assembly address?

--
Clay Halliwell | ATARI XL/XE DO + THE
ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
Lonersoft ... Solutions you don't want, for problems you don't have!

3940. Commodore monitor w/ 8bit question

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-06 00:00:00 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9505070140.AA15394@emh.kunsan.af.mil>
Source record: 91881

> No 8bit has S-video that I know of.... There is the SuperVideo
> upgrade to the XL's but that is something completely different.

Actually, the 800, XL (some of them), and XE all support S-video straight out of the monitor port. Of course, back then it was known as split video, aka Y/C video, aka chroma/luma video.

Leave it to those wonderful marketing types to come up with yet another name. But then, we're dealing with a consumer base that can't even keep "S-Video" and "SVHS" straight.

> --
> Karll The Ghoull creator of alt.drinks.kool-aid and alt.music.elo

--
Clay Halliwell | ATARI XL/XE DO + THE
ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
Lonersoft ... Solutions you don't want, for problems you don't have!

3941. SpartaDos Compatibility Problems

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-06 00:00:00 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9505070211.AA15932@emh.kunsan.af.mil>
Source record: 91882

> From: Rick_Michael_Cortese@cup.portal.com
>
> How you launch a program with SD is important. In order to run some
> commands or programs that don't have a RUN vector SDX just jumps to
> the first byte in the file. Unfortunately, it does this even if you
> use the INIT vector instead of the RUN vector. I could see it doing

Well, Flick doesn't use the INIT vector (always seemed kind of
useless to me anyway).

> I've never had a problem when doing it this way. You should find
> out if people are launching your program with the X command also.

What does the X command do differently?

> From: da_pate@pavo.concordia.ca (PATERSON, DAVID ANDREW)
>
> SDX has (at least) versions 4.18,4.19,4.20 and 4.21. Bob Puff
> describes it as "flaky" in his BobTerm docs, adding that he had to

Oh, great. Okay...

*** A REQUEST ***

If you have tried using FlickerTerm v0.37 and up with SpartaDOS X,
please send me private email describing what version (of SDX) you
were using, and whether or not it worked.

Thank you.

> I think (but check!) that OPENing E: then RTSing will return to
> Sparta properly as well; since Flick is using a custom display that
> may be the source of the JMP (DOSINI) requirement

Flick executes a GR.0 command (or rather, the XIO equivalent) before
exiting, so I don't think that's the problem.

--
Clay Halliwell | ATARI XL/XE DO + THE
ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
Lonersoft ... Solutions you don't want, for problems you don't have!

3942. Re: Commodore monitor w/ 8bit question

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-06 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <D851AG.A5M@iglou.com>
Source record: 91883

In article <9505050314591.DLITE.bjcorr@delphi.com>,
Ben Corr <bjcorr@delphi.com> wrote:
>The only strange thing is, on my 1701, the Chroma and Luminance jack colors
>are REVERSED, or the cable is. Weird. The Black cable is Audio and the White
>is Composite Video.
>bjcorr@delphi.com
>
The cable colors would probably match if you were using a C64. Although
Commodore and Atari both used 5-pin DIN plugs, the pinouts weren't
standardized. (I think the C64 monitor jack has more pins, but a 5-pin
plug fits).

--
Bill Marcum bmarcum@iglou.com
Louisville: We've got bourbon that will knock you on your butt.

3943. Message sent in error

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-06 00:00:00 UTC
From: Doug Finch <76337.1067@CompuServe.COM>
Message-ID: <3ogd2q$2va$1@mhade.production.compuserve.com>
Source record: 91884

Sorry -- Inadvertantly sent questions re ST RAM expansion to this newsgroup
by mistake. My apologies. Any way to delete messages sent by mistake before
they get posted? Thanks.
Doug Finch
--
Doug Finch On-Target Text
Address E-Mail to: ontarget%admiral.uucp@yale.edu (Usenet),
D.FINCH7@genie.geis.com (GEnie) or 76337.1067@compuserve.com (CIS)

3944. ST XFormer cable?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-07 00:00:00 UTC
From: followel@ix.netcom.com
Message-ID: <3oh79e$baf@ixnews3.ix.netcom.com>
Source record: 91885

Hello All,

I've started using the old ST XFormer and PC Xformer again. I'd
like to make an XFormer cable so that I can hook my 8 bit drive
directly to my ST. I know there was a pinout / instruction file
floating around at one ti
me. Can someone direct me to this file or tell me the pinouts of the
cable ends so that I can make my own? It would be greatly appreciated.
Thanks in advance.

Sincerely,
Byron Followell
followel@ix.netcom.com

P.S. - I'm sure i'll have several posts concerning where I could buy a
cable or people who are interested in selling me their old one's,
however, as I have ton's of spare parts around the house, i'd like
build my own.

3945. WTB: Black Box

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-07 00:00:00 UTC
From: steveg@phantom.com
Message-ID: <3ohcl9$b38@dockmaster.phantom.com>
Source record: 91886

Looking for a Black Box for my 800XL. Reply in mail with asking price.

3946. R-time8's for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-07 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <B6yf69n.jeking7@delphi.com>
Source record: 91887

Decided to take down my multiplexed network and instead stick everything
I had onto one powerful Atari.

Net result is that I now have about 5 times more items than I need, to include:

4 x R-time8 carts
2 x Stock 800xl's
1 x 65XE w/SuperVideo and Audio upgrades
1 x XEGS (socketed ROM) with 15' extension cable for keyboard
1 x 130xe (socketed w/SuperVideo and Audio upgrades)
1 x 256k MIO w/all cables (including modem and printer)
4 x Misc. brand printer interfaces (Supra, Ape-face, Axiom, etc.)
1 x 850 w/all cables
1 x PR:C w/all cables
1x Commodore 1702 split luma/chroma monitor (excellent for use on SV2.1)
1 x Hayes 2400 SmartModem w/power supply and Atari serial cable
1 x Happy (the REAL thing) 810 w/power supply and 2 IO cables
2 x Indus GT drives w/ power supplies and 2 IO cables each
1 x TRAK ATD4 (very rare) drive w/2 IO cables and Power supply
1 x 800xl (fully socketed w/SuperVideo and audio upgrades)
7 x Seagate ST225 half height MFM hard drives
1 x Seagate ST4096 full height MFM hard drive (80meg)
5 x 1.22meg and 360k 5.25 floppy drives

Make *reasonable* cash or trade offers. I prefer to trade, however.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

3947. Re: Old game - anyone know it?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-07 00:00:00 UTC
From: tiesflys@brbbs.com
Message-ID: <znr799807336k@brbbs.com>
Source record: 91888

In article <3od473$hu1@usenet.INS.CWRU.Edu> ei040@cleveland.Freenet.Edu writes:

>
> I remember burning up a pokey chip the night I got Caverns of Mars! We
> stayed up all night ... I don't think my wife ever did get over that.
>
> I know you don't care, but I LOVE ATARI. Steve

When I first got my Cavern, I got blisters on both the palm of my left
hand and my right thumb from working the joystick. I called in sick
the next day too. Then I went and got some foam tape and padded the
stick! Ah---the good ole days.

A sunny day,
a box of midges,
and a wandering stream...
Man, this MUST be heaven!
><> Steve Kulpa <><

3948. FTe has MOVED TO ARIZONA.

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-07 00:00:00 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <JG1-SHg.ftooned@delphi.com>
Source record: 91889

Hi Everyone!

Well, the past few weeks have been interesting to say the least.

Some last minute decisions have had to be made, with the result being that

Fine Tooned Engineering HAS MOVED TO ARIZONA. Just when things were starting

to settle in and get organized... Moving can be traumatic enough, but moving

a business is even worse! (believe me)

Things are running behind schedule again, and as soon as I can get

unpacked and set up again, I'll be able to post more info and release dates.

The "new" address is

Fine Tooned Engineering

PO Box 31270

Mesa, AZ 85275

If you've mailed something to the old address, don't worry. That

box will still be active for a short period of time. The mail will take a

little bit longer to get here though...

(On the brighter side of things, FTe probably won't be moving again

for a while. <grin>) Thanks, Mike

3949. Re: Anyone gotten BITTER to work?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-07 00:00:00 UTC
From: bosco@host.yab.com
Message-ID: <3ohoai$b1@news.yab.com>
Source record: 91890

BRYEDEWAARD@DELPHI.COM (BRYEDEWAARD@news.delphi.com) wrote:
: I downloaded Bitter Reality (from wuarchive) and it won't make the disk
: image using SCOPY. Instead it seems to format the disk in the wrong
: density and then aborts before finishing. Also, I haven't gotten
: CMC_DEMO or STRANGE2 to load either.

: -Bry

Hmmm... Sounds like they just may not like being near Sparta. Try the
whole routine using a different DOS (It won't hurt) and booting from a
1050 drive (some of these Euro-demos REQUIRE a 1050 and nothing else).
I've gotten Bitter Reality and the CMC_DEMO and they work just fine.

The Bitter Reality demo is IMHO, the best one yet. Too bad I can't get
the Shake demo to work (incompatibilities).

Bosco =OP

3950. Re: Anyone gotten BITTER to work?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-07 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3oht06$917@nic-nac.CSU.net>
Source record: 91891

I disagree :) Bitter Reality is way up there, but Sweet Illusions takes the cake! :) (have fun getting side two working though! :))

Next would be Cool Emotions by Hard Software..

then the Halle/Hobby-tronic demos in.. uhh.. some order (probably newest being the best :))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick
The Big Demo is cool too! :)

3951. Re: 50/60Mhz problems

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-07 00:00:00 UTC
From: Masstorage@closer.brisnet.org.au
Message-ID: <0b5_9505072332@softtech.brisnet.org.au>
Source record: 91892

BlI purchased a PAL XL and put in an NTSC GTIA. This seems to work fine
Blfor me on NTSC monitors. (oh yes, I also had to replace the 3.579MHz
Blxtal for some reason or it would not load from disks).

Which disk drive? Was is the XF551?? For some reason, atari made a stuff up when they first programmed those drives. It would not work real good on pal machines. Atari came up with a fix which will work on all machines. other atari drives don't have this problem. I have the rom code here if you need it.

* Wave Rider 1.0 [NR] *
... UNREGISTERED EVALUATION COPY
--- Blue Wave/Maximus

3952. Re: 50/60Mhz problems

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-07 00:00:00 UTC
From: Masstorage@closer.brisnet.org.au
Message-ID: <0b0_9505072332@softtech.brisnet.org.au>
Source record: 91893

MlI've just heard of something that might interest users of NTSC
Mlmachines. One of the club members in the States has come up with a
Mlhardware hack that will allow US Atarians to run European software
Mlwithout any problems (apparently). He's set to start advertising it
Mlsoon (if he hasn't already done so. I'm trying to catch up with my
MlEaster mail :-)

What i have been saying all along is for NTSC users to get a PAL antic chip
from Best electronics. This will work. The only thing i cannot say is what
colours you will see. I know the hack works because i tried it on an ntsc
machine before i changed it to PAL. I don't have a ntsc monitor/tv so i
could not test the colours.

* Wave Rider 1.0 [NR] *
... UNREGISTERED EVALUATION COPY
--- Blue Wave/Maximus

3953. Atari 8-bits in the Real World!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-07 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <3oisa9$741@news.umbc.edu>
Source record: 91894

I was pleasantly surprised to discover a real-world use of our venerable but still highly functional Atari 8-bit computer literally on display at the University of Maryland Medical Center in Baltimore, Maryland.

The Medical Center uses an Atari 8-bit to broadcast closed circuit announcements and information across a multi-building wide television network.

I was waiting for an elevator, watching the TV monitor, when I suddenly realized I was staring at the now very familiar standard default Atari 40 column font with a horizontally scrolling banner line at the bottom of the screen!

I called their public affairs people and they have been using the Atari 8-bit for the past several years on contract, because it works quite nicely for them as an information and announcements display vehicle for their staff, patients, and visitors, 24 hours a day!

It is also very cost effective and easy to update the announcements, information, and schedules of events, times, dates, and programs at this very large medical center in downtown Baltimore.

It was great to see the Atari 8-bit in action!

Anybody else care to share any continuing and current real-world use with the Atari 8-bit? Might be kind of neat to discover where else the Atari 8-bit technology is quietly being put to use!

Tom

-=-
Thomas Drake | From an Atari 8-bit Home Computer...
tdrake1@umbc.edu | Through the telephone, off of the server,
Test First! Then Code! | over the T-1 backbone, nothing but 'Net!

3954. FREE 850 interface, 410 recorder

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-07 00:00:00 UTC
From: mfontana@magnus.acs.ohio-state.edu
Message-ID: <3oj4pa$ra2@charm.magnus.acs.ohio-state.edu>
Source record: 91895

FREE to good home: Atari 850 interface (includes AC adaptor and parallel
printer cable.

Atari 410 program recorder

Both items could use some cleaning up, and it's not confirmed that they
work, though the person I unloaded them from says they were working
when last used.

Free to the first person who sends me $5 shipping (one item)
or $8 for both. Send email if interested.

Mark

3955. Re: hard drives for the atari 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-07 00:00:00 UTC
From: sloopy@alaska.magpage.com
Message-ID: <3oj25i$6d@alterdial.UU.NET>
Source record: 91896

Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
: Sloopy Malibu (sloopy@alaska.magpage.com) wrote:
: : hhmmm..... in the 800... not an easy hack.... i have known of 3 interfaces

: Is everybody forgetting the ATR8000, that could use harddrives couldnt it?

aaahhh yes the ATR-800... (this is what i have for a drive controller
actually) no the only way an ATR-8000 could take a HD is with a hack
it doesnt have a HD port... it has (from right to left...) sio 13 (2) floppy
controller, paralel, serial and i beileve the reset button was next (mine is in
the attic for temp storage until i get a new place to live in...btw they handle
upto 720k floppies (i have a 720k 5.25 interesting.....my set up for it wwas
d1:360k 5.25 d2:720k 5.25 d3:720k 3.5 d4:1050 d5:experimental ROM disk i built
the reason for the 1050 (wich was sometimes a xf-551...) is the ATR is pre
'dual-density' since my first drive was a trak ss/sd and my second did ds/dd
but no ed... ididnt have must in dual-density, unless it was given to me as
such.. then it got converted to ds/dd right quick (if possibly...) and my 1050
(and xf) were hack to have a rotary switch up front for drive select...

: Now why the heck arent these being hacked onto the Atari?
: I mean they are 8bits, you can just hack some code for the drive commands..
: (outside of MIO's and BB's I would like to see a generic SCSI card
: for the 400/800 and PBI for the XL's/XE's. hell...plug it into the cart
: slot!

sloopy.

sloopy's quote: "All i ask is a chance to prove money can't make me happy"

3956. 50/60Hz Problem

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-07 00:00:00 UTC
From: b.poehland@genie.geis.com
Message-ID: <199505072124.AA271471892@relay1.geis.com>
Source record: 91897

50/60Hz Problem

Just catching up on some old email I noticed this thread & realized it is mis-titled "50/60 MHz Problem". Gosh whiz, peoples, don't we all know that NOTHING on the 8-bit runs at 50MHz or 60MHz? (Tho all of us have probably wished at some time it could be so!).

RE: Bryan Edewaard's post of 4/26/95, where he mentions replacing a PAL GTIA with a NTSC GTIA...

Bryan, are you *sure* it was GTIA you replaced & not ANTIC? I've never heard of a PAL GTIA. ????? I'm curious about this. What was the Atari part # on the chip you removed?

There's a guy in my usergroup, in California on a student visa from Israel, by the name of Nir Dary. He recently developed a hack for the 800XL that allows the XL to run both PAL & NTSC software. The hack involves an OS ROM upgrade plus replacing the NTSC ANTIC with a PAL ANTIC. He claims this upgrade will permit North American users to enjoy all the neat European graphic demos & games without wrecking the operation of their NTSC-dependent software. He keeps promising to send me one of these things (for beta testing in an upgraded 600XL), but I haven't received it yet. When I last spoke to him he was working on locating a large supply of PAL ANTICs & making arrangements to import British & German software. He doesn't have a home phone & isn't on a net, so keeping tabs on him is difficult. Dunno what the status is at present.

- Ben Poehland

********* Post Responses To The Newsgroup, Not To Me! **********

3957. Help: Ineed info on SIO2PC(?) specs, etc

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-07 00:00:00 UTC
From: mbates@netcom.com
Message-ID: <mbatesD8895y.8oG@netcom.com>
Source record: 91898

I would like some information about the SIO2PC software/hardware thing.
Thanks

-Marlin

3958. Re: 50/60Hz Problem

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-07 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <3ojhf6$p21@hopi.gate.net>
Source record: 91899
Body handling: HTML body converted to readable text

In article <199505072124.AA271471892@relay1.geis.com>,
wrote:
>mis-titled "50/60 MHz Problem". Gosh whiz, peoples, don't we all know that
>NOTHING on the 8-bit runs at 50MHz or 60MHz? (Tho all of us have probably

I made this point when this thread was started, I hope people know that whoever started this thread made an error, it is Hz, not MHz. And I mostly wished it for my Commodore with the 1541 disk drive. :)

Your friend's project sounds interesting, but I would like to see proof that it wouldn't 'break' any NTSC software. Do you have any idea what the OS modification is?

3959. Jan/Feb AC: Some Concerns

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-07 00:00:00 UTC
From: b.poehland@genie.geis.com
Message-ID: <199505080118.AA117245888@relay1.geis.com>
Source record: 91900

Jan/Feb AC: Some Concerns

Please note the above title of this post. The emphasis here is "Concerns".

In my previous post on this subject I made some valid criticisms of weaknesses I perceived in the recent issue of the New AC (the first issue this year & the first in 6 months) and expressed concerns related to the management of the publication which have implications for its future existence. Things have gotten rather much twisted & out of hand here.

Now suddenly I am accused of "AC bashing" & a purveyor of negativism.
My god!

There was once a time when serious issues & problems facing the entire user community could be aired frankly in this forum. The discussions that took place here in 1991-1992 which led to the founding of AC in 1992 were often heated but not sidetracked by personal attacks on the people who raised issues.

So, then, I take it there are no problems out there? All the many Atari magazines are doing fine & hunky-dory, are they? New users & vendors are coming into the market in droves, right? We all have visions of sugar-plums, so all the posts here should just be dripping honey & waltzing Goodie-Twoshoes? And all is well in the Great Land of Atari? [Excuse me while I throw up.]

It was not my intention to turn people against AC. I had hoped people would examine the issues I raised & propose SOLUTIONS instead of knee-jerk reactions and personal attacks. Must I assume this forum is no longer composed of individuals who wish to suggest answers to difficult situations? I sure hope not!!!

The people who personally attacked me for raising the issues I did are not cognizant of all the particulars. I am compelled to set the record straight.

One person suggested that if I were unhappy with the magazine's content I should submit material myself. Of the 11 issues published since 1992, 10 of them contained articles I contributed. I have EARNED the right to criticize the publication's content! Look on the inside back cover: you will see a note about an upcoming article from The 8-Bit Alchemist. I hustled my butt in November 1994 to get that manuscript in to AC in time for the Dec '94 issue (the one that got concelled) in response to a request from the present management. Anyone who accuses me of not supporting AC with timely article submissions is just taking cheap shots.

A British reader who is apparently satisfied with the present offering, but who never subscribed to the "old" AC, trashed the entire previous history of the mag's record on the basis of having seen one article from a previous

issue that he didn't like. The "old" AC never published an article on "Sticky Labels", so I must challenge the legitimacy of that comparison. My suggestion is for that person to buy all the back issues (they're available from the present Editors), & THEN make a comparison between the present & past performance of the publication. If you aren't willing to put your money where your mouth is, then keep your mouth shut.

CN's 8-bit Editor mentioned postcards I sent to AC. Yes, I did that. The cards were mailed early in March. They each said "Where the hell is AC?". One was sent to Bob, and one was sent to Jim. Being a paid subscriber since May 1994, I was well within my rights to send such an inquiry when 6 months passed by without either a magazine or a note of explanation. Being also a consultant to the current effort, & having been involved personally with Bob Woolley & Jim Hood since their acquisition of AC a year ago when they approached me to resurrect it, I'm aware of a variety of behind-the-scenes issues I don't feel at liberty to divulge here. I was less than impressed that Bob Woolley printed my inquiry in the Letters column, accompanied by a flip response, almost 2 months later.

Being unemployed & 3,000 miles from California, I'm not disposed to make chatty long-distance phone calls to AC or anyone else. On April 17 I submitted to them a long serious letter expressing my concerns for the health of the publication, questioning their management policies, & offering some suggestions. As of this date (May 7), they have failed to respond either in writing or by e-mail. I'm making genuine efforts to communicate, but the failure is at their end. I do not really expect a response from Jim, but there is no excuse for Woolley's deplorable policy of ignoring mail in light of his position as Editorial Director. A serious letter from me, in my triple capacity as paid subscriber, contributor, & consultant, ought to be something he would notice.

I once again reiterate my strongest concern: the Jan/Feb issue REPUBLISHED ITS OWN MATERIAL. ("Keycode Getter" was originally published in the Jan/Feb 1993 issue.) The nature of the response to my original post suggests, incredibly, that everybody out there thinks this is OK. Does no one out there realize that for ANY publication to regurgitate its own material & serve it up twice is a backhanded way of ripping off paid subscribers? Would Current Notes do that? I think not: Joe Waters at least is a man of integrity & runs a tight ship. To make matters worse, the original publication of Keycode Getter was itself a blooper. As Allan Palmer, Mailbag Editor of Page6 embarrassingly pointed out in the Letters column of the April 1993 AC, the information in Keycode Getter may be had in Compute!'s Third Book of Atari. Don't take my word for it, check it out yourself.

Since everyone out there thinks it's OK for magazines to recycle old articles, why not carry the policy to its extreme? Just print up a zillion copies of one single issue, then send it out 6 (or less) times a year to people, & collect a full subscription price. Sound OK to everyone? Aye or Nay?

Since the mailng of notices to paid subscribers in August 1994, one issue of New AC has been skipped, 2 issues were grossly late (2 months or more), & the next issue will also be late. May I assume that virtually everyone out

there (myself excepted) would judge this record acceptable?

The magazine's Chief Editor is seriously ill & physically impaired, for how long no one knows. Its Editorial Director is clearly not up to handling the load & seems to be almost in a state of denial concerning the seriousness of the Chief Editor's circumstances. And nobody out there finds that even a little disturbing? (Again, myself excepted.)

And does everyone agree that people like me, who raise serious concerns that affect us all, should be personally attacked & branded a "Basher of [fill in the subject]" just because I have the guts to frankly address difficult issues in a public forum? May I assume that's the prevailing sentiment in this newsgroup nowadays?

If all the above assumptions are indeed true, then perhaps it is time for me to seriously reconsider the wisdom of remaining an Atari 8-bit user. I've never been able to accept my Atari 800XL as a "hobby", as many people now seem to. From the very beginning in 1984, I have always treated my 8-bit as a REAL COMPUTER. If I can't take my Atari seriously, & deal seriously with the issues involving it, I'll be compelled to seek another platform that I *can* take seriously.

- Ben Poehland

********** POST RESPONSES TO THE NEWSGROUP, NOT TO ME. **********

3960. A way to transfer atari8bit<->PC with ordinary Serial Cable, must incl. software for both sides.

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-07 00:00:00 UTC
From: toby@cyberspace.com
Message-ID: <3ok2p0$geb@case.cyberspace.com>
Source record: 91901

I need a program for both ends of the PC/8bit connection that will connect and transfer files at a high speed. I have an 850 box, but don't want to build SIO2PC, the PC side must be a female DB-9. If anyone has software to do this, PLEASE E-mail me...Thanks.

3961. Re: Atari 8-bits in the Real World!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-07 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995May07.233232.15582@wariat.UUCP>
Source record: 91902

```
(T. Drake asks about 'real world' applications of A8s.)
Bruce Frumker a month or so ago asked this group where he could obtain
some specific type of joystick. I told him B&C had it. He's the
director of exhibits at the Cleveland Museum of Natural History and has
(how long, 13 years?) been using an Atari8 to control his random access
CD display, actually used in a public display in the museum. He wrote
an article in 'ANALOG' about it.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
*********************************************************************
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
*********************************************************************
```

3962. What I been doing A8wise

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-07 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995May07.234409.15582@wariat.UUCP>
Source record: 91903

1. Unzip: I haven't touched it in months. I'm presently trying to get a C or C++ compiler to fiddle with Charles Marslett's 'Util'. This way I can sneak up on C or C++ and maybe later come up behind the sadistic code in 'Infozip'.

2. Hardware stuff: I have an old 800xl board that is/was completely socketed. I screwed it up trying to use it as a junk yard and now I'm trying to restore it. In the process I've screwed up my 256k 800xl and trying to fix that. BUT, I found a solder splash, a bad transistor (probably shorted it out myself) and hardest yet to find, I found a solder bridge under one of my socket installations. (I had ripped out some sockets on this completely socketed board.) Oh, yes, I said in an earlier post that the collector has the arrow pointing away from the base on a transistor. I found out the emitter is ALWAYS the one with the arrow in circuit diagrams. Whether it points away from or toward the base depends on whether it is a PNP or NPN type. All I know about a transistor is that it replaced the vacuum tube as a basic amplifier with a controlling voltage on the grid if a tube and the base if a transistor. I found out the basic clock circuit in A8 is the crystal with two transistors making a 'feedback' or whatever that is.

Why didn't one of you hardware types tell us that I was wrong about the collector-arrow thingy? I guess it is just too mundane for a hardware type and probably wouldn't be understood by us neophyte hardware types. Any good stuff about basic Atari8 hardware would be nice. I wish someone would write something explaining those flow diagrams which explain the basic architecture of A8. Kendrik could probably use a text file on how the A8 works as well.

3. Cracked Alquist's 'Hodge Podge' and Hsu's 'Math Encounters', two kids/educational programs. 'Math Encounters' runs entirely in two interrupts. A deferred VBI and a timer #2 interrupts. It is weird but pretty nice, just four bytes of main CPU processing in the setup module, all the rest is done in the interrupts. Gives me the idea that eventually I would like to include Tom Hunt's CRC32 in unzip as an interrupt just to speed things up a bit. (Not as weird as J. Harris's 15k DLI kernal in GED tho.)

4. Can't let BASIC 'B' go: To the folks in UK that think I've been smoking that funny stuff when I say I prefer 'B'

version of Atari BASIC. I know I disagree with Tom Hunt
about this. I certainly don't think I know beans compared to
Tom Hunt. But I know he prefers 'C' BASIC and I really don't
think he or anyone else that really uses BASIC (which I
don't think he does that much) is correct in preferring the
'C' version. This is because I have fewer hangups with 'B'
and the few times I've tried 'C', I've always had hangups at
the worst times. I'm not going back to 'C' to try to
document what happens. I've got workarounds for most of 'B's
idiosyncrasies.

--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

3963. Re: Demo-competition - re

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-07 00:00:00 UTC
From: Tim.Gearin@flight.org
Message-ID: <81b_9505080105@flight.org>
Source record: 91904

I was'nt demanding. Thats just a suggestion but alternate reality is better
than nothing I guess.
---------------------------- -//- ----------------------------
Internet: Tim.Gearin@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------

3964. Atari 8-bit RGB monitor capabilities

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-08 00:00:00 UTC
From: dderhak@xmission.com
Message-ID: <3ojrne$3iq@news.xmission.com>
Source record: 91805

Did anyone ever come up with a way to plug an Atari 8-bit into
an RGB monitor?

--
dderhak@xmission.com

Silence is often misinterpreted, but never misquoted.
Silencio es a menudo mal interpretado, pero nunca mal citado.

3965. Trade 800XL for XEGS

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-08 00:00:00 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1995May8.032348.13885@apgea.army.mil>
Source record: 91806

I am interested in trading my unmodded 800 xl for a XEGS.

Rob Merritt

*> Opinions printed here are mine, all mine *>

3966. Re: hard drives for the atari 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-08 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9505080241591.DLITE.bjcorr@delphi.com>
Source record: 91807

```
>In article <3oav7v$2tf@hpscit.sc.hp.com>, reed@pa.itc.hp.com (Perry Reed)
writes...
>>Along the lines of this thread...
>>
>>I have an old 68Mb MFM drive, as well as an old Seagate 20Mb IDE drive
>>(ST-221 ???) lying around; cast off from my PC which now sports a (full)
>>212 Mb drive.
>>
>>My question is, what would I need to attach one or both of these to my
Atari
>>800 (the original, not one of the XLs...)?
>>
>I don't know of any HD->800 interface besides the Corvus system, with its
>whopping 7 megs. I think it used a custon DOS and hooked in via joyports
>3 & 4. The HD would be partitioned into 90k "disks".
>
>On a semi-related point, the Smalls at one point provided high-speed disk
>interfaces that hooked in via one of the memory slots on the 800. Anyone
>have any experience with these? Anyone have any neat hacks that
>interface via an 800 memory slot? There's a lot you could do with it, if
>you wanted to...
>
> ||| 6502 > 486
> ||| Dave Paterson
>/ | \
>
(Nitpick mode on)
The Corvus actually came in three sizes, 7meg being the smallest. The
largest was about 20meg I believe.
And the drive could be set to use 180k partitions, not just 90k. They also
had optional backup via a VCR. Used with an Integrater board you could use
any 2.0 clone with it ( MyDos for example. )
```

3967. Re: hard drives for the atari 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-08 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3oke94$h1h@news.primenet.com>
Source record: 91808

```
The mortal Sloopy Malibu wrote:
: aaahhh yes the ATR-800... (this is what i have for a drive controller
: actually) no the only way an ATR-8000 could take a HD is with a hack
: it doesnt have a HD port... it has (from right to left...) sio 13 (2) floppy

An official hard drive daughterboard was available at one time. They are
exceedingly rare and I know of only one person who ever got it to work
(ran a BBS on one for a while).
```

3968. SIO2PC Article

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-08 00:00:00 UTC
From: b.poehland@genie.geis.com
Message-ID: <199505080652.AA013005971@relay1.geis.com>
Source record: 91809

Rick Cortese mentioned Bob Woolley had contacted him requesting an article on the 7400 version of SIO2PC for the next AC.

Rick, when you compose that piece, I *do hope* you won't subject readers to a reinvention of the wheel.

SIO2PC was covered pretty thoroughly in the February 1993 issue of AC. That was the issue whose cover theme was "Slave An IBM To Your 8-Bit". It would be nice if you could refer to the excellent reviews by Mike Jewison & Alan Sharkis & use their comments as a point of departure for your piece.

Having already seen one article from the Feb '93 issue reproduced verbatim, it wouldn't go over well to see a rehash of the SIO2PC subject, from scratch, from that same issue, appear yet again. Indications are the management out there doesn't have a clear inventory of all the subjects covered in previous issues (tho they are in possession of the entire stock of back issues). Any new coverage of SIO2PC should focus primarily on the upgrades to the hardware/software since the last publication.

Just my $.02, of course.

- Ben Poehland

********** POST RESPONSES TO THE NEWSGROUP, NOT TO ME. **********

3969. Commodore Video Input Jacks

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-08 00:00:00 UTC
From: b.poehland@genie.geis.com
Message-ID: <199505080653.AA013285980@relay1.geis.com>
Source record: 91810

Commodore Monitor Input Jacks

Several people have commented on the inconsistent color coding of video inputs on the Commodore monitors.

The color coding on input jacks for ALL the Commodore monitor models is coded for Commodore cables ONLY. You can use an original Commodore cable with the Atari, I've done it, but you have to open the cable up & resolder a few pin connections to do it. Not fun.

I've had, at one time or another, Commodore 1702, 1084, & 1902 monitors. (They're all excellent, but the 1084 is the best. The model # is not an error, it's 1084, not 1804.)

I also have maybe 6 or 8 split-video cables around here. No two of them have the exact same color coding (even a couple that are from the same manufacturer!). And NONE of them match the Commodore inputs. I always have to determine which plug is which by trial & error, then mark the plugs with a fine-point Sharpie marker. The black cable is left unmarked, the others are marked "CV" (composite video), "AUDIO", "LUMA", & "CHROMA" as appropriate. I have never damaged a monitor by connecting the wrong plugs to the inputs, tho some peculiar patterns appeared on the screen.

Jim King mentioned the Super Video upgrades were intended for split-video monitors. It is true that split-video monitors will give you the best results if you do the upgrade. However, composite video is still available from a machine that has been Super-Video upgraded. As I mentioned in the article, if composite video is the only input your monitor has, it probably isn't worth your while to do the upgrade. The CV interface is intrinsically poor, so Super Video improves it little or not at all. Monochrome monitors benefit the most. A Super Vide hack on the 1200XL yields the best color performance. All these hacks, & more, were in the December 1993 AC.

BTW, the S-video connector you see on some TV's & VCR's IS nothing more than split video. Only the geometry of the cable itself is different. The pinout of the cable was described by Bob Woolley in an old issue of the SLCC Journal.

Speaking of the SLCC Journal, I have a whole collection of them I'd like to sell. 1987 thru 1993, about 8 pounds' worth, including all of Bob's famous (& infamous) hacks. $45 to the first taker, postage included (ugh!).

Early bird gets the worm.

- Ben Poehland
b.poehland@genie.geis.com

3970. XL/XE Power Supplies

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-08 00:00:00 UTC
From: b.poehland@genie.geis.com
Message-ID: <199505080653.AA013635998@relay1.geis.com>
Source record: 91811

Someone (Karl the Ghoul?) mentioned an electronics magazine where an article on XL/XE power supplies was published.

The "electronics magazine" was the May 1986 issue of Modern Electronics. That mag is now called Micro Computer Journal, it's a bimonthly.

How do I know this? I wrote the article. (They paid me $600. That was back when folks took the 8-bits seriously.)

An updated version of the article was published in Current Notes, November 1990, in my "Alchemist" column. See the FAQ list for CN's address to order back issues, it's probably only a couple bucks.

An article on upgrading the Type 1 supply (the white one, alias the "Beauty Queen"), to deliver 45% more power (current), was published in the Nov. & Dec. 1991 issues of Current Notes (the article was serialized). It was titled "Squeezing The Beauty Queen".

The upgrade requires a pair of hard-to-find 1-ohm/5-watt resistors. Not wishing to inconvenience hackers who are wholly dependent on Ripoff Shack for parts, I stocked up on these resistors & made them available to readers for $3 postpaid.

I still have all those resistors around here somewhere. Exactly one person contacted me about them, I just sent them to the guy for free.

Nobody cared, I reckon.

- Ben Poehland

PS- The Good Colonel isn't the only person who ever served as CN's 8-bit Editor. I spent a couple years there myself.

3971. Re: Atari 8-bits in the Real World!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-08 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3okfdg$h1h@news.primenet.com>
Source record: 91812

The mortal drake thomas (phd posi) wrote:

: Anybody else care to share any continuing and current real-world use with
: the Atari 8-bit? Might be kind of neat to discover where else the Atari
: 8-bit technology is quietly being put to use!

This is similar to what John Harris does. Perhaps he will post on the
list to tell us about it (as not all know about what he does).

For those in the Los Angeles area, try flipping onto (well, in my area,
it's 59) for cable. "The Information Access Channel"

It's some kind of test display which may be either an Atari8 or a C=64.
It's hard to tell. I can see what appears to be the larger custom font..
The font is a little messed up on the bottom part. It also looks like
they are feeding the RF to a VCR and then taking the video out because I
can see RF noise. What really looks Atari8ish as opposed to C=64 is the
center part which uses what appears to be the medium size text font, and
that all the text is standard GR.0 style where it is a brightness factor
of the background color rather than the 16-color C=64 thing, plus I see
what appears to be distinct display list blanking lines. Somehow the
display has no horizontal borders (unlike the standard displays). I know
you can widen the display, though.

There are 4 horizontal areas with a double bar going across that are a
different hue in the bars as the background. This appears to be Gr.7 or 7.5.

The colors used, a medium red and a deep green, do not look like any of
the C=64s fixed 16-colors. The C=64 tends to have rather pastel-looking
colors... In the RF noise I can detect what appears to be a telltale
interference pattern (hard to describe).

It has a time display / title display on the bottom.

The software is Infosoft 5000 v.5.3 (c) 1986 INFO/soft technology, Inc.
Seattle.

In 1986, the only 16-bit machine easily used for this task would be an
Amiga 1000, which were very expensive at the time. So there is little
doubt that this is an 8-bit of some kind.

It's just a shame that they did a rather bland piece of software, with
the font glitch on the bottom. But it has been going on for 9 years.

Maybe John Harris could update the software...

If you're REALLY curious I'll try to digitize the screen and post a .GIF.

3972. 256K 600XL w/Alzheimer's

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-08 00:00:00 UTC
From: b.poehland@genie.geis.com
Message-ID: <199505080744.AA033419060@relay1.geis.com>
Source record: 91813

256K 600XL w/Alzheimer's

I'd like to thank all the folks who made suggestions about the sick 256K 600XL I reported. (I had already tried freon spray on the LSI chips, overheating wasn't the problem.)

I replaced ANTIC 3 times, GTIA 3 times, the CPU 3 times, & the LS158 3 times. Sheesh. Nothing worked.

Please don't post any more on this, I've made an executive decision to give up on it.

I'll lay to rest the fears of those who're afraid I'd take the thing out into the back yard & subject it to a shotgun blast. You didn't *really* think I'd do that, did you? I'll merely restore it back to 64K & offer it, along with its 3 brothers, for sale.

I'd like to correct one response which contained the statement that the OS ROM in the 600XL was the same as the one in the 800XL & higher machines. NOT TRUE! Roughly 40% of the 600XLs out there had an OS ROM that was slighly different from the OS in later 600XLs & in 800XLs. I have these two ROMs in my hand right now. The Atari part # on the 600XL OS is CO62024, whereas the 800XL OS is CO61598. Anybody who performs ANY kind of RAM upgrade on a 600XL should also check the OS ROM and upgrade it as well if it's the old one. Virtually none of the various articles on 600XL upgrades even mention this, including the overpriced kit sold by ATV. I discovered it the hard way, when I attempted to run CopyMate on a 64K 600XL with the old ROM. CopyMate crashed the machine upon loading. Replaced the old ROM with the 800XL ROM, it loaded & ran just fine. Put the old ROM back in, it crashed again. 'Nuff said? (Lordy, how much time did I waste on this????)

So, I got four upgraded 600XLs to sell. $45 each including postage in the USA. Outside USA, postage & customs are your headache!

These machines are all in MINT condition, clean, working. All have the following upgrades:

64K RAM upgrade
800XL OS ROM upgrade
Super Video 2.1XL upgrade
Audio Bypass upgrade.
Manuals, power supplies, & RF switchbox included.

Why am I selling these? Despite my affection for their compact size & their nice PBI that can boot up a hard drive, I'm so addicted to big RAMdisks that anthing less than 256K just doesn't work for me. I've got several 800XLs

around here with 256K, 512K & 1-meg RAM, I reckon I'm just plain spoiled.

The case hardware modification on these (for the video port) was done so cleanly that most people would think it came that way from the factory. Not your usual butcher job here. Super Video for the 600XL is extremely tedious due to the cramped space inside. I will not do any more of these, thank goodness! Composite video output is available in these units, but as mentioned in my post on the Commodore monitors, it's quality is just so-so. Best results are obtained from mono monitors or split-video color monitors.

These 600XLs are fully equivalent to a stock 64K 800XL, only they're in a 30% smaller package & their video performance is about 12,000 times better than a stock 800XL. Everything else, including keyboard & cosmetics, is exactly identical to an 800XL.

- Ben Poehland
b.poehland@genie.geis.com

PS- Package deal: the whole lot for $100, including detailed docs on the mods.

3973. Re: 1MB+ upgrades! I'm scared!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-08 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <xS59Kzn.jeking7@delphi.com>
Source record: 91814

If you can, try tapping into +5 on a hard drive (standard PC) power
supply. Almost every upgrade beyond 320k (that I've created/used) has
required such a power supply.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

3974. Re: Atari 8-bits in the Real World!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-08 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <5y5-6Tu.jeking7@delphi.com>
Source record: 91815

I've seen an 8bit in use on television. Stayed up until 4:30am
saturday night rearranging my computer room, and taking down my multiplexed
8bit network, when in the living room, I heard that familiar BUZZZ
from the TV. Went to look and saw that TVTEST color demo on screen.

It looked EXACTLY like the one I run on my XE periodically.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

3975. Re: Jan/Feb AC: Some Concerns

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-08 00:00:00 UTC
From: bosco@host.yab.com
Message-ID: <3ol9ka$jb7@news.yab.com>
Source record: 91816

In some message Ben Pohland wrote:

(A long diatribe where he relates the recent troubles that AC magazine is having with his wish to discontinue using an 8-bit as a serious computer)

PULEEESE! We put up with your ramblings in the last issue (Unicorn) of AC and now you do it here? At least this time it relates with problems with the 8-bit. I don't know where you get off relating YOUR use with a computer with SOMEONE ELSE'S problems with the same computer base.

I had a friend who got into the C=64. Joined their club, went the whole 10 yards. Later he got into an arguement with a club member. He then sold the C=64, quit the club, and said statements such as "Damn Commodores" and "They are all idiots", just because of the one arguement. Although your sentiments aren't as extreme, that is what I'm "reading between the lines".

If you want to quit the 8-bit, more power to you. If you continue, ditto. But don't judge YOUR actions by what a few OTHERS do. When I quit this "hobby", I won't be writing an overly long diatribe as to why I'm doing so. I will just quietly go away.

There are several people I've run across who use an 8-bit and they never get onto the FIDO, PRO or CSA8 and they are very happy with the machine because of what the machine can do, not because of what others say about it.

John Collins

3976. Re: When did Atari kill the 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-08 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0805951141500001@edwarda.interlog.com>
Source record: 91817

In article <3obp47$9qs@charm.magnus.acs.ohio-state.edu>,
rfunk@magnus.acs.ohio-state.edu (Rob Funk) wrote:

> They apparently didn't want to release anything that wouldn't work on
> all the current machines. I think somebody's logic was flawed
> somewhere along the way...

Notably when it seems they canceled the 65 only minutes after
introduction! Then again, the 1090 would seem to be an XL product, in the
old livery, so perhaps this and a perceived lack of demand did it in.

> Probably because they didn't want to have to release software on both
> 3.5" and 5.25". Look at the mess in the PC world, with some machines

Yes, I should have read the message a little more, I noted the 3.5
reference later.

Thanks for the note!

Maury

3977. Re: Wanted: a good book on programming the 6502

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-08 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <138301@cup.portal.com>
Source record: 91818

>Chris, I didn't read it all, but I do know how addition works in computers
>(and about the roll-over and stuff), and I'm curious.. using the ADC operation
,
>can you easily do addition/subtraction of LARGER-THAN-TWO-BYTE values (and
>do it proportionally quickly... ie, just keep doing the same commands over
>and over for how many bytes you're using?)

Sure, Bill, you can do N-byte addition and subtraction just the same as
you'd do 2-byte! The code to add a 2-byte number X to a 2-byte number Y,
yielding a 2-byte number Z, would be:

```
CLC ; Prevent carry into least-significant bit
LDA X ; \
ADC Y ; > Add 1st byte...
STA Z ; /
LDA X+1 ; \
ADC Y+1 ; > Add 2nd byte. (done!)
STA Z+1 ; /
```

If you wanted to extend this code to add the N-byte number X to the N-byte
number Y, yielding N-byte number Z, you'd just code additional LDA/ADC/STA
sequences until you'd added N bytes! Like so:

```
. .
. .
. .
LDA X+2 ; \
ADC Y+2 ; > Add 3rd byte...
STA Z+2 ; /
LDA X+3 ; \
ADC Y+3 ; > Add 4th byte...
STA Z+3 ; /
. .
. .
. .
LDA X+(N-1) ; \
ADC Y+(N-1) ; > Add Nth byte. (done!)
STA Z+(N-1) ; /
```

The way I've shown it, of course, it's hard-coded for a fixed value of N.
Wrapping this up in a loop to handle arbitrary N is left as an exercise
for you, the reader! :-)

>And why the hell wasn't FP put in Action! !? <:^[

Maybe they figured it was already there in the ROMs and you could get at it on your own if you wanted to. Someone else has already pointed out the REAL.ACT code on the Action! Toolkit disk; I agree that it's an "ugly" interface, but then, it's no worse than having to call a different Print???() routine for every data type, with and without end-of-line characters! Sheesh!

Chris "Just Now Starting To Explore Action!" Chiesa
Chris_F_Chiesa@cup.portal.com / xetwnk@shell.portal.com

3978. SpartaDOS incompatibility problem

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-08 00:00:00 UTC
From: CONRADUS@PLEARN.EDU.PL
Message-ID: <199505081647.LAA08319@mail.cs.utexas.edu>
Source record: 91819

Hi.

Each DOS program should be terminated by RTS, and _for_me_ it works well, too. JMP (DOSVEC) (not JMP(DOSINI)!!!) you can use, if your program deletes the stack, as Turbo BASIC XL, for example. Both methods are good, but RTS is more "elegant".

However, the SpartaDOS X can hang up, if you terminate program by RTS. But there isn't a problem in *terminating* but in *starting*. Each DOS program (i.e. last binary segment) should be started using *** RUNAD *** vector, not by *** INITAD *** !!!! Otherwise, the SpartaDOS hangs up.

Bye

Konrad
conradus@plearn.edu.pl

3979. Re: Atari 8-bits in the Real World!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-08 00:00:00 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3oljcm$j6@news2.delphi.com>
Source record: 91820

When I lived in Orlando, our cable system has a SportsTracker channel which showed scores all day. One day it sat at the READY prompt most of the day. :) The Atari dealer in Orlando (John Morrison) says that many people use XL/XE's in Apt. complexes and such for an on-premesis info channel, and then a bunch turn up in need of repair after a good thunder storm. He usually steers them away from the XE and toward the 800XL because they seem to hold up much better.

-Bry

3980. Re: Wanted: a good book on programming the 6502

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-08 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <138303@cup.portal.com>
Source record: 91821

>>And I still don't know what the instruction BIT does.
>>So there.
>
>From Programing the 6502 by Rodnay Zaks
>
>Description:
>The logical AND of the Accumulator and Memory location is preformed, but not
>stored. The result of the comparison is indicated by Z. Z = 1 if the
>comparison fails, 0 otherwise. In addition, bits 6 & 7 of the memory data
>are transferred into V and N of the status register. It does not modify the
>contents of A....
>
>Likely that really doesn't help much, but I've noticed that Mike G. (of
>SpartaDOS fame) tended to use the bit instruction a lot...

If I may... I believe what may confuse the ML newbie, is that the "des-
cription" speaks first of performing a "logical AND," then of the "result of
(a) comparison." I'll bet you a cookie that our original poster is reading
that and asking, "WHAT comparison? It was an AND, not a CMP!"

What, he wonders, does a "logical AND" have to do with a "comparison?" An
AND is a bitwise/logical/mathematical "operation" that combines the bits of
the accumulator with those of an external operand in a certain way to yield
a result, but a comparison is... well, he doesn't know quite WHAT it is,
but it's probably "some kind of test."

The trick is that a comparison ISN'T "some kind of test" at ALL. The
"test" part of a comparison occurs in the "branch" instruction that usually
FOLLOWS a comparison! A "BEQ" (branch equal) instruction, for instance,
causes a branch "if the result of the last calculation was zero," or, to
be more specific, "if the Z condition-code flag is SET!" A "comparison"
operation REALLY consists of the "set-up phase," if you will: placing the
condition-code flags into a meaningful state that reflects some useful or
interesting property of the value in the accumulator.

If the instruction executed before BEQ was CMP, then we say that BEQ causes
a branch "if the values compared were equal." If the prior instruction was
ADC or SBC, then BEQ is said to cause a branch "if the result of the
calculation was 0." However, these two (or three) cases are IDENTICAL:
in EACH case, a mathematical operation is performed and its result affects
the state of the condition-code flags. The ONLY difference is that CMP
"doesn't store" its result! "CMP #3" is almost identical in function to
"SBC #3" (here my knowledge breaks down just slightly. Does anyone know
whether CMP considers the prior state of the carry flag, as does SBC?),
except for storage of the result.

So how does this relate to the BIT instruction? Simple. The BIT instruction exists in the same relation to the AND instruction, as CMP does to SBC. If you execute an AND (or SBC) instruction, an operation is performed on the accumulator with an external operand, affecting the condition-code flags and storing the result in the accumulator. If you execute a BIT (or CMP) instruction, the _same_ operation takes place, and affects the condition codes in the _same_ way -- but the result is not stored. PERIOD.

The only difference between BIT/AND and SBC/CMP is that SBC/CMP consider the accumulator's contents as an integer numeric value, whereas BIT/AND consider it as a pattern of bits. ANDing one bit-pattern with another yields a result with 0 bits wherever there was a 0 bit in EITHER operand, and 1 bits only where there was a 1 in BOTH operands. An AND, which stores its result, allows you to use that result in further calculations, or to further test individual, or different, bits. A BIT, which DOESN'T store its result, can still tell you whether there were NO bits set in the result (it was "all 0 bits," or "zero," i.e. the Z condition-code flag is set), or whether bit 7 was set (bit 7 = the sign bit, i.e. the N condition-code flag is set). Sometimes that's enough information, and THAT's where the BIT instruction comes in handy.

Hope this helps.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com / xetwnk@shell.portal.com

3981. Re: Wanted: a good book on programming th

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-08 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <138304@cup.portal.com>
Source record: 91822

>Joel G. writes:
>
>Look at this:
>
>CLC
>LDA a1
>ADC b1
>STA a1
>
>LDA a2
>ADC b2
>STA a2
>
>LDA a3
>ADC b3
>STA a3
>
>This is supposed to add the 3-byte integer b1,b2,b3 to a1,a2,a3.
>Suppose a1+b1>255. Then the carry flag is set after the first addition.
>
>Then suppose a2+b2<255... is the carry flag then reset to zero after the
>second addition? Or does it just stay set because the ADC does not result
>in a carry and hence the flag is unaffected?

The short answer is, "yes, the carry flag IS reset to zero after the second addition."

The long answer goes on to say that, "it wouldn't be of much use if it DIDN'T." 6502 instructions that "affect the condition codes," ALWAYS affect the condition codes. ADC, for one, has no "memory" of what has or has not occurred in previous ADC executions in the instruction stream (this is, in fact, precisely what the condition codes provide: "memory" from one instruction to the next!); under such circumstances, the ONLY behavior that makes sense is for ADC to set OR CLEAR the C flag EVERY time. Ditto for all other instructions.

(Gee, I seem to have a good start on a 6502 programming book, myself! :-))

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

3982. Re: Jan/Feb AC: Some Concerns

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-08 00:00:00 UTC
From: junkster@chinook.halcyon.com
Message-ID: <3olhka$fl1@news1.halcyon.com>
Source record: 91823

Well, I noticed the repeated article (I knew it looked familiar, but it took me a while to realize it was from an earlier issue). It definitely gave the impression that there was a complete lack of new material. Whether this is true or not, I dont know. I have written an article for AC in the meantime, though, so I'm trying to help out.

James Hague
junkster@halcyon.com

3983. Atari 800 XL Monitor pinouts - what are they?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-08 00:00:00 UTC
From: Scrimgeour <cs1fi@herts.ac.uk>
Message-ID: <Pine.SUN.3.91.950508150526.5214A-100000@altair.herts.ac.uk>
Source record: 91824

HI can anyone help me? I've got an 800 XL, no manuals, and I'd like to know what the pinouts are for the monitor socket. I haven't been able to find this out on the web, so I'd be greatful if someone could post it to me. Thanks.

Iain

3984. Re: Jan/Feb AC: Some Concerns

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-08 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <138315@cup.portal.com>
Source record: 91825

Ben; rigth now any critisizm of AC will seem out of place. This isn't like Antic where the publisher enticed people to send in long term subscriptions then started a PC mag & folded Antic. There is a certain amount of guilt by association when you mention them in the same sentence. It may be a true statement, but saying something like Hitler and Renoir were both painters causes people to jump to the conclusion there is something beyond painting you're trying to imply the two have in common. I know you're a scientist, but just because a statemnet is logically & factually correct does not mean it will be percieved as such by the general public.
I'm sure there well be more critisisms to come. For instance, if I get off my butt & get a sio2pc article to AC, everyone in this sig will have seen the info before. What should I do? Stop posting any hacks I do to the sig or not send an article because the info could be found somewhere else? With Bob at the helm, AC will most likely become very hardware orientated, not because he wants it that way, because that is what he does. When AC was under your wing & people complained about content I usually asked for specifics. Turned out about 1/2 the people complained there were too many hardware articles & the other 1/2 complained there were too many aplication articles. Not fair, but it still happened. I took it as you did a good job hitting the middle of the road since you managed to offend people in both camps.
BTW: Alza in CA had a number of job openings at about the senior chemist level last time I went by to visit.

3985. Re: SIO2PC Article

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-08 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <138332@cup.portal.com>
Source record: 91826

Don't worry about the SIO2PC article. The reason I talked about 'my hack'
was because: In response to several of our foreign participants in the
sig that couldn't get the MAX232 chip, I did two functionally equivalent
circuits using either a 4049 <for non modified 1200xl's & everything else>
and 7400 for people who said they had trouble finding anything but 74xx
parts. I'll give you *ONE* free shot at me, if you think the article is
without merit or of no general use to readers of AC, just say the word
& I'll do something else. There's been at least a 1/2 dozen people on
the net that have requested the schematic & I believe it was the general
interest in the topic that caused Bob to request the info, but if you don't
think it has a place, fine. There's a lot of other topics I can cover.
Rick
BTW: Jewison came in the sig & flamed us, I would have like to have had
his input in the sig since he is very knowlegable about the 8 bit, but
apparently he's a weenie an a butt with his hit & run tactics. Quite
immature & left the impression of sour grapes. He owes us all an
apology & using him as an example of someone who's already 'done' the
sio2pc thing would probably be regarded as an oxymoron in this sig.
I seriously doubt if there will be many requests for reprints of his
article comming from this sig now that we know he wrote one.
Rick

3986. Re: HELP! HELP! 6502 and/or Atari specific

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-09 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <D8B5uB.HKM@aston.ac.uk>
Source record: 91827

```
;Douglas Neubauer was interviewed in ANALOG #47.

;"Star Raiders was to be a 3-D version of the Star Trek game played on the
;mainframe computers of that time. The Star Trek game was all text and not
;played in real time, but it had the idea of ship damage and sector
;scanners and charts."

Anyone know if this guy's online?
```

3987. Pictures of Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-09 00:00:00 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3onjq5$9mp@dux.dundee.ac.uk>
Source record: 91828

I seem to remember ages back that someone was going to get a whole load of digitised pictures of Atari computers and peripherals together. Whatever happened to this?

--

You can't live in a global society without getting your hands dirty somewhere along the line.

Graeme Fenwick:-

email gfenwick@mcs.dundee.ac.uk
homepage http://www.mcs.dundee.ac.uk:8080/~gfenwick/index.html
---

3988. Re: Pictures of Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-09 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3onuio$ca9@nic-nac.CSU.net>
Source record: 91829

FTP to Umich (ftp atari.archive.umich.edu, amiga.archive.umich.edu, etc.)
and check under:

atari/8bit/Syspics <- I think.. I know this Directory was in Newitems
for a while

Pretty nice shots, too! :) (On my home page I had a shrunk version of the
1400XL which I claimed to be a 1200XL... you couldn't tell the difference
though! Can't read the name at all when it was that small and the cases WERE
more or less identical! :))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3989. Re: Commodore monitor w/ 8bit question

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-09 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.800033283@gmi.edu>
Source record: 91830

bjcorr@delphi.com (Ben Corr) writes:

>Get it immediately. I have a 1701, virtually identical, the picture is
>great. The cable you describe is available, not sure where, most likely at
>Best. They are not uncommon.

Well, I did get the 1702 (for FREE!) :-) and I tried the Atari monitor
cable on it. It took some playing around with, but I got it to work.
Seems like the monitor cable signals are reversed, though, as the colors
don't match.

Anyway, it works wonderfully. Much better than a TV. And it was free, you
can't get any better than that! ;-) Thanks for the input. It was of
great help in getting the monitor to work.

/Kevin

3990. Crystal Castles warps?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-09 00:00:00 UTC
From: DBSTRUTT@CHEMICAL.watstar.uwaterloo.ca
Message-ID: <DBSTRUTT.234.2FAF90FD@CHEMICAL.watstar.uwaterloo.ca>
Source record: 91831

Anybody know of any warps in 8 bit Crystal Castles?

David Strutt dbstrutt@chemical.watstar.uwaterloo.ca
UWaterloo chem eng grad student am023@freenet.carleton.ca
(519) 576-2128
Atari Jaguar 64-bit Multimedia System - Oh yeah!
Hamilton Tiger-Cats Season Ticket Holder
My secret indian name: Billy Stepped-in-Shit

3991. Re: When did Atari kill the 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-09 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0905951548500001@edwarda.interlog.com>
Source record: 91832

In article <3ocj89$4vd@news4.primenet.com>, krishna@primenet.com (Glenn Saunders) wrote:

> It was really Atari's fault for not making a DOUBLE DENSITY drive the
> standard back in 1978. A 70K drive for a machine with 48K RAM is not a
> good thing, but a 180K drive would be ideal, and double sided 360K would
> be more than enough for even 128K programs.

Yeah, but they cost and arm and a leg. And Atari's main selling point to those not in the know was price.

> I know of no other home computer that actually went with single density
> single sided. The C= drives may have been slow as molasses, but they
> WERE double density.

> Atari had a DS/DD dual drive (the 815) but it was never released, and

I remember it. I thought it was just a double sided drive though?

> No matter what part of Atari8 history you touch on, it is laced with
> decision making misakes on the part of Atari. Some didn't seem like
> mistakes at the time (like this) but were bad in the longrun. Other
> stuff (like how Tramiel handled the 8-bit) was more damaging.

True, true. Things were looking GREAT for a time with the XL lineup, all the items being mentioned here are perfect examples. Suddenly the whole Atari catalog looked great, well "stocked" and full featured. Devices like the 1090 and AtariLab would have made it all look a lot more serious.

Well then in come the Tramiel's, and presto, all gone.

Still, I think one of the single most damaging things was Atari Basic. It was a brilliant bit of design in terms of syntax, the language just made more sense than any of the MS clones, like LIST 10,50 as opposed to LIST 10-50, what's that, LIST -40?. However, the lack of REAL string support (and integers to a lesser degree) and it's abysmal speed put it constantly at the bottom of every benchmark in the mags like Creative Computing.

After I got rid of my 8-bit and got a ST (duh), I remember my Atari-wonderkind friend Oliver showing me SpartaDOS and a replacement BASIC (from Happy Computing). Even interpreted the basic was many many times faster, and was completely full featured.

And then there's that whole 2-line lockup issue!

Maury

3992. Turning off screen saver in Atari Basic

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-09 00:00:00 UTC
From: gramlich@ns.cencom.net
Message-ID: <3oo5iq$mik@ns.cencom.net>
Source record: 91833

Hi everyone,

I'm new to the 8-bit and have written a small program to run through several displays. The problem is that after several minutes, the colors start changing until I press a key. I assume that Atari Basic has some sort of built in screen saver. Is there a way to turn this feature off? I would guess there is a memory address that could be poked to do this.

Thank in advance for any help

Jay

3993. Thunder Child Lives!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-09 00:00:00 UTC
From: b.poehland@genie.geis.com
Message-ID: <199505092248.AA206939723@relay1.geis.com>
Source record: 91834

Thunder Child Lives!!!!

Among the responses I received to my post "256K 600XL w/Alzheimer's", there was someone who suggested my 6502 CPU was the culprit. Whoever that was, please identify yourself to the newsgroup so you may be congratulated.

YOU WERE RIGHT!!! It *was* the CPU after all!!! Here I am beating myself up for maybe screwing up the 256K RAM upgrade, & doubting the documentation written by Jeff Popp, when it was the CPU all along.

I intially replaced GTIA, ANTIC, & the CPU 3 times, & always got a failure, so I gave up on the whole idea of ever having a 256K 600XL. Today I was going to dismember the upgrade & downgrade the machine to 64K, but I decided to give it one last try. I decided to start with the CPU first. I went pawing thru my collection of custom Atari LSI's & noticed something: all the CPU replacement chips I had tried earlier were Synertek chips. I had some NCR chips & some Rockwells in there too, so on a lark I decided to try a CPU made by one of the other manufacturers. MAMA MIA! When I plugged in the NCR & Rockwell chips, everything ran fine. Put back in the same Synertek chips I tried earlier, they ALL failed! I trashed all 3 Synerteks immediately!

I went back into my stock of CPUs & found I had 3 Rockwells, 2 NCR's & 5 more Synerteks. I tested the entire lot of them right then & there, using this simple counting routine:

```
1 FOR I=1 TO 10000:?"[5 spaces]";I:NEXT I: GOTO 1
```

I was amazed how hot the CPUs became when this simple little prog is running. I let the program run for at least 30 minutes on each chip (took me the whole darn afternoon!). But it was worth it. All the Rockwell & NCR chips passed. But, of my remaining 5 Synerteks, one of those failed! So, out of a total of 9 Synertek 6502C CPU's, 4 of them were bad! Unbelievable! You can recognize the Synertek logo easy: it's an inverse capital "S". The company went belly-up in the mid-eighties, I see why!

The good news here is that Jeff Popp's 256K 600XL RAM upgrade DOES WORK. His written instructions are a nightmare, but the information is essentially correct. The upgrade kit, including Popp's instructions, are available from Best Electronics. Also, the manner in which I implemented the upgrade, by using a modified RAMbo board, is do-able & eliminates most of the rat's-nest wiring on the motherboard. (Pity no one will ever bother selling modified RAMbo cards for this upgrade. I must say it is one helluva nasty hack, tho. I won't do any more like this & am still offering my remaining three 64K 600XLs for sale.

But I'm gonna keep this one unit that's now working. Such a cute little thing, thunder in a pint-sized package. I call it "Thunder Child". (Can anybody guess where I got that name? Heh. Two gold stars & a dogbone to whomever gets it right.)

I just booted up my main system with Thunder Child, what a kick to see this little computer driving 4 1.44-meg PBI floppies, 2 sio floppies, & a 44-meg SyQuest hard drive, all the while pumping out crisp monitor-qulity video while giving me enough room to run 128K XE software plus a nice 128K RAMdisk for downloading email & storing temporary files. In half the space of an 800XL! This is the 600XL Atari should have made.

I'll be using Thunder Child as my main computer for awhile. As I gain more experience using it with different programs, I'll report any bugs I encounter to the newsgroup. What a cute little computer, I love it.

And to that fellow who suggested the bad CPU, I thank you a thousand times!

- Ben Poehland

3994. XL speed up

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-09 00:00:00 UTC
From: Bastian Schick <schick>
Message-ID: <3onpcg$2eu@zeus.rbi.informatik.uni-frankfurt.de>
Source record: 91835

Does anybody have some experience in speeding up the XL or the serial port
to the floppy ??

3995. Re: Jan/Feb AC: Some Concerns

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-09 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <xc3+ihx.jeking7@delphi.com>
Source record: 91836

Ben has many valid arguments.

Although I'm simply glad there exists an 8bit magazine, I'm also flustered at the fact that I paid $25.00 for something which I doubt I'll ever get.

I mean, I can get a one year sub. (12 issues) of Dragon magazine for $25.00 and its glossy, has a comic strip and the works.

The least I expect is a TIMELY magazine -- content can always be improved upon.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

3996. Re: HELP! HELP! 6502 and/or Atari specific info. and suggestions NEEDED

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-09 00:00:00 UTC
From: jjessop@ix.netcom.com
Message-ID: <3omrg5$1hg@ixnews4.ix.netcom.com>
Source record: 91837

In <3oeqsi$8ni@news4.primenet.com> krishna@primenet.com (Glenn Saunders) writes:
>
>The mortal Jerry Jessop wrote:
>
>: POKEY was designed by Doug Neubauer of Starraiders fame. POKEY
>: was finished before the other custom 800 silicon and amazingly worked
>: on its first pass. Starraiders was Dougs attempt at showing what the
>: chipset might do.
>
>Are you an ex-Atari engineer or what?

Is Senior Technical Associate close enough (jr. engineer)? Spent over 8 years there starting in 1977 in Consumer and Computer divisions...Ok also a short stint in Pinball division.

Doug's credit for Star Raiders has
>only been known to the average Atarian through the grapevine. I haven't
>seen a single piece of official literature which credits him to it. I am
>not saying he didn't do it (and when you see 2600 Solaris you can see the
>similarities) but you seem pretty sure of yourself in relating this
>history.
>
Ummmm......Atari history, I'm real sure!

>: knew who George was! The late great Jay Miner had already left Atari by
>: this time after designing the VCS TIA.......his replacement as far as I
>: remember was Francis Michelle who later designed the "Sylvia" Chipset.
>: This was a somewhat strange 10 bit system that never got as far as
>: silicon. There were a few cool games on the simulator for it....Pac Man
>: with a Rat as I remember......but the programmers hated the system.
>
>Don't tell me you are trying to convince us that Jay Miner had nothing to
>do with the Atari 400/800, because if you are, I will not accept that
>without a fight.
>

>
>
Is that what I said? I think I said the "late great" Jay Miner was not at Atari when the 400/800 was released. He was certainly a part of the design effort and philosophy, but maybe not as much as you might think.

Jay was much more of the system "father" of the Amiga chipset than the 400/800 I believe. I never worked with him at Atari, but did get the chance to meet him (real nice guy!) when Atari started working with Amiga in late 83.

Your apology is accepted in advance!

3997. Cooltris 2 beta? Any try it?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-09 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3oms55$m4k@nic-nac.CSU.net>
Source record: 91838

Sssssssoo!? Did anyone DL and try out the Cooltris 2 beta demo I put up here a while ago?

What did you think of it???

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

3998. 1050 Mech differences?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-09 00:00:00 UTC
From: heller@blue.crayola.cse.psu.edu
Message-ID: <3on1ti$h56@psuvax1.cse.psu.edu>
Source record: 91839

here is a little story:

I have 2 dead 1050's. I have 2 working 1050's (1 duplicator, 1 US)
The dead ones are stock. Each pair has a WorldStorage Drive, and a
Tandon Drive.

I pulled the good Tandon mech from my working set and put it in the
dead drives. After some tweaking of the main board ala 1050 Field notes...
I got the 1 drive to function perfectly... even ran the 1050 diagnostics
and burn in.

Now, I take this same mech and put it in the other dead drive. This
mother board sports the EPROM and WorldStorage mech...(The one I fixed
was a Tandon mother board)...

First pass says speed is way off... Fix that.. now it tells me
track zero is way off. Hmm... I do some looking in the 1050 book...
Q5 or U13 I check both..(I know the sensor is good, otherwise it
would not have worked on my original unit and the 1 I fixed)..
I notice what I think to be an error in the Field books about
the collector of Q5 being 5 volts when it ISNT track zero and Zero when
it is track 0. I measured the exact opposite... on all my drives...
of course...maybe the silkscreen is wrong... anyways...)

This stupid mech wont work with this WST board!!..so..I pulled my good
WST mech and slapped it in. Speed IS WAYYYY off...I fix that...
run diagnostics... EVERYTHING works.

Okay...
Questions:
Why doesn't a Tandon mech work on a WST motherboard?
Um..how can ATV say their Tandon mechs work on all 1050's?
(Does a tandon mech work..but I must manually adjust the track zero
sensor?)

Where can I get WST mechs? Where can I get WST presure pads?
(My WST mech has a tandon pad held in by a piece of paper...
not very RIGHT.)

Thanks to anyone who can lend help...

Andrew "The Ghoull" Heller

Just graduated from 5 years of Computer Engineering.

3999. OASIS

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-09 00:00:00 UTC
From: snet@world.std.com
Message-ID: <D8AtrD.5v8@world.std.com>
Source record: 91840

I sold OASIS to a fellow in Canada years ago. My BBS # is 617-961-4865.

```
--
*
* SearchNet HeadQuarters BBS 617-961-4865 or 508-586-6977
* Subscribe to our mailing list by sending a message to
* majordomo@world.std.com, "subscribe snet-l" The l is
* a lowercase L. Voicemail - 617-341-6114. Replies to
* snet@world.std.com or searchnet.zec@channel1.com
*
```

4000. Portfolio Ports

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-09 00:00:00 UTC
From: chuck@utdallas.edu
Message-ID: <3on1d8$oj@utdallas.edu>
Source record: 91841

Please forgive this post, but it does relate since the Portfolio is, in fact, an Atari.

Anyway, I'm trying to find a source for the connector for the bus port on the side of the portfolio. A loose description would be a miniature centronics port...a raised center surrounded by 2 rows of pins. Anyway, if anyone knows of a source for this connector, please drop me a note at the above address of chuck@sdf.saomai.org.
THANKS!
-- Chuck Knight

4001. Atari/Commodore Software SALE

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-09 00:00:00 UTC
From: Lawrence Estep <71450.1050@CompuServe.COM>
Message-ID: <3oou49$k5q$1@mhadg.production.compuserve.com>
Source record: 91842
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

FOR SALE - ATARI/COMMODORE ACCESSORIES

(2) Atari CO17945 9v AC power supply (NEW) $7.50/ea. (1010/1020/1050,etc.)

FOR SALE - ATARI BOOK

Atari XL User's Handbook (WSI) $5 (good condition)

FOR SALE - NINTENDO ACCESSORIES

Nintendo Zapper light gun (NEW) $7.50

FOR SALE - ATARI 8-BIT SOFTWARE

EDUCATIONAL:

Biology Facts (AEC) $3
USED: Math Encounter (cartridge) $3
Songwriter (Thunder Mountain) $3
Spanish Vocab. Skills (AEC) $3
Turtle Tracks (Scholastic) $3
USED: Delta Drawing (cartridge) $3
USED: Facemaker (Spinnaker) $3
USED: Music Composer (cartridge) $3

GAMES:

Adventure Master (CBS) $5
Astrology (Antic APO167) $3
Chessmaster 2000 (Software Toolworks) $5
Computer Baseball (SSI) $3
Crypts Of Plymbous (Cosmi) $3
Elektraglide (Mastertronic) $3
Encounter at Questar IV (Artworx) $3
F-15 Strike Eagle (Microprose) $5
Flight Simulator II cartridge (Atari)
Forbidden Forest (Cosmi) $3
Lords Of Conquest (Elec. Arts) $5
Ninja (Mastertronic) $3
Pensate (Penguin) $3
Touchdown Football (Elec. Arts) $5
Winter Challenge (Thunder Mtn.) $5

UTILITIES:

Get Rich! Insurance Planning (Arrays) $4
Megafont II/II+/Font Sim. package (XLent) $4

Indus DOS XL Master Disk/GT Estate Word Processor package $3

ALL 8-BIT SOFTWARE ONLY $50 PLUS SHIPPING

FOR SALE - COMMODORE 64/128 SOFTWARE

F-15 Strike Eagle (Microprose) $5.00
The Filer (Spinnaker) $3.00
Bop 'N Rumble (Mindscape) $5.00
Pensate (Penguin), Computer Baseball (SSI) $3.00 each

Bruce Lee $2.00
USED: Professional Gambler (Load & Go) $2.00

Brand new software (software/docs only-no packaging):
Beyond The Black Hole (Software Toolworks) $5.00
Clubhouse Sports (Mindscape) $4.00
Chessmaster 2000 (Software Toolworks) $5.00
Crime Stopper (Hayden Software) $2.50
Crypts Of Plumbous (Cosmi) $3
Dig Dug (Thunder Mountain) $3.00
Double Dragon II:The Revenge $3.00
Forbidden Forest (Cosmi) $3
General Knowledge Builder (Disk-count Software) $2.00
Mind-Roll (Epyx) $3.00
Ninja (Mastertronic) $3.00
Navcom 6 (Cosmi) $2.50
Payday (Gametek) $5.00
Robocop (Data East USA) $5.00
Shoot 'Em Up Construction Kit (Accolade) $5.00
Take Down (Gamestar) $3.00
Thing On A Spring (Epyx) $2.50
Top 20 Software Tools (Cosmi) $5.00
20 Solid Gold Entertainment Hits (Cosmi) $5.00

EDUCATIONAL: Biology Facts (AEC) $3.00, Spanish Vocab Skills (AEC) $3.00

ALL C-64/128 SOFTWARE LISTED ABOVE ONLY $50.00 + shipping

I will consider other package offers, and COD shipping is available.

All items include original docs unless noted, and some are new in original
shrinkwrapped boxes. Inquire for specifics on any programs.

Shipping charges based on size of order.
If interested, please contact Lawrence Estep at 71450,1050 on
CompuServe or 71450.1050@COMPUSERVE.COM on Internet.

--

Lawrence Estep / 71450.1050@COMPUSERVE.COM
Remember...Friends Don't Let Friends Drive Drunk!!!

4002. Hard Drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-10 00:00:00 UTC
From: slc.dennis.bishop@muskrat.hi.net
Message-ID: <9505091945521468@muskrat.hi.net>
Source record: 91755

Over the last 2 years I've helped another man build up a working Atari ST system. Right now he's got a upgraded 520ST [1 meg] SS/DD disk drive and color monitor. He has picked up a mouse and a 2400 modem. What he needs now is a Hard Drive. As I will be buying it for him, and I'm on a fixed income [V.A.Dis.], I am looking for something like a old SH204 or any scsi drive between 20 to 50+ megs. Plus it has to be low cost too. Please reply if you have such a thing.

starlord@muskrat.hi.net

... "I think I have to go to the bathroom." - Ivanova
___ Mountain Reader II - #Demo 001

4003. Re: Crystal Castles warps?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-10 00:00:00 UTC
From: bosco@host.yab.com
Message-ID: <3opr3f$3nf@news.yab.com>
Source record: 91756

D Strutt (DBSTRUTT@CHEMICAL.watstar.uwaterloo.ca) wrote:
: Anybody know of any warps in 8 bit Crystal Castles?

Here you are. This is from a list our club maintains...

CRYSTAL CASTLES

On each level of the game (not necessarily each maze), there is a
"window" where you can skip ahead two levels. On the first board, it is
on the left hand side. Press the button and warp ahead two levels.

Hope this helps.

Bosco =OP

4004. Re: eol2cr.zip

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-10 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3oqnq2$glv@nic-nac.CSU.net>
Source record: 91757

Rob Funk said:

> But could this be done with Unix's 'tr' command?
> Off the top of my head....
> tr \\0233 \\012 atarifile > unixfile
>
> ?

Ah! D'oh! Did I stay up past 1am for NOTHING!? :)

Sheesh!

-bill
kendrick@zippy.sonoma.edu

4005. Re: Wanted: a good book on programming th

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-10 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <D8D0xI.1qq@aston.ac.uk>
Source record: 91758

>That reminds me... does anyone out there know what the overflow (V) flag is
>for in relation to ADC and SBC??? Something to do with signed multi-byte
>addition but that's all I have ever found out.

The V flag is only important if you are interested in using 8bit signed
arithmetic. Otherwise ignore it.

The C (or carry) flag allows you to perform multi-byte adds/subtractions.

>>And I still don't know what the instruction BIT does.

BIT perform a logical AND with the operand and sets the Z (zero) flag if the
result is zero; else it's reset.

It also copies bit7 of the operand into the N (or sign) flag and bit6 into the
V flag. It's no coincidence that the N and V flags are bits 7 and 6 of the
processor status register.

Note that CMP is a subset of SBC. CMP assumes Carry reset and does not store
the result. CMP however does not affect the V flag.

4006. Re: eol2cr.zip

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-10 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3or0ls$pm4@charm.magnus.acs.ohio-state.edu>
Source record: 91759

In article <3oqnq2$glv@nic-nac.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>Rob Funk said:
>> But could this be done with Unix's 'tr' command?
>> Off the top of my head....
>> tr \\0233 \\012 atarifile > unixfile
>
>Ah! D'oh! Did I stay up past 1am for NOTHING!? :)
>
>Sheesh!

Heh, isn't Unix great? :-)

But it wasn't for nothing, it was a VALUABLE LEARNING EXPERIENCE.
Remember that. :-)

I just did a little test (using HPUX; I'll try Linux later), and made
a file that looks like this in emacs:
this file contains\233Atari EOL characters\233\233Enjoy.\233

With no newline at the end, and the "\233" is really one character,
decimal 155 (octal 233).

The command to do the trick is:
tr \\233 \\012 < atarifilename

Which gave me:
this file contains
Atari EOL characters

Enjoy.

YMMV - different versions of tr have different idiosyncracies.

Quotes could be used instead of the extra backslashes:
tr '\233' '\012' < atarifilename

Also look at the sed command.

That's the end of today's Unix lesson. :-)
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

4007. Looking for PHANTASIE

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-10 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.800119002@gmi.edu>
Source record: 91760

Argh!!! My quest to find Phantasie I is not bearing fruit. Several calls to vendors reveal that this title has been long gone out of backstocks and nobody knows where I can get one. I long to return to Gelnor, but have no way of getting there. :-(

So, does anyone here know of where I could go to get Phantasie? Or, does anyone have a copy of Phantasie (box, original disks, and manual) that they are willing to sell? If so, name your price, or if you would rather trade it for Flight Simulator II, let me know.

Thanks for any information you may be able to contribute in my search.

/Kevin

4008. Oh dear, Ben is upset!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-10 00:00:00 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <D99C043CDF@east-01.novell.leeds.ac.uk>
Source record: 91761

To quote a recent posting...

"Jan/Feb AC: Some Concerns

A British reader who is apparently satisfied with the present offering, but who never subscribed to the "old" AC, trashed the entire previous history of the mag's record on the basis of having seen one article from a previous issue that he didn't like. The "old" AC never published an article on "Sticky Labels", so I must challenge the legitimacy of that comparison. My suggestion is for that person to buy all the back issues (they're available from the present Editors), & THEN make a comparison between the present & past performance of the publication. If you aren't willing to put your money where your mouth is, then keep your mouth shut."

I think this is directed at me Richard Gore, I'm British and it sounds like something I said. However has has happened a lot lately I seem to have got on somebody's back and they have bitten back with a load of c**p. Also I won't hide behind the news-group, post your replies directly to me if you want to, my e-mail address is chmrig@leeds.ac.uk
As for the above quote, well I don't think I said I was completely satisfied, what I said was give the new leadership a chance, yeah they made a cock up or two, but nobody is perfect and they have had their fair share of troubles. While I'm on the issue of new leadership, Ben if you remember another UK Atarian offered to take over running AC on two different occasions and you told him to 'take a running jump', I know the guy and he found your comments at the time down right insulting, so just think on, its essentially you who decided who should continue with the AC idea.
I have now got most of the old AC issues, and my comments do hold true. The saga of the AC database, doesn't that twaddle on about sticky labels. I am not alone in my thinking, I know of at least one other Uk user who thought the old ACs were c**p and he did subscribe!
As for me putting my money where my mouth is, I think I have done that, when the old AC was running I was a student and simply could not afford to subscribe, when I graduated (with a degree in Chemistry!) and found employment I put my money where my mouth is and subscribed to the AC that was running at the time as well as buying a couple of copies of the old AC, so I KNOW I have earned and paid for the right to make any criticisms I want to.

I conclude this message by thanking you Ben for not being petty, its great to see somebody who calls himself the 8-bit Alchemist thinking of quitting the Atari 8-bits, now thats dedication for you!!!!!

Remember post replies to me or the news group, I can cope with both!
Finally sorry for the petty nature of this posting, but I can sink as

low as any body else, if pushed into it!

Richard Gore
chmrig@leeds.ac.uk

4009. Re: MIO/ST

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-10 00:00:00 UTC
From: ckormos@delphi.com
Message-ID: <pKx8boJ.ckormos@delphi.com>
Source record: 91762

To all those who wanted the dead MIO....
The random winner was Barry Shortridge of Kentucky.
Charley

4010. Re: Commodore monitor w/ 8bit question

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-10 00:00:00 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D8Dn9I.2o5@itex.jct.ac.il>
Source record: 91763

Earl C Halliwell (ehalliwe@emh.kunsan.af.mil) wrote:
: Actually, the 800, XL (some of them), and XE all support S-video
: straight out of the monitor port. Of course, back then it was known
: as split video, aka Y/C video, aka chroma/luma video.

Huh? S-video uses one cable for video. Split luma/chroma uses two!
How can this be?

: Leave it to those wonderful marketing types to come up with yet
: another name. But then, we're dealing with a consumer base that
: can't even keep "S-Video" and "SVHS" straight.

I sure as hell can't..

: Clay Halliwell | ATARI XL/XE DO + THE

-itay

--- Itay Chamiel, Jerusalem, Israel / | \ bruck@brachot.jct.ac.il ---
Atari 8-bit geek since I was 6 \/|\/ (using someone else's account)

4011. Re: 50/60Mhz problems

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-10 00:00:00 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D8DnuM.3tB@itex.jct.ac.il>
Source record: 91764

```
: I've just heard of something that might interest users of NTSC
: machines. One of the club members in the States has come up with a
: hardware hack that will allow US Atarians to run European software
: without any problems (apparently). He's set to start advertising it
: soon (if he hasn't already done so. I'm trying to catch up with my
: Easter mail :-)

That's my friend Nir Dary.. he's cool. He's originally from Israel, now
in Northridge. (He's cool cuz he sent me lots of PD software and demos.)

His upgrade will turn an NTSC machine into a machine capable of running
*both* PAL and NTSC programs as if they were on a native machine, with
true colors and audio (how exactly he didn't tell), without a special
monitor.
Two chips are replaced on the motherboard, one he buys and one he "programs
himself" (probably burns).

He doesn't have net access.. I wonder how well his upgrade would fit in
my massively upgraded XE??

-itay

--- Itay Chamiel, Jerusalem, Israel / | \ bruck@brachot.jct.ac.il ---
Atari 8-bit geek since I was 6 \/|\/ (using someone else's account)
```

4012. Re: SpartaDos Compatibility Problems

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-10 00:00:00 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D8Dn2y.2Ao@itex.jct.ac.il>
Source record: 91765

Both Ice-T 1.1 and 2.0 (the 128K version), use the INIT vector. 2.0 uses it quite heavily, to stick data loaded into $4000-$8000 into banked memory, then load information into the next bank, moving it into banked memory, etc.

Does this cause compatibility problems with SD?

-itay

--- Itay Chamiel, Jerusalem, Israel / | \ bruck@brachot.jct.ac.il ---
Atari 8-bit geek since I was 6 \/|\/ (using someone else's account)

4013. Re: GAMES FOR SALE - NEW

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-10 00:00:00 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D8Dn4q.2Do@itex.jct.ac.il>
Source record: 91766

```
: JK>MV>If you do post here, please keep in mind that some of us use PabQWK.
: JK>It's th
: JK>MV>best QWK reader for the Atari 8-bit, but can not handle messages over
: JK>approx.
: JK>MV>200 lines per message.

Will somebody please explain what QWK is?

-itay

--- Itay Chamiel, Jerusalem, Israel / | \ bruck@brachot.jct.ac.il ---
Atari 8-bit geek since I was 6 \/|\/ (using someone else's account)
```

4014. Re: HELP! HELP! 6502 and/or Atari specific info. and suggestions NEEDED

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-10 00:00:00 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D8DnG9.32s@itex.jct.ac.il>
Source record: 91767

Richard H.S. Kim (rkim@mars.uucp) wrote:
: In article <3oeqsi$8ni@news4.primenet.com>,
: Glenn Saunders <krishna@primenet.com> wrote:

: >Are you an ex-Atari engineer or what? Doug's credit for Star Raiders has
: >only been known to the average Atarian through the grapevine. I haven't
: >seen a single piece of official literature which credits him to it. I am
: >not saying he didn't do it (and when you see 2600 Solaris you can see the
: >similarities) but you seem pretty sure of yourself in relating this
: >history.

: A magazine interviewed Doug Neubauer and he described his work on Star
: Raiders. He received *no* royalties from the cart, a flat sum which
: was real small. He took the idea from star-trek, a popular BASIC game
: and added features to give it a 3-d like effect. Atari was not known
: for giving their programmers and engineers credit for their work.

The magazine was Analog, in 1986. If I remember correctly the inspiration
was an old mainframe game that wasn't played in real time. Other than that
everything above is the same as what I read.

P.S. He also said he didn't like the ST version of SR because the photon
laser-whatever beam didn't use those cute fuzzy balls..

-itay

--- Itay Chamiel, Jerusalem, Israel / | \ bruck@brachot.jct.ac.il ---
Atari 8-bit geek since I was 6 \/|\/ (using someone else's account)

4015. Re: 50/60Hz Problem

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-10 00:00:00 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D8Dnys.40D@itex.jct.ac.il>
Source record: 91768

b.poehland@genie.geis.com wrote:

: British & German software. He doesn't have a home phone & isn't on a net, so
: keeping tabs on him is difficult. Dunno what the status is at present.

He doesn't have a phone line where he's at; if he had one he'd be on the net.

Nothing but snailmail, Ben..

-itay

--- Itay Chamiel, Jerusalem, Israel / | \ bruck@brachot.jct.ac.il ---
Atari 8-bit geek since I was 6 \/|\/ (using someone else's account)

4016. Re: Atari 8-bit RGB monitor capabilities

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-10 00:00:00 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D8Do0J.44u@itex.jct.ac.il>
Source record: 91769

El Catalan (dderhak@xmission.com) wrote:
: Did anyone ever come up with a way to plug an Atari 8-bit into
: an RGB monitor?

Buy a video card for your PC.

--

--- Itay Chamiel, Jerusalem, Israel / | \ bruck@brachot.jct.ac.il ---
Atari 8-bit geek since I was 6 \/|\/ (using someone else's account)

4017. Re: SIO2PC Article

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-10 00:00:00 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D8DoDu.4uB@itex.jct.ac.il>
Source record: 91770

b.poehland@genie.geis.com wrote:

: Having already seen one article from the Feb '93 issue reproduced verbatim,

Just wanted to say something about hat Keycode Getter..

What a useless program!!

The way to check keycodes goes like this:

$79 is the keycode-table pointer.

If there's a zero there stuff a value of $FE in both $79 and $7A (this is for the 800).

From then on:

```
ldy 764 ; get keycode
lda ($79),y ; get atascii value for that key
```

And it's as simple as that! In case the value of 764 is higher than or equal to 192, it's a ctrl-shift combination. The program should reset the two most significant bits, and do the LDA then (telling the user something like Ctrl-Shift-A).

What is the use of Keycode Getter?

-itay

--- Itay Chamiel, Jerusalem, Israel / | \ bruck@brachot.jct.ac.il ---
Atari 8-bit geek since I was 6 \/|\/ (using someone else's account)

4018. Re: Commodore Video Input Jacks

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-10 00:00:00 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D8DoMF.564@itex.jct.ac.il>
Source record: 91771

b.poehland@genie.geis.com wrote:
: article, if composite video is the only input your monitor has, it probably
: isn't worth your while to do the upgrade. The CV interface is intrinsically

Ben, this isn't true. I've gotten significant improvement in the TV picture,
and, more surprising, with SuperVideo I can hook up the monochrome output
to the video input of any TV and get a true, sharp 320x200, zero-artifacting
image. The composite output is better, though not by a lot.

-itay

--- Itay Chamiel, Jerusalem, Israel / | \ bruck@brachot.jct.ac.il ---
Atari 8-bit geek since I was 6 \/|\/ (using someone else's account)

4019. My XE is ok

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-10 00:00:00 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D8DovJ.5J6@itex.jct.ac.il>
Source record: 91772

My XE is fine after I plugged it into the +5V DC on my PC-clone's
power supply!!

Will write more about this when I have time..

-itay

--- Itay Chamiel, Jerusalem, Israel / | \ bruck@brachot.jct.ac.il ---
Atari 8-bit geek since I was 6 \/|\/ (using someone else's account)

4020. Re: When did Atari kill the 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-10 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1005951548290001@edwarda.interlog.com>
Source record: 91773

In article <3op0bl$c2c@psuvax1.cse.psu.edu>,
heller@blue.crayola.cse.psu.edu (Andrew K Heller) wrote:

> It was 2 drives...both single sided..double density.
> (And the diskfix program on the dos2.0d disk looks suspicously like
> dos 2.5's.)

Niftey. I remember seeing it in an add in Omni, but it never showed up
anywhere else.

> also... we are forgetting the XL CPM modules... the only "mock up"
> pictures I have seen resemble a 1050 with the front face plate all brown
> and smooth.. where 1050 was now is CP/M.

Wow! Never even heard of these! Did they also have a "real" Atari
inside like the C128's?

> Odd... oh...to dream what might have been... but then again...
> if they released all of this stuff...I am sure we would be dreaming of
> somthing else they didn't release. So, at least this way..we have
> dreams......of 1450XLD+1090. oh oh oh.... 8~(

;-)

Maury

4021. 6502 Overflow flag

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-10 00:00:00 UTC
From: Jeff.Thomas@balmybeach.gryn.org
Message-ID: <0f7_9505120740@tor250.org>
Source record: 91774

S > Does anyone know what the overflow flag is supposed to be for
S > in relation to the ADC, SBC 6502 instructions? All I've been able
S > to dig up is that it is something to do with multi-byte signed
S > arithmetic. Is this true or does no-one know?

You've got it right, the overflow flag is used for signed multibyte arithmatic

where the result is greater than 128.

The reason for it being there is that the 8th bit is used for the sign
therefore only a value upto 128 can be represented in a single byte.
The overflow means that the the math operation has "overflowed" into the
sign bit.

So say you do an ADC in which the contents of a location are added to the
number in the accumulator, and the result is greater that 128, then the
overflow flag would be set. It's almost like the overflow flag is acting as
the 8th bit. It works in a similar way to the carry flag.

Hope this helps...

Later...

... OFFLINE 1.52
--
| Fidonet: Jeff Thomas 1:250/422
| Internet: Jeff.Thomas@balmybeach.gryn.org

4022. Basic XE - HELP with BLOA

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-10 00:00:00 UTC
From: Jeff.Thomas@balmybeach.gryn.org
Message-ID: <0f8_9505120740@tor250.org>
Source record: 91775

> Help! When I use BLOAD in my BXE program, the program exits to the
> READY
> prompt after the BLOAD. I can't find a SET command to change this,
> maybe
> something in the Binary header is causing it?

Is the code you're binary loading executable, or do you need to run it using a USR call? If it needs a USR call then you'll need to find out what address the program resides at when it's loaded. My guess is that you need to use a USR call.

You can make a binary file autorun using DOS. You use the binary save option from DOS. You will have to change the INIT and RUN address in the file.

So in a sense yes the header info is causing it.

Later...

... OFFLINE 1.52
--
| Fidonet: Jeff Thomas 1:250/422
| Internet: Jeff.Thomas@balmybeach.gryn.org

4023. Re: Pictures of Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-10 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <3oqfes$me4@news.xmission.com>
Source record: 91776

Graeme Fenwick (gfenwick@mcs.dundee.ac.uk) wrote:
: I seem to remember ages back that someone was going to get a whole load of
: digitised pictures of Atari computers and peripherals together. Whatever
: happened to this?

Those pictures can be found on my ftp site at ftp.xmission.com
/pub/users/j/jeking/8bit/video

Or on umich in the new arrivals/images (or some such dir)
--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

4024. Question to the 8-bitters...

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-10 00:00:00 UTC
From: largo@imap1.asu.edu
Message-ID: <3op4si$lou@news.asu.edu>
Source record: 91777

Hello.

I was just wondering, are you people able to use your 8-bit
systems productively, despite all too probable incompatibilities with most
other users? This is not flame bait, or a troll... I am seriously curious.

>>>_____ _____ ____ ___ __ _ _ __ ___ ____ _____ ______<<<
| What computers would say if they could talk: |
| Amiga --> "Don't hate me because I'm beautiful!" |
| PC --> "Please put Linux on me... DOS makes me stupid!" |
| MAC --> "Life is <enforcer hit> like a box of choc-lates..." |
<><><><>largo@asu.edu [Direct all flames to scruyu@bite.my.ass]<><><><>

4025. Re: Atari 8-bit RGB monitor capabilities

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-10 00:00:00 UTC
From: mbitdc9306@newi.ac.uk
Message-ID: <3oq1gg$f74@mercury.newi.ac.uk>
Source record: 91778

In article <3ojrne$3iq@news.xmission.com>, dderhak@xmission.com says...
>
>Did anyone ever come up with a way to plug an Atari 8-bit into
>an RGB monitor?

I did hear a while ago about an add-on that allowed users to hook up a CGA
monitor.

Dunno what happened to it, though.

David Wyn Davies
The Atari Classic Programmer's Club
mbitdc9306@newi.ac.uk

4026. Re: Reference for programming joystick p

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-10 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <138440@cup.portal.com>
Source record: 91779

$.02, anyone is planning on doing some real high horse power projects with JS ports I want to mention the Motorola 3010. This is a 6 pin optoisolator that can drive a triac. It's been a while since I did it, but as I recall it only took a small signal PNP transistor & current limited resistor to drive the LED stage & one 180 Ohm resistor in the output to drive the triac. This set-up easily handled 120-150 Watt flood lights. <Whoops, limiting above>. The parts are all available at Radio Shack.
Rick

4027. Re: eol2cr.zip

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-10 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3oqip5$meb@charm.magnus.acs.ohio-state.edu>
Source record: 91780

In article <3optcp$soc@nic-nac.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>Anyway, it converts ATASCII texts (w/ EOLs) into Unix texts (w/ NLs)
>
>It IS NLs, isn't it? (New Line's) Or is NL on the Mac? If so, what
>is it called on Unix.. If not, what are the EOLish chars. on the Mac
>called? :)

Unix uses "newlines" (aka linefeeds), mac uses carriage returns, and
messy dos uses both.

But could this be done with Unix's 'tr' command?
Off the top of my head....
tr \\0233 \\012 atarifile > unixfile

?
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

4028. Re: When did Atari kill the 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-10 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <lKLsvQ7Yamva083yn@ibm.net>
Source record: 91781

In article <maury-0905951548500001@edwarda.interlog.com>,
maury@softarc.com (Maury Markowitz) wrote:

[Deleted Text]

> Still, I think one of the single most damaging things was Atari Basic.
>It was a brilliant bit of design in terms of syntax, the language just
>made more sense than any of the MS clones, like LIST 10,50 as opposed to
>LIST 10-50, what's that, LIST -40?. However, the lack of REAL string
>support (and integers to a lesser degree) and it's abysmal speed put it
>constantly at the bottom of every benchmark in the mags like Creative
>Computing.

I always thought the lack of real string support was great. In Atari
basic you had a lot more freedom of what you could do with strings. The
only main was concatenating, but it wasn't that hard.

I really liked the ability to have a string as big as you had memory for
it!!

==
R y a n 'G o z a r' C o l l i n s

"If you don't try to live in the future, then you're stuck | rlcolli@ibm.net
living in the present" -----------------

"What if you're an Athiest who hates sex?" - Question asked in an Education
class on teaching Abstinence in the schools.
//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\
==

4029. User Group Meeting Notice

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-10 00:00:00 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1995May10.040717.6716@vpnet.chi.il.us>
Source record: 91843
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

The Suburban Chicago ATarians (SCAT) user group will hold its May meeting on Tues. May 16 at 7:30 PM at the College of DuPage, Room K 157 (the K building is on the south side of 22nd St. just west of Lambert Rd., in Glen Ellyn [IL]). The scheduled demo is: Various demo (and ?) programs on SCAT's 'new' demo machine, a 1040 STe, courtesy of our Vice President, Mark Biallas.

Also, I have something I videotaped off of the Discovery Channel that I'm sure will interest Atari/videogame fans (it's only 5 or 10 minutes long). I believe that our intrepid 8-bit Librarian, Joe Chiko, has an 8-bit demo too, with the help of (some of) his children (as I recall). "Surprise" demos are always welcome, too, especially now that we have the STe.

Everyone is welcome to attend. (Especially anyone who is thinking of joining SCAT :-) Feel free to bring your family.

For more information, send me E-Mail at one of the addresses below. [If this article shows up outside the greater Chicago area, I apologize - the "chi" distribution may not work (at all sites) now. Say, if you're travelling to the Chicago area and will be free that evening, feel free to stop by!]

Nick DiMasi, SCAT President

dimasi@ssd.comm.mot.com (good til 6/30[+?], read M-F except holidays & vacatn.)
nickd@vpnet.chi.il.us ('permanent', read once/week [occasionally twice])
TURBONICK@delphi.com (" " " " " ")

4030. eol2cr.zip

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-10 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3optcp$soc@nic-nac.CSU.net>
Source record: 91844

I must be tired.. I guess the real name for it should be "eol2nl" as it's a Unix program..

Anyway, I know it's been done before, but I didn't want to hassle looking for it, etc. (I think "TT" for the PC may have been written in C, thus portable to Unix) besides I was getting QUITE rusty at C so I needed a bit of practice.

Anyway, it converts ATASCII texts (w/ EOLs) into Unix texts (w/ NLs)

It IS NLs, isn't it? (New Line's) Or is NL on the Mac? If so, what is it called on Unix.. If not, what are the EOLish chars. on the Mac called? :)

It's "eol2cr.zip" (includes .c source and .doc file) and there's a blurb ("eol2cr.txt") as well...

it's at UMich archives (ftp atari.archive.umich.edu cd atari/8bit)

As of now in "New" directory.. should be moved soon I hope (and a link to it will be in "Newitems" directory)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4031. Re: Atari 800 XL Monitor pinouts - what are they?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-10 00:00:00 UTC
From: Marek Wojciechowski 19-93 Bp4 <mw@altis>
Message-ID: <Pine.SOL.3.91.950510104841.18519A-100000@altis>
Source record: 91845

Check FAQ subject 13.4, for instance:

http://www.uci.agh.edu.pl/student/airgrp/tatar/public_html/Atari/faq.txt

Marek Wojciechowski

On Mon, 8 May 1995, Scrimgeour wrote:

> HI can anyone help me? I've got an 800 XL, no manuals, and I'd like to
> know what the pinouts are for the monitor socket. I haven't been able to
> find this out on the web, so I'd be greatful if someone could post it to
> me. Thanks.
>
> Iain
>
>

4032. Re: Turning off screen saver in Atari Basi

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-10 00:00:00 UTC
From: smrgoodw@reading.ac.uk
Message-ID: <3oq9hl$5cb@susscsc1.rdg.ac.uk>
Source record: 91846

In article i8u@charm.magnus.acs.ohio-state.edu, rfunk@magnus.acs.ohio-state.edu (Rob Funk) writes:
>In article <3oo5iq$mik@ns.cencom.net>,
>Arthur Gramlich DIAL UP1 <gramlich@ns.cencom.net> wrote:
>>I'm new to the 8-bit and have written a small program to run through
>>several displays. The problem is that after several minutes, the colors start
>>changing until I press a key. I assume that Atari Basic has some sort of
>>built in screen saver. Is there a way to turn this feature off? I would
>>guess there is a memory address that could be poked to do this.
>
> ---snip----
>
>So to disable the color changes, POKE 77,0.

You have to keep poking 77 with 0 to keep the "attract mode" suppressed.
77 counts up to 128 slowly and at that point the mode activates.

N.B. The Attract mode is an O.S. feature and doesn't just occur in Basic.

- Joel G.

4033. Re: Turning off screen saver in Atari Basic

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-10 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3op0d3$i8u@charm.magnus.acs.ohio-state.edu>
Source record: 91847

In article <3oo5iq$mik@ns.cencom.net>,
Arthur Gramlich DIAL UP1 <gramlich@ns.cencom.net> wrote:
>I'm new to the 8-bit and have written a small program to run through
>several displays. The problem is that after several minutes, the colors start
>changing until I press a key. I assume that Atari Basic has some sort of
>built in screen saver. Is there a way to turn this feature off? I would
>guess there is a memory address that could be poked to do this.

I just checked my online reference card on peek & pokes,
available through http://www.cis.ohio-state.edu/~funk/Atari/Ref, and
got this:

PEEK/POKE ADDRESSES FREQUENTLY USED (multi-byte values are LSB-MSB)

Label	Decimal	Hex	Description
RTCLOCK	18-20	12-14	24-bit TV frame counter/real-time clock

ATTRACT 77 4D 0 to suppress attract mode, 128 to start;
incremented every time loc. 19 increments

So to disable the color changes, POKE 77,0.
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

4034. Re: When did Atari kill the 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-10 00:00:00 UTC
From: heller@blue.crayola.cse.psu.edu
Message-ID: <3op0bl$c2c@psuvax1.cse.psu.edu>
Source record: 91848

Maury Markowitz (maury@softarc.com) wrote:
: In article <3ocj89$4vd@news4.primenet.com>, krishna@primenet.com (Glenn
: Saunders) wrote:

: > It was really Atari's fault for not making a DOUBLE DENSITY drive the
: > standard back in 1978. A 70K drive for a machine with 48K RAM is not a
: > good thing, but a 180K drive would be ideal, and double sided 360K would
: > be more than enough for even 128K programs.

: Yeah, but they cost and arm and a leg. And Atari's main selling point
: to those not in the know was price.

: > I know of no other home computer that actually went with single density
: > single sided. The C= drives may have been slow as molasses, but they
: > WERE double density.

: > Atari had a DS/DD dual drive (the 815) but it was never released, and

: I remember it. I thought it was just a double sided drive though?

It was 2 drives...both single sided..double density.
(And the diskfix program on the dos2.0d disk looks suspicously like
dos 2.5's.)

also... we are forgetting the XL CPM modules... the only "mock up"
pictures I have seen resemble a 1050 with the front face plate all brown
and smooth.. where 1050 was now is CP/M.

Odd... oh...to dream what might have been... but then again...
if they released all of this stuff...I am sure we would be dreaming of
somthing else they didn't release. So, at least this way..we have
dreams......of 1450XLD+1090. oh oh oh.... 8~(

Karl

4035. Re: Turning off screen saver in Atari Basic

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-10 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3op0uc$920@nic-nac.CSU.net>
Source record: 91849

It's actually in the Operating System. It's handled by Vertical Blank Interrupts and a timer counter...

Just do a POKE 77,0 on occassion to keep it off.

Poke 77,128 to turn it on right away .. a key will of course turn it off again..

Inotherwords, if you had a thing which did:

```
FOR A=1 TO 50000:NEXT A : REM long pause between displays
POKE 77,0 : REM this would be useful to keep saver off
```

Oh yeah, it's called "Attract Mode" - it "attracts" the user to the fact that they haven't pressed a key.. or something..

On a side note - why the HELL are screen-savers controlled by keyboard/mouse input? (ie, on all systems with them - Atari 8bit, MS-Windows, and the savers for Windows/Mac (like After-Dark)) !?!?!?!?!

I mean, can't they tell when the screen is being changed!? Sheesh! :)

-bill!
kendrick@zippy.sonoma.edu New Breed Software
coming soon: Cooltris 2 - Simple (or Rainbow) Shanghai!

4036. Re: Turning off screen saver in Atari Basic

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-10 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3op4mq$i6k_001@acs.ohio-state.edu>
Source record: 91850

In article <3op0uc$920@nic-nac.CSU.net>,
kendrick@zippy.sonoma.edu (William Kendrick) wrote:
>On a side note - why the HELL are screen-savers controlled by
keyboard/mouse
>input? (ie, on all systems with them - Atari 8bit, MS-Windows, and the
>savers for Windows/Mac (like After-Dark)) !?!?!?!?!
>
>I mean, can't they tell when the screen is being changed!? Sheesh! :)

Nah, screens are output-only. And the program doesn't always have
complete control over whether the screen is changing.

With modern high-frequency monitors, though, so-called screen savers
really don't do anything but entertain, cover up any real work, and
constantly waste CPU cycles. I've never seen a VGA monitor with burn-in.

------------ R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

4037. Re: 1MB+ upgrades! I'm scared!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-10 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9505092333591.DLITE.bjcorr@delphi.com>
Source record: 91851

```
>If you can, try tapping into +5 on a hard drive (standard PC) power
>supply. Almost every upgrade beyond 320k (that I've created/used) has
>required such a power supply.
>
>--
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - jeking7@delphi.com @ @ @
> @ @ @ ------------------------------------ @ @ @
>
What about using an ST supply?
bjcorr@delphi.com
```

4038. Koala Pad

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-10 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9505092333593.DLITE.bjcorr@delphi.com>
Source record: 91852

Just got a Koala Pad (for free) that is the C= model. Can it be modified
for the Atari? I know the Atari model emulates the paddle controlers and the
pin outs seem correct for that on the C= model, but it seems to be acting
like a joystick!
Amn I just reading the pinouts in Mapping wrong (mirror imaged?)
bjcorr@delphi.com

4039. Re: Turning off screen saver in Atari Basic

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-10 00:00:00 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3opft4$ctj@cxc1.cl.msu.edu>
Source record: 91853

kendrick@zippy.sonoma.edu (William Kendrick) writes:

>Oh yeah, it's called "Attract Mode" - it "attracts" the user to the fact
>that they haven't pressed a key.. or something..

It's a throw-back from the Atari Arcade Games days. In a lineup against other brands, the Atari would be the one most noticed because of the color rotations... More likely to get a quarter dropped into the coin slot if it's noticed from across the room.

>On a side note - why the HELL are screen-savers controlled by keyboard/mouse
>input? (ie, on all systems with them - Atari 8bit, MS-Windows, and the
>savers for Windows/Mac (like After-Dark)) !?!?!?!?!
>I mean, can't they tell when the screen is being changed!? Sheesh! :)

It's quite possible that people wouldn't want the screen saver deactivated by simple screen activity. I have a corner clock that would perpetually diable screen saving... Thanks to my experience with ATTRACT MODE, I _MUCH_ prefer a screen saver that rotates the color registers rather than the ones that play cutesy graphics movies. I want to _SEE_ what's going on with the programs that are running, as opposed to slowing down the entire system with some useless graphic motion.
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

4040. Re: SIO2PC Article

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-10 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9505100055591.DLITE.bjcorr@delphi.com>
Source record: 91854

>Don't worry about the SIO2PC article. The reason I talked about 'my hack'
>was because: In response to several of our foreign participants in the
>sig that couldn't get the MAX232 chip, I did two functionally equivalent
>circuits using either a 4049 <for non modified 1200xl's & everything else>
>and 7400 for people who said they had trouble finding anything but 74xx
>parts. I'll give you *ONE* free shot at me, if you think the article is
>without merit or of no general use to readers of AC, just say the word
>& I'll do something else. There's been at least a 1/2 dozen people on
>the net that have requested the schematic & I believe it was the general
>interest in the topic that caused Bob to request the info, but if you don't
>think it has a place, fine. There's a lot of other topics I can cover.
>Rick
Do the article, please.
bjcorr@delphi.com

4041. Re: XL speed up

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-11 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <138458@cup.portal.com>
Source record: 91705

Bastian; I have limited experience, all of it bad<grin>. I sat around
on several days substituting different clock sources for the 1.79 MHz
system clock. You lose video immediately when you speed up the clock
if you don't add a pulse stretcher to the composite sync pin of GTIA.
I tried a few slower speeds just to see what the range of values I
could get. It seems like the system will run anywhere between about
1.6 to 2.1 MHz before it fails to boot. I just used two gates of a
74xx series inverter with a variable resistor, capacitor, & diode
to build the pulse stretcher, but I believe something like a 555
timer or 4528<#?> would have worked even better. The first thing you
notice is without the 1.79 MHz crystal you immediately lose all color
info. It's bad, but you still have lum control. The other thing is
the display gets shifted to the left. At the higher clock speeds it's
shifted so far to the left you can't see the first couple of characters
& 'snow' starts to appear on the right hand side of the screen. I was
originally thinking that I could switch to the wide playfield modes
for stuff like 80 column 5 bit wide characters, but I would have had
to add a shift register at this stage to get the display back on the
screen. In my original design, which never worked for some reason, I
tried using the Antic !HALT line to switch the two clocks. Didn't bother
looking at why it failed, but when I pulled the line going to the !HALT
signal & just touched it to either +5V or 0V, the thing switched
speeds on the fly like a champ. I gave that one away, so we'll never know.
There was one other claim to higher clock speeds made. Someone from
Germany claimed they had all the switching logic built into a PAL or
something like that. They also said they had a 65816 in there that would
continue running if it was operating in an address range >64k. I think
people are a little skeptical of those claims. Not that it couldn't be
done, just that there were request for plans & offers to buy that weren't
responded to. It could have been somewhere other then Germany, but there's
a lot of competetent hackers there & that made the post believable for a
time. Whoops! looks like I'm really an incompetent speller<g>.
As far as the serial buss goes, it derives it's rate from the system
clock & a programmable register in a manner analogous to the 8250/16450
with their 1.84 clocks. You should be able to do something like a divide
by 16 for rates around 115k baud, but as far as I know, most of the high
speed disk I/O stops at less then 60k baud.
Rick

4042. Will trade VOICE MASTER Jr. for any of this soft:

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-11 00:00:00 UTC
From: Vladimir Jancarek <vjancare@cayley.uwaterloo.ca>
Message-ID: <D8F6Az.Bp4@watserv3.uwaterloo.ca>
Source record: 91706

I'll trade a Voice master Jr. with all the soft. for some of these:

Frogger 2
Miner 49er
Int. Karate
Draconus

I may consider other cool games. I don't mean just one game for it.
Make me an offer please.

Vladimir
vjancare@cayley.uwaterloo.ca

4043. Re: RF spray?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-11 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <3oto6i$i8o@m1.cs.man.ac.uk>
Source record: 91707

In article <3o1eir$m9v@hearst.cac.psu.edu>, heller@akh104.rh.psu.edu (Andrew K. Heller) writes:
> I was wondering what exactly the Apple][cases are coated with
> that allows the motherboard to lack metal shielding. Is this
> stuff available in a spray? I want to remove the RF shield on

Atari used a radio-absorbent spray inside the casing of the MegaSTe. It's a nice reddish brown colour.

> my 1200XL (soon to be 1200XL's with meg upgrades and IDE drives..floppies...
> etc...) but... the noise it will cause is scary!
>
> Any sugestions other than taping metal to the case? =)

4044. Re: When did Atari kill the 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-11 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1105951422390001@edwarda.interlog.com>
Source record: 91708

In article <3orojs$3uj@news4.primenet.com>, krishna@primenet.com (Glenn Saunders) wrote:

> Yes, but doesn't the Apple II have double density? If cost was the
> problem, why did EVERY other 8-bit machine have double density drives?
>
> In fact, I know of no historical home computer aside from the Atari8 that
> used single sided single density disks. Maybe they were used in the
> early 70s or something but by the mid 70s everyone had switched over.

It's a good point, but I remember the price differential when they shipped. An Apple HD cost about 3 to 4 TIMES what the Atari drive did. And Atari came out in about 1978 (9, whatever), before the rest of the market had HD's at all. By that time they were locked in.

Maury

4045. Re: When did Atari kill the 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-11 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3orojs$3uj@news4.primenet.com>
Source record: 91782

The mortal Maury Markowitz wrote:
: Yeah, but they cost and arm and a leg. And Atari's main selling point
: to those not in the know was price.

Yes, but doesn't the Apple II have double density? If cost was the
problem, why did EVERY other 8-bit machine have double density drives?

In fact, I know of no historical home computer aside from the Atari8 that
used single sided single density disks. Maybe they were used in the
early 70s or something but by the mid 70s everyone had switched over.

4046. Re: Turning off screen saver in Atari Basic

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-11 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3orote$3uj@news4.primenet.com>
Source record: 91783

I know at least one book somewhere does for a fact state that Attract Mode is meant for a screensaver.

Not that it is mutually exclusive, it could be thought of an "alert" or what have you, but it was indeed meant to save screens from burnin.

The 2600 has it too, but only if you program it in (which most early games have).

I once asked the Amigoids if there was something the same for the Amy, but no response. I guess people like flashier screensavers these days.

4047. Re: eol2cr.zip

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-11 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3orp3g$3uj@news4.primenet.com>
Source record: 91784

FYI, the Amiga has a nl system the same as Unix.

CR/LF is a pretty stupid way to do it...

Using one character is the way to go.

4048. Re: Commodore monitor w/ 8bit question

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-11 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <3ot4b5$lnn@news.umbc.edu>
Source record: 91785

iT (bruck@brachot.jct.ac.il) wrote:
: Earl C Halliwell (ehalliwe@emh.kunsan.af.mil) wrote:
: : Actually, the 800, XL (some of them), and XE all support S-video
: : straight out of the monitor port. Of course, back then it was known
: : as split video, aka Y/C video, aka chroma/luma video.

: Huh? S-video uses one cable for video. Split luma/chroma uses two!
: How can this be?

Yep, S-Video is basically the old split composite video with its
separated luma and chroma signals made into a a 4-pin DIN connector.

Even the Macintosh ADB cables can be used as S-Video cables.

I am currently running a modified S-Video cable from the back of my
Jaguar to the back of my Commodore 1702 monitor where the split
luma/chroma signal inputs are located. Gives an excellent picture. Only
thing better is the analog RGB inputs on my Commodore 1084 monitor!

S-Video cable was modified by bringing out the chroma/luma lines and
wedding them to an RCA plug.

Tom

-=-
Thomas Drake | From an Atari 8-bit Home Computer...
tdrake1@umbc.edu | Through the telephone, off of the server,
Test First! Then Code! | over the T-1 backbone, nothing but 'Net!

4049. Re: My XE is ok

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-11 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <3ot577$lnn@news.umbc.edu>
Source record: 91786

iT (bruck@brachot.jct.ac.il) wrote:
: My XE is fine after I plugged it into the +5V DC on my PC-clone's
: power supply!!

I had a similar problem with my 1-megger 130XE when I used the stock 1 amp
power supply. When I got a 2-amp supply all the problems disappeared.

Tom

-=-
Thomas Drake | From an Atari 8-bit Home Computer...
tdrake1@umbc.edu | Through the telephone, off of the server,
Test First! Then Code! | over the T-1 backbone, nothing but 'Net!

4050. EPROM adapters???

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-11 00:00:00 UTC
From: chris@world-one.com
Message-ID: <D8E9oq.6M2@world-one.com>
Source record: 91787

Does anyone have the design for an adapter board that allows you to put an
EPROM 27C128 in the OS ROM socket of an XL or XE?

I believe the RAMrod board was one of these.

Thanks,
Chris

Christopher McKeen at | General Computer |chris@world-one.com
WorldONE Communications| - Consulting - |(610) 874-5190 BBS
P.O. Box 4070 | Hardware & Software |(610) 874-9651 Voice/FAX
Elwyn PA 19063 | Home or Business |http: -soon-
>>>>>>>>>>>>Researched purchasing can save you 100's even 1000's<<<<<<<<<<<<<

4051. Re: Thunder Child Lives!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-11 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <3otvhm$pb9@blackice.winternet.com>
Source record: 91788

> b.poehland@genie.geis.com writes:
> Thunder Child Lives!!!!
>
> Among the responses I received to my post "256K 600XL w/Alzheimer's", there
> was someone who suggested my 6502 CPU was the culprit. Whoever that was,
> please identify yourself to the newsgroup so you may be congratulated.
>
> YOU WERE RIGHT!!! It *was* the CPU after all!!! Here I am beating myself
> up for maybe screwing up the 256K RAM upgrade, & doubting the documentation
> written by Jeff Popp, when it was the CPU all along.
>
>
(SNIP)

> And to that fellow who suggested the bad CPU, I thank you a thousand times!
>
> - Ben Poehland
>
>
>>>>

Thank You, like I said, I've fixed several XL's and XE's with the same
problem. I never did notice what brand the CPU's were, tho, I'll be on the lookout
for them now. Come to thing of it, one of them was after I'd installed a Newell
1 Meg upgrade. It ran for about a week and began giving intermittant problem
whille running a BBS (WRAP 10 in St Paul, Mn.)
Along this same line, is there one place that has all or most of the
Atari 8 Bit upgrades? Some of the ones I've done I took the liberty of re-writing,
adding a point-to-point wiring chart and in a more logical order. Use to have to do
this all the time at work when working on Prototype machines so each PCA had
the exact same re-work, wire for wire and part for part.

Rich Mier

4052. Welcome back again...

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-11 00:00:00 UTC
From: bernard@twilight.xs4all.nl
Message-ID: <bernard.03dw@twilight.xs4all.nl>
Source record: 91789

```
Hello ALL Folks,

I'm AGAIN back in the COMP.SYS.ATARI.8BIT area !

PLEASE DO NOT SEND E-mail to MY OLD e-mail adres.....

OLD E-mail adres : bernard@link.xs4all.nl

USE this NEW e-mail adres :

NEW e-mail adres : bernard@twilight.xs4all.nl

THanx and let's keep the ATARI 8bit humming....

Greetinx
_
/_) |/
/_)ernard |\ok ////
( o o )
+-------------------------oOO--(_)--OOo-------------------------+
| NLA : 14:102/101.3 FIDO : 2:280/315.3 AMY : 39:150/108.3 |
| Internet : bernard@twilight.xs4all.nl |
+-----------------------------------------------------------------+

.-------------------------------------------------------------------------.
| -=> The TWiLiGHT Zone BBS <=- -=> +31-(0)-20-6764584 <=- -=> 24 Hrs <=- |
| -=> Modules Heaven! <=- -=> 9600 to 14400 Baud <=- -=> /\MIG/\ Only <=- |
`-------------------------------------------------------------------------'
-- Via Xenolink 1.95, XenolinkUUCP 1.1
```

4053. Re: eol2cr.zip

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-11 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3os267$6ic@charm.magnus.acs.ohio-state.edu>
Source record: 91790

In article <3orp3g$3uj@news4.primenet.com>,
Glenn Saunders <krishna@primenet.com> wrote:
>
>FYI, the Amiga has a nl system the same as Unix.

I was trying to remember what the Amiga used...

>CR/LF is a pretty stupid way to do it...
>
>Using one character is the way to go.

For computers, yeah. For printers, which ASCII was invented for
(well, teletypes), and maybe even for dumb terminals, the CR/LF combo
makes a little more sense.

But I do kinda like the way the whole combo looks on an Atari8 BBS
that give a multiline welcome before finding out which EOL you use.
On the Atari it looks like a sideways flag hanging off the end of each
line, and on the PC you get a cent sign on each line.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

4054. SIO2PC/Rverter cables

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-11 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3os2h7$6k9@charm.magnus.acs.ohio-state.edu>
Source record: 91791

I think I remember somebody posting here about using the same cable
for SIO2PC and for an Rverter-style null modem to the PC. Is there
any info lying around on doing that?

Or even better, can I use my existing Rverter-style (actually
"R-Link") interface for SIO2PC?
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

4055. Re: Question to the 8-bitters...

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-11 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3os3qb$57q@nic-nac.CSU.net>
Source record: 91792

There's very little "incompatibilities" nowadays.

We do 14.4k modems.
We do SCSI and IDE hard drives.
We can read/write DOS disks.
We can print on, say, HP 500 printers for example.
We can view GIFs in 2, 8, 4, 16, 64, 256 or 4096 colors/shades.
(Hopefully JPG soon, too)
We can listen to MODs (either raw, if they're not too big, or converted
with one of I believe 3 or more different conversion programs/formats)
We can use PC's as though they were disk drives and printers
We can use PC's as though they were actual Atari's (emulator), and soon
I believe Mac as well! (Is Emplant for the Amiga still going to do Atari?)

There's still quite a bit we can't do, of course, and still quite a lot of
file formats we can't easily read (I don't think we can do .MID, and I know
we can't do JPeG, MPeG, DL, FLIck, ANiM and quite a few other graphics and
animation formats used these days... also, a lot of word processor formats
and rich-text elude us as well <:^( )

Anyway... lllater!
-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4056. FS: 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-11 00:00:00 UTC
From: benjohnson@aol.com
Message-ID: <3otvka$g7r@newsbf02.news.aol.com>
Source record: 91793

```
*
* Thrift Shop Rule #31 : The person in front of you in the
* checkout line is buying the cool games you just missed..
***************
```

Atari 800: $20
Includes composite moniter cable, joysticks, powersupply and a really cool
Miner 2049er cart.

```
Atari 810: $15
Disk drive, includes comouter-drive cable and power-supple.
```

****

* Thrift Shop Rule #12 : If you find a really nice cart
* and try to buy it, it's usually unpriced and gets thrown
* into the 'to be priced' bin , never to be seen again.
*
*

4057. Re: Question to the 8-bitters...

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-11 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <3ou88k$5es@news.umbc.edu>
Source record: 91794

Michael Fitzpatrick (Michael.Fitzpatrick@flight.org) wrote:
: I run my wife's business on an Classic 8-bit Atari. It handles a customer data
: base, spreadsheets for financial data including payroll, internal forms
: generator, and of course correspondance. The one item that the classic doesn't
: seem to be able to handle is barcodes and barcoding; and this may cause us to
: have to abandon the machine for one that does.

I am sure there is a barcode reader/generator program for the Atari
8-bit. Does anybody remember the Lil' Oscar??

We would not want you to abandon the 8-bit for the lack of a bar code
reader now, would we??!!

-=-
Thomas Drake | From an Atari 8-bit Home Computer...
tdrake1@umbc.edu | Through the telephone, off of the server,
Test First! Then Code! | over the T-1 backbone, nothing but 'Net!

4058. Unofficial Atari 8-bit New User, Emulator Help FAQ v.0.7.. another randomly timed repost..

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-11 00:00:00 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9505120017.AA17948@zippy.sonoma.EDU>
Source record: 91795
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

```
Welcome to:
+--------------------------+
| The Unofficial Atari 8bit |
| New User, Emulator Help |
| FAQ |
Rev.0.7 | | Rev.0.7
| By Bill Kendrick |
| Revision 0.7 |
| January 17, 1995 |
+--------------------------+

[ Differences from Rev.0.5: Corrected descriptions of Atari computers;
Corrected PC Xformer 3.0 dealer list; listed where Mule and Util
can be found]
[ Differences from Rev.0.6: Updated Branch Always Software information ]

PLEASE also refer to: MyDOS 4.5x documents, SIO2PC documents,
XFormer documents, and the Atari 8-bit F.A.Q.

For general help (hardware, magazines, etc.) please check the Official
Atari 8-bit FAQ file:
From: Michael Current <MCURRENT@carleton.edu>
Where to get the latest copy of the Atari 8-Bit Computers
Frequently Asked Questions List:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq
(and many other FTP sites that archive Usenet FAQ Lists)
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq/faq.html
news:comp.sys.atari.8bit, news:comp.answers, news:news.answers

or, send a message to mailto:mail-server@rtfm.mit.edu that says:

send usenet/news.answers/atari-8-bit/faq
quit

Finally, you can always ask Michael for a copy at
mailto:mcurrent@carleton.edu

Summary of Atari 8-bit's an emulated 8-bit Atari's:

Atari 8-bit computers were produced between 1979 and 1987. The
major models released were the:

400 - 8K-16K, 400/800 OS, CTIA or GTIA graphics (depends when made)
800 - 8K-16K-48K, 400/800 OS, CTIA or GTIA graphics (depends when made)
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1200XL - 64K, 1200XL OS, GTIA graphics
600XL - 16K, XL OS, GTIA graphics
800XL - 64K, XL OS, GTIA graphics
65XE - 64K, XL OS, GTIA graphics
130XE - 128K, XL OS, GTIA graphics
XEGS (Game System) - 64K, XEGS OS, GTIA graphics (Had Missile Command)

All of the XL's except the 1200XL had BASIC installed on ROM. BASIC can be purchased on cartridge for the 400/800/1200XL's.

Branch Always Software are the creators of:
ST Xformer (Atari 8-bit emulator for ST's), Quick ST, Quick Index, Gemulator (Atari ST emulator for PC's), and PC Xformer (Atari 8-bit emulator for PC's).

ST Xformer 2.0 and 2.5 released for the Atari ST 16-bit machines. Very limited. Now public domain (used to be commercial).
PC Xformer 2.0 and 2.5 released for IBM PC machines. 2.0 is limited and supports only 800 OS. Both public domain (were always PD).
PC Xformer 3.0 released for IBM PC machines. Supports all OSes, 320K RAM, and best of all, player/missile collision detection (which MANY games use!)

Graphics:

The Atari has maximum resolution of 320 x 192 (standard, non-overscanned screen) x 2 colors. 160 x 192 x 4, 160 x 192 x 2, 160 x 96 x 4, 160 x 96 x 2, 80 x 48 x 4, 80 x 48 x 2, 40 x 48 x 4 graphics are also supported. 40 x 24 x 256-character (128 normal, 128 inverse, character set indirection available) text mode is standard (2 colors).
40 x 24 x 128-multi-colored-character (4 colors per character allowed, the other 128 characters have 4th changed into a color 5) and
40 x 12 x 128-multi-colored-character screen modes are available.
GTIA graphics support 80 x 192 x 16 shade-only, 80 x 192 x 16 hue-only, and 80 x 192 x 9 color screen modes.
Normal (bordered), narrow (underscanned), and wide (overscanned) screen modes are available.
Screen modes can be mixed (by lines) down the screen using the Display List (a program which is executed by the ANTIC graphics chip every screen refresh (60 times per second on real NTSC Ataris).
Fine scrolling (both vertical and horizontal) can be enabled on any line on the screen.
All other screen attributes (color, player/missile horizontal position, screen width, player/missile/playfield priority, etc.) can be ajusted at any point down the screen via a "Display List Interrupt."
Four 8-bit wide, 128 or 256 byte high single color players, and four 2-bit wide, 128 or 256 byte high single color missiles are available.
A mode to combine the 4 missiles into a 5th 8-bit wide player is also available, as is a mode to XOR colors or blacken out colors when players overlap (good for making three colors out of two players!) Players and missiles have adjustable priority and collision detection (which is not supported by the PC Xformer 2.0 and 2.5 and ST Xformer programs).

Sound:

Four voices of 8-bit pitch-resolution, 4-bit volume-resolution,
8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4)
can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only
modes can be enabled for digitally sampled sound replay.
A fifth "voice" is produced by the internal speaker on Atari 400/800's
(for keyclick and buzzer) and in the XL's and XE's this was
(fortunately!) rerouted through the normal audio output, and the
keyclick can be disabled.

Objective of this file:

At the time of its release (mid 1994), much discussion went on in the
comp.sys.atari.8bit Usenet newsgroup about the Atari 8bit emulator for
IBM / MSDOS based computers, the PC Xformer 2.0 (XF2 for short). Many
people in the 8-bit community had gotten, well, fed up with the XF2-based
questions which did not pertain to them, or to the really dumb questions
which were in fact understandable to new or rusty Atari 8-bit users, but
had just gotten on the nerves of some of the comp.sys.atari.8bit
readers/digest subscribers.
This file was created to reduce the number of 'newbie' and XF2
questions. Now it's becoming a fairly good reference (and got me the job
of writing the commerical 3.0 release's documents!).
This FAQ will present answers to simple questions like "how do I turn
off BASIC" (a good answer to that of course is, READ THE FRIGGIN' MANUAL)
and "how do I get a disk directory?" (which is less obvious on
Atari 8-bits, err.. MOST 8-bits <grin>).
It will also direct people who are unaware of the large amount of Atari
8-bit support (NOT NECESSARILY EMULATOR SUPPORT) and perhaps become a
supplement for the many official and unofficial files floating around the
net (like the official FAQ, the Vendor/Developer List, the Who's Who list,
etc.).
Since revision 0.4 of this file, PC Xformer 2.5, a replacement for 2.0,
and 3.0, the first commercial release, have been released. It is assumed
that the reader has the latest versions of PC Xformer (2.5 or 3.0), although
if you have 3.0, I must say, those documents are great! (If you don't get
the joke, look at the name of the author of the manual, and look at my name.)

---=== Xformer Questions: ===---

Q.1) What does "READY" mean?
A.1) This is the Atari BASIC prompt. See below for hints on Atari BASIC.

Q.2) Why doesn't this program load?
A.2.1) The program may not work under the Atari 800 Operating System, it may
require the XL/XE Operating System. Be sure you're in 800XL or 130XE
mode. (130XE mode is only supported by XF3.0, not 2.5, but there is
no real difference in the operating systems.)
A.2.2) It may not work under the XL/XE Operating System (rare cases), switch
to 800 mode.
A.2.3) Be sure you turned BASIC off before trying to load it if it cannot
run with BASIC on.

A.2.4) It might be a BASIC game! Be sure you're in BASIC and use the BASIC
"RUN" or "LOAD" (and then "RUN") command. Also, be sure it works
with the BASIC you have. Some programs only run in BASIC XL or XE
(which are both cartridge-based BASIC's not currently supported by
the Xformer), and some run with TurboBASIC XL (disk-based).
A.2.5) It may just refuse to run on the emulator.

Q.3) How do I turn off BASIC?
A.3) To toggle BASIC on and off, press [SHIFT]-[F10] ([F10] is [RESET], note:
on a real Atari 8-bit, [SHIFT]-[RESET] does not have this effect).

Q.4) Why doesn't this game/program run correctly?
A.4.1) It may use player/missle collision detection which is not supported
on the XF2.5. You might have to shell out the $29.95 for 3.0!
A.4.2) (See Question 2).

Q.5) How do I exit XF and return to DOS?
A.5) Press [F5]. Note: this does NOT temporarily 'shell' or 'jump' to MSDOS.

Q.6) How do I get to Atari DOS?
A.6.1) In BASIC, type "DOS" at the "READY" prompt.
A.6.2) Reboot without BASIC on.
A.6.3) Be sure you have a DOS-bootable disk image as the first MSDOS
parameter after the "XFORMER" command. (DOS25.XFD and MYDOS45.ATR
are both DOS boot-disk-images and are both in the XF25.ZIP file or
on your XF3 disk).

Q.7) How do I use MSDOS files with XFormer?
A.7.1) Add the files to the command line and use them as their respective
drives (be sure the first drive is a DOS-bootable disk image).
Example: XFORMER MYDOS45.ATR filename.ext
When booted the Atari will have two drives, D1: will be the MyDOS
4.50 disk image and D2: will be a write-protected disk which contains
only the file "filename.ext". Note: there are bugs in XFormer which
make accessing files from different directories a bit hard, just use
the MOVE (or COPY and DEL) commands in MSDOS to get the file to the
directory where you call XFORMER from.
A.7.2) Use the MSDOS program S2PC (S2PC.ARC available in the Utilities
directory at the UMICH archives) which allows you to access files
within a MyDOS/compatible .ATR disk image without using an SIO2PC
or the XFormer. S2PC let's you read, write, delete, change directory,
and view the directory of a MyDOS/compatible .ATR disk image. It
can be used via command-line parameters from MSDOS, or as a menu.
A.7.3) If you can, use the MSDOS program ATARIMG, which is much like
S2PC but has a nicer, more graphical (less-menu driven) interface.
(Unfortunately, this doesn't run on all IBM's!)

Q.8) Just what ARE .ATR and .XFD files?
A.8.1) Refer to the XFormer and SIO2PC manuals for details on these files.
A.8.2) Simply put, they are Atari disks, stored as files which are as big
as the disk they represent (an 88k disk image will use 88k on the
IBM). .ATR files are used by SIO2PC (see below) as well as the

XFormer (and the S2PC program mentioned above). .XFD files are used
by ST Xformer (the Atari 8-bit emulator for Atari ST's) and PC
Xformer (XF2,XF25,XF3).

Q.9) What's SIO2PC?
A.9.1) Refer to the XFormer and SIO2PC manuals for details on this program.
A.9.2) This is a program which runs on IBM/compatibles which, with the use
of a simple (and relatively inexpensive) cable, makes the IBM act
as though it were an Atari disk drive. (Up to four drives, actually).
It uses disk image files (.ATR's) and can also let the Atari access
single IBM files (much like XFormer does) as a single file all alone
in its own disk. It also currently allows Print-Thru (all access to
the Atari "P:" (printer) device can be redirected to the IBM's printer,
screen, or MSDOS file; different translations/conversions are
user-defined when the Print-Thru mode is turned on). Finally, with
the use of two programs on the Atari 8-bit (the only two programs
that currently have anything to do with SIO2PC that have been written
(to my knowledge) for the Atari 8-bit), the IBM can be controlled
remotely (commands are sent from the Atari, typing on the IBM is not
necessary) and files can be sent directly to the IBM's drives.

Note: The following sections will simply discuss Atari BASIC, the Atari OS,
and Atari DOS 2.5 and MyDOS 4.5x (because these topics seem the most
relevant to the less-knowledged/experienced XFormer users).

---=== Getting around on the Atari: DOS and OS ===---
I. AtariDOS and MyDOS QuickReference:

MyDOS (4.50 and 4.53) presents the user with the following commands:

[*] Disk directory of current directory (like "dir *.*" in MSDOS)
[1]-[9] Disk directory of a disk drive (like "dir a:*.*" - "dir i:*.*")
[A] Disk directory (like "dir <mask>" and optional output destination)
[B] Quit to cartridge
[C] Copy file(s) ("<source>,<destination>" copies from one place or
disk to another, just "<source>" copies from one place on one disk
in a drive to the same place on another disk in the same drive
(asks for swapping))
[D] Delete file(s) (add "/N" to delete without being prompted first)
(add ">*.*" or ":*.*" after a subdirectory name to delete the
files within it. A subdirectory name alone will delete the
subdirectory (if it is empty and unlocked)). (Acts like both
"del" and "rd" in MSDOS.)
[E] Rename file(s) (renaming multiple files is allowed, but be careful).
(like "ren <old> <new>" in MSDOS - with MyDOS, use "," between
old and new masks.)
[F] Locks file(s) from overwrite, deletion and appending (like
"attrib +r <mask>" in MSDOS.)
[G] Unlocks file(s) (returns them to their default state).
[H] Writes DOS files to a disk (this creates a disk which boots with
the current version of MyDOS you are using and also has the menu
file "DUP.SYS" on it as well). (This is like "sys"(?) in MSDOS.)

[I] Formats a disk (add "/N" after the drive number to do a quick-format
of an already-formatted disk (ie, just a very fast delete "*.*").
[J] Duplicate disk (copies an entire disk, including boot sector,
when using XFormer, it's much quicker to just copy one .XFD or .ATR
to another).
[K] Make binary file: saves memory and makes it binary-loadable. See [L].
[L] Load binary file: loads a compiled program. (like "<filename>" in
MSDOS, except any ".EXE", ".COM", ".OBJ", etc. is still required.)
[M] Run at address. Mainly for advanced users. Reboot is "E477",
reset is "E474" (these are the hex values of the addresses where
the routines to reboot and reset are.)
[N] MEM.SAV: when this is on, whenever you go to DOS (from BASIC,
for example) it will write what is in memory to a file "MEM.SAV"
so that when DUP.SYS (the menu) loads it isn't lost forever.
When you exit DUP.SYS with the "B: Run Cartridge" command, MEM.SAV
is reloaded and the environment should be as it was when you left.
It's probably quicker to simply "SAVE" your programs (if in a
language) which aren't nearly as big as all of the memory that
MEM.SAV saves.
[O] Options: this presents the user with some options. Mainly for
advanced users or special setups. See the MyDOS docs for details.
[P] Set density. Forces a drive to be recognized at a certain density
if MyDOS can't figure it out. (??)
[Q] Make a subdirectory. (like "md" or "mkdir" in MSDOS).
[R] Set default directory. (like "cd" in MSDOS and "cwd" in SpartaDOS)
This makes "D:" now the same as a subdirectory or other drive.
ie, "D2:" will make all calls to "D:" act as though they are to
"D2:" instead. Some programs when prompting for filenames do not
add "D:" to the beginning if one is not present, they add "D1:".
If you don't trust a program to look to "D:" instead of "D1:" and
you want it to look to some place OTHER than "D1:" (ie, where "D:"
is pointing which could be a VERY long path list), just add "D:"
to the beginning. ALSO, some programs don't even ADD "D:"'s if they
aren't in the filenames you give and may give errors (138, for
example: device not present, ie, if you said "TESTFILE.DAT" it
may think you want "T:" instead of "D:TESTFILE.DAT").
[S] Set ramdisk number. This is also under [O]ptions.
[V] Verify writes. This is also under [O]ptions. When Verify is on,
writes will be slower but 100% reliable. With it off, writes will
be much faster but possibly not as reliable (on bad disks, for
example). Default is off.

AtariDOS presents the user with the following commands which are identical
to MyDOS's commands: A,B,C(no swaping),D,E,F,G,H,I(some densities),J,K,L,M,N

AtariDOS 2.5 presents the user with the following commands not present or
not the same as MyDOS's commands:
[O] Duplicate file. This is used to copy a file from one disk to another
using only one drive. (In MyDOS, giving just a source will make
[C]opy act like DOS 2's Duplicate.)
[P] Format Single. In DOS 2.5, this is used to format 88k (Single Density)

disks. To format an Enhanced Density (127k) disk, just use [I].
In DOS 2.0, [I] is the only format option and only handles 88k.
(I may be wrong, but I have never had a Double Density drive under
Atari DOS 2.0 or 2.5!)

II. General DOS and OS questions:

Q.1) How do I access the disk drives?
A.1) First, you need to have booted with a DOS. All but one DOS is on
disk (SpartaDOS X is on cartridge). When the Atari boots up, it
does some of its 'boot-up stuff' which includes looking for a
disk drive connected and turned on which is set up as drive #1.
It then begins to load from the disk's "boot sector". If none
exists or there's a nasty error on the disk, you get the
"BOOT ERROR" notice until the error is fixed. (On SpartaDOS disks,
even non-bootable disks have a boot sector, but all the boot
sector is is a small program which displays a 'not a boot disk'
error).
To end the digression, the answer to 'how do I access the disk
drives' starts with 'you must boot the Atari with a DOS'. Check
the 8-bit FAQ and the UMICH and other FTP archives for lists of
DOSes available for Ataris, but the most used are Atari DOS (for
compatibility with almost ALL older software), MyDOS (for an
Atari DOS compatible high-end DOS), and SpartaDOS (for a very
high-end DOS which looks much like MS-DOS but unfortunately
cannont run all software which runs fine with Atari DOS and
MyDOS.) Note: SpartaDOS does NOT run on Atari 400's and 800's
(except the cartridge versions and I believe disk version 1.1).
Now that you have a DOS loaded, the Atari understands the
"D:" device (see below for Atari devices). Since there is more
than one disk drive, you have to be able to tell them apart.
The Atari uses numbers when it has more than one of the same
device, so "D1:" is drive 1, "D2:" is drive 2, "D3:" is drive 3,
etc.!
After the "D:" device name comes the filename. Of the most used
DOSes, only MyDOS supports lowercase letters in filenames, but
since most programs force uppercase entry for filenames, nobody
really seems to use lowercase in their filenames.

Q.2) How do I copy things from one place to another?
A.2) Atari DOS and MyDOS give you the "C" command in their menu
interface. When it asks for a source and destination, you can
use wildcards (* and ? like in most other DOSes) to copy more
than one file at a time. You can also present no destination
so that a file can be copied from one disk in drive 1 to another
disk in drive 1, for example, and the DOS will ask you to insert
each disk.

Q.3) What are subdirectories?
A.3) Subdirectories are places where files go which are just like the
normal directory of a disk, except the they happen to be WITHIN

that normal directory, or even another subdirectory. For example, you can have your disk divided up into the "GAMES" files, the "GRAPHICS" files and the "SOUNDS" files. A directory of the disk (the "root" or "base" or "trunk" directory) will simply list the three subdirectories, "GAMES", "GRAPHICS" and "SOUNDS". Then, if you ask for a directory listing of the "GAMES" subdirectory, you will see the files (and perhaps other subdirectories) within the "GAMES" directory. Think of it as a tree. For people familiar with Macintoshes, "Folders" are simply subdirectories. A window which appears when you open a "Disk" Icon is the "root", and all of the "Folders" within it have more windows in them which also have file and folder icons.
Here's a comparison to using subdirectories on different DOSes
root 'GAMES' 'SPACE' within 'GAMES'
AtariDOS D: n/a n/a
MyDOS D: D:GAMES: D:GAMES:SPACE:
SpartaDOS D: D:GAMES> D:GAMES>SPACE>
MSDOS (IBM) \ \GAMES\ \GAMES\SPACE\
Note, only Atari DOS would be using drive 1 here, all other DOSes are not necessarily using drive 1, and MyDOS and SpartaDOS may already 'be within' a subdirectory.
In MyDOS and SpartaDOS (and MSDOS), you can change the 'current' or 'default' directory to a different place (a different drive or a subdirectory). "D:" can stand for "D1:" (like AtariDOS always does) or "D2:GAMES:SPACE:"! PLEASE READ THE MYDOS DOCUMENTS FOR DETAILS ON THIS!

Q.4) What does "P:", "E:", "K:", etc. mean?
A.4) As stated before, the Atari has devices. "D:" is added when a bootable disk in drive 1 is read. Other exist as well:
C: cassette - readable and writeable, no filenames
D: disk drive - readable, writeable, random access, directory, files, multiple devices (up to 9 on MyDOS and newer SpartaDOS, 8 on AtariDOS)
E: editior - readable, writeable. This is how input from the keyboard and output to the screen is normally handled. If you wish to type a small file up by hand and have it sent to the printer or a file, use "E:" as the source.
G: graphics - writeable. This is not built into the Operating System but must be loaded. This is an Epson-compatible printer driver which can easily dump graphics.
K: keyboard - readable. This is just the keyboard. Input from it is not 'echoed' back like with the "E:ditor".
M: multi-mouse - readable, writeable? This is not built into the Operating System but must be loaded. This is a handler which runs in the background and accepts input from either a mouse, a joystick or a touch-tablet and displays a mouse pointer on the screen.
P: printer - writeable. Send data to this and it will appear on the printer. You can print files (documents, etc.) by

using "P:" as the destination. The Atari XL/XE OSes support
"P1:" and "P2:", although I believe this usage is rare.
R: RS232 - readable, writeable, concurrent mode. This is not
built in to the Operating System, but is loaded. It supports
modems. The Atari 850 Interface has it's "R: handler"
'built-in', which means the Atari also looks for an 850 (or
other compatible interface) and receives the "R: handler" code
from it. Other interfaces and the Atari 'direct-connect'
modems require a file to be loaded which contains the "R:"
code. "R1:" and "R2:" is also supported, but also its usage
seems rare.
W: Windowing (screens) - readable, writeable. This is a graphics
8 graphical windowing driver (rarely used, unfortunately!).
It must of course be loaded as well.
Z: RTime8 clock - readable, writeable. This is also not built
in to the OS, but loaded. This is loaded from disk and lets
the user access the "RTime8" real time, battery-backed up clock
for the Atari 8-bit. (This is a cartridge-based device).
I am unaware of any "Z:" clone which let's you set the Atari
internal (non-real time, non-battery-backed-up) clock if you
do not have an RTime8, although I'd love to see one! <hint!!>

Q.5) How do I print something from DOS?
A.6) As stated above, just use the "C"opy command, then use the file
you wish to print as the 'source', and "P:" as the 'destination'.
Example: "D1:DOCUMENT.TXT,P:"

---=== Getting around on the Atari: BASIC ===---

Q.1) What does "READY" mean?
A.1) Again, this is simply the prompt that Atari BASIC (and most older
BASIC's) presents the user when it is in "Immediate" mode.
Entering a command will cause it to act immediately.
Entering a line number and then a command will place that line into
the current program.
Entering a line number alone will remove that line from the current
program.
To start a program, use the "RUN" command.
To erase a program, use the "NEW" command.
To clear variables, strings and arrays, use the "CLR" command.
To load a program, use the "LOAD" command followed by a filename
(see below). To load and run a program, use the "RUN" command followed
by a filename.
To save a program, use the "SAVE" command followed by a filename.
To list a program, use the "LIST" command followed by an optional
start and end set of lines seperated by commas.

Q.2) Where can I learn Atari BASIC?
A.2) A (set of) file(s) will be created explaining all of Atari (and Turbo)
BASIC's commands and their usage. (A larger file may be produced
which will be based on examples provided in the Atari BASIC Reference

Manual). (As of Jan. 7, 1995, these particular files do not exist).

Q.3) How do I quit BASIC?
A.3.1) Type "DOS" to quit BASIC and return to DOS.
A.3.2) Type "BYE" to quit BASIC and exit to the OS's "bye" routines
(Atari Memo Pad on 400/800's, Atari Rainbow on 1200XL's, and
Self Test on other XL's and XE's). (Note: On 1200XL's, use [HELP]
to go to the Self Test when the Atari Rainbow appears).
A.3.3) For XFormer users, remember, [SHIFT]+[F10] reboots and toggles BASIC.

Q.4) Why don't strings work?
A.4) Strings must be "dimensioned" like arrays in Atari BASIC. Strings
are special character arrays. See the BASIC usage/etc. files mentioned
in the answer to question 2. Simply put, to make a string that will
accept up to "#" character, use DIM <name>$(#) . Example:
DIM A$(10) - now A$ can contain between 0 and 10 characters.

Q.5) How do I make graphics?
A.5) Use the "GRAPHICS" command to switch between the following screen modes:
(Note: All modes except 0, 9, 10 and 11 have four lines of 40 x 24 x 2
sized text covering the bottom of the screen. Add "16" to the mode
number to remove this window (but do not make any PRINTs or PUTs to
the standard output otherwise a GRAPHICS 0 screen will appear))
(Note: Add "32" to the mode number to keep the screen from clearing
when it appears. One problem, however, all screens overlay each other
so unless you only use certain modes at certain times, parts of some
screens will become (or start out) with 'garbage' on them.)
0 40 x 24 x 2 text
1 20 x 24 x 5 text
2 20 x 12 x 5 text
3 40 x 24 x 4 graphics
4 80 x 48 x 2 graphics
5 80 x 48 x 4 graphics
6 160 x 96 x 2 graphics
7 160 x 96 x 4 graphics
8 320 x 192 x 4 graphics
9 80 x 192 x 16 luminence-only graphics
10 80 x 192 x 9 graphics
11 80 x 192 x 16 hue-only graphics
12 40 x 24 x 4-colored text
13 40 x 12 x 4-colored text
14 160 x 192 x 2 graphics
15 160 x 192 x 4 graphics
Commands available in Atari BASIC for manipulating simple graphics
include:
PLOT x,y POSITION x,y COLOR c (c=color or character value)
DRAWTO x,y LOCATE x,y,r (where r is where result will be stored)
SETCOLOR c,h,l (c=palette location, h=hue, l=lum)
Colors:
COLOR command colors are not identical to SETCOLOR command colors:
COLOR 0 will draw using the background color, set with

SETCOLOR 4,hue,lum
COLOR 1 will draw using color "0", set with
SETCOLOR 0,hue,lum
COLOR 2 will draw using color "1", set with
SETCOLOR 1,hue,lum
COLOR 3 will draw using color "2", set with
SETCOLOR 2,hue,lum
Except in GRAPHICS mode 10, where COLORs 0, 1, 2, and 3 must be
POKEd into memory locations 704, 705, 706 and 707 (the
player/missle graphics color locations). Examples of this will
be presented in the BASIC usage files. (Sorry)

Q.6) How do I make sound on the Atari
A.6) Remember, XFormer 2.5 doesn't support sound! (XF3.0 does)
But anyway, in Atari BASIC:
SOUND c,p,d,v
c=channel (0-3)
p=pitch (0-255)
d=distortion (0,2,4,6,8,10,12 or 14)
v=volume (0-15)
The buzzer character is CHR$(253) aka [CONTROL]+[2] (NOT [CONTROL]+[G])

Q.7) How do I move the cursor and edit?
A.7) The Atari "E:" device (standard input/output which is the "editor")
allows the following characters for editing:

Key: AtASCII #: Use:
Atari none Turn inverse on/off (Atari 400/800 kybds)
Inverse [Triangle] none Turn inverse on/off (Atari XL/XE kybds)
CAPS none Turns caps-mode to lowercase (400/800 OS)
CAPS none Toggles caps-mode from upper to lower (XL/XE)
Sh-CAPS none Turns caps-mode to uppercase (all OSes)
Ct-CAPS none Turns caps-mode to [Control]-[Lock] (all)
Up ([^-]) 28 Move cursor up
Down ([^=]) 29 Move cursor down
Left ([^+]) 30 Move cursor left
Right ([^*]) 31 Move cursor right
Space 32 Move cursor right (overwrites w/Space char)
BackSpace 126 Move cursor left (deletes previous char)
Delete ([ShBkspc]) 156 Deletes a (logical) line (1-3 physical lines)
Insert ([Sh>]) 157 Inserts a physical line
Ct-Delete ([^Bksp]) 254 Deletes char under cursor, pulls rest left
Ct-Insert ([^>]) 255 Inserts space under cursor, pushes rest right
ClearScn ([^<]) 125 Clears screen
Bell ([^2]) 253 Sounds buzzer
TAB 127 Moves cursor to next TABstop
ClrTAB ([^TAB]) 158 Clears any TABstop under cursor
SetTAB ([ShTAB]) 159 Sets a TABstop under cursor
ESC 27 Sets ESCape (next edit char after is shown,
not done, non-edit chars shown (like normal))
RETURN 155 Sends End Of Line (moves cursor to lowerleft

of next line, accepts input)
Note: Inverse characters have values of the normal version of the characters plus 128. (The only non-viewable inverse character is inverse-ESC, or what would be the [ESC],[RETURN] combination. The character exists, but must be set into screen RAM by hand. Oh well, at least you still have 255 easily viewable characters! <grin>)

Q.8) How do I make the editor characters appear
A.8.1) As shown above, you must have an ESC sent before them. When simply entering text, type [ESC] then the edit key and the character for that edit key should appear.
When entering text in a PRINT statement, you must have it send an ESC beforehand, so first type [ESC],[ESC] to make an ESCape character appear, then type [ESC] then the edit key and the character for that edit key should appear. When the PRINT statement is executed, the first ESCape (which you typed as two [ESC]'s) will make the editor SHOW the following character (even if it is an edit character), then the character which you entered (with [ESC] and then the edit key) will make that character appear. This makes it difficult to align a set of PRINT statements which make a multi-line picture or menu which uses viewed edit keys. It is probably best to have all of the lines in your program with the PRINT statements that can fit visible on the screen, then edit them (without putting any of the ESCape characters in, then when the picture looks like how you want it on the screen, move the cursor to on top of each edit-key character and press [Control]+[>] (Control-Insert). A blank space should appear under the cursor and the rest of the line should move right. Now, type [ESC],[ESC] and an ESCape edit-key character should appear where the blank space was. When you are finished doing that for each line with those PRINTs in it, BE SURE TO ENTER THEM INTO THE PROGRAM BY PRESSING [RETURN] ON EACH OF THOSE LINES! Whew!
A.8.2) Set the memory location "766" to "1" with the command "POKE 766,1" to turn on the no-edit mode (ALL characters except End Of Lines will appear, even ClearScreens!) When you want to go back into normal mode, set the location back to "0" with "POKE 766,0".

Q.9) What's with the colors changing?
A.9) THIS, MY FRIEND, IS THE FIRST EVER SCREEN SAVER! This is called "Attract mode" as was used on the Atari 2600 and Atari 400/800/XL/XE series (and probably on the 5200 and 7800 but I cannot confirm this). When a key hasn't been pressed for 7 or 9 (depending on OS, model, etc) minutes, the screen colors begin changing, thus protecting your TV or monitor from having a static image burned on it.
To turn this mode off, press a key, or, if within a program, use the command "POKE 77,0" at least once every few minutes (IF the screen is active, otherwise turning it off would be kinda useless).
To turn it on, wait 7 or 9 minutes without pressing a key or having location "77" set to "0", or set location "77" to "128" with "POKE 77,128", voila! instant attract mode!

Q.10) How do I access 'devices' on the Atari?
A.10) The following commands are available to Atari BASIC's (and also
variations on these are available in most other Atari languages!):
OPEN #a,b,c,d$ Opens channel 'a' for access to 'd$' in mode 'b'
with auxillary mode 'c'. Channel 'a' must be
free or a 'Channel already open' (129) error
occurs. Examples:
OPEN #1,4,0,"K:" - input from keyboard
OPEN #2,8,0,"P:" - output to printer
OPEN #3,12,0,"D:FILE" - random access to disk
OPEN #4,9,0,"D:DATA" - append-output to disk
OPEN #5,13,0,"R:" - concurrent to RS232 (modem)
OPEN #6,6,0,"D:*.TXT" - directory access to disk
(reads directory of "*.TXT" mask)
CLOSE #a Closes channel 'a' (freeing it for use)
GET #a,b Reads a byte from channel 'a' and stores it in 'b'
PUT #a,b Puts byte 'b' onto channel 'a'
INPUT #a,b$ Reads a string (up to 255 bytes and a REQUIRED
'end of line' (character 155)) from channel 'a'
and stores it in 'b$'
INPUT #a,b Reads a string (up to 255 bytes and a REQUIRED
'end of line' (character 155)) from channel 'a'
and stores the numeric value of it in 'b'
PRINT #a,<stuff> Just like the normal BASIC PRINT statement, but
sends the information to channel 'a' (semicolons,
comas, and mixed types are of course allowed).
STATUS #a,b Reads the error 'status' of channel 'a' and stores
it in 'b'
XIO a,#b,c,d,e$ General I/O call. This a little complicated and
may be expanded upon in a future revision. Just be aware of the
following:
a - command
b - channel to use (usually must be free)
c - auxillary mode 1
d - auxillary mode 2
e$ - file or device to act upon
Examples:
XIO 32,#1,0,0,"D:FILE,OLDFILE" - renames file
XIO 33,#1,0,0,"D:OLDFILE" - DELETES file
XIO 34,#1,0,0,"D:GAMES" - creates a directory in My- & Sparta-DOS
XIO 35,#1,0,0,"D:NEWFILE" - locks a file from over-write and
deletion
XIO 36,#1,0,0,"D:NEWFILE" - UNlocks a locked file
XIO 40,#1,4,0,"D:PROG.OBJ" - loads and runs a binary file
(like "L" in Atari and MyDOS)
XIO 40,#1,5,0,"D:PROG.OBJ" - loads a binary file
(like "L" in Atari and MyDOS with the "/N" option)
XIO 41,#1,0,0,"D:GAMES" - changes default directory that
drive/subdirectory (all calls to "D:" will now occur within
that drive/directory)
XIO 254,#1,0,0,"D2:" - FORMAT a disk (in Atari DOS 2.5, this is

format 'enhanced', to format 'single' density, use XIO 253)
(in MyDOS, this is format, but not 'enhanced', use
XIO 253,#<channel>,1,0,"D<drive>:" for format a drive in enhanced
mode).
NOTE: 39 and 40 are the same. Also note the useage of AUX1 in the
"XIO 40" example.

---=== Getting Atari files to an IBM: ===---

Q.1) How can I read Atari disks on my IBM?

____
[note:] Someone please give more details or corrections here! Thanx!
~~~~~~~
A.1.1) If you have double-density Atari disks, you can use the program
"Util" on the IBM which can read double-density Atari disks. Please
see the Atari 8-bit FAQ for more details.
A.1.2) If you have an Atari 1050 disk drive, you can use the program MULE
to copy files, one file at a time, 20k chunks at a time, from the
Atari to the IBM. You first must format a 180k disk on your IBM,
the run MULE on your Atari to get a file onto the MULE disk, then
run MULE on the IBM to get the file onto the IBM. Tedious, isn't
it? MULE wasn't meant to be a fully-functional program, just a
demo to show that this was even possible.
A.1.3) If you're fortunate to have a Black Box interface on your Atari,
you can get an external IBM drive and the Black Box's add-on, the
Floppy-Board and simply copy files from your Atari disks or hard
drive(s) onto IBM disks via the floppy board, then load them up
on your IBM.

Q.2) Ok, I can't do any of that, now what?
A.2.1) You can use SIO2PC, which is a program for IBM's which turns your
IBM into a set of Atari disk drives. You need the SIO2PC cable
(which you can purchase, assembled or unassembled, or buy parts
and build it yourself) and the SIO2PC software (available at UMICH).
Connect your IBM to your Atari, load SIO2PC, and then run the
program FILE2PC on the Atari to transfer files to the IBM's hard
drive. Or instead create a disk image within SIO2PC and copy files
from one disk (a real Atari floppy) to another (the SIO2PC image)
with the Atari or MyDOS "C"opy command. If you want to extract files
out of the SIO2PC disk image file and store them on your IBM's hard
drive or floppies as single files, either again use FILE2PC or use
S2PC, an IBM program which can extract files from or add files to
MyDOS-compatible SIO2PC disk images!
A.2.2) You can use two modems to download files from your Atari 8-bit.
A.2.3) If you don't necessarily want files that you already have on your
Atari 8-bit, you can download files from the huge collection
available at FTP sites and Atari 8-bit supporting bulletin boards
and save them onto your IBM.
A.2.4) If you have only one modem, so you can't connect both your Atari
8-bit and your IBM together via modems, you can do it via null-
modem, OR you can upload files from your Atari to some bulletin
~~~~~~~

board or account you have access to, and then connect the modem
to your IBM and download the files.

Q.3) Is there any easier way to get Disk Communicator (Atari disk image)
files to and from SIO2PC disk images or PC Xformer XFD disk images
other than using Disk Communicator 3.2 on my Atari! I mean, both files
are disk images! They're both on my PC's hard drive! <cry>
(AND NOTE: DiskComm. doesn't like SIO2PC a lot of the time anyway!)
A.3.1) Yes! There's a new IBM program out called DCM2DSK.
(Why "DSK" and not "ATR"? To keep people from getting confused with
the ATR-8000(?)) The current version is '2' and it's available at
UMich's archives and probably elsewhere. Filename: "DCM2DSK2.ZIP" in
the SIO2PC directory.
A.3.2) There's also a new program which converts DCM's to XFD's. I need to
look at it myself first before I can describe it (or someone help
me, please?)

---=== Where to get or FTP files mentioned in this FAQ: ===---

The PC Xformer 2.0 and 2.5 can be downloaded from the "ftp.clark.net" FTP
site:
Directory/file-path: systems/msdos/emulators/xf25.zip (or xf2.zip)

PC Xformer 3.0 can be purchased for $29.95 (prices may vary) from:

U.S.A.
======
American Technavisions 510-352-3787, fax 510-352-9227
B & C Computervisions 408-986-9960, fax 408-986-9968
Mid Cities Computers 310-867-0626, fax 310-920-8933
Rising Star Computers 800-252-2787, fax 513-254-7970
Toad Computers 800-448-8623, fax 410-544-1329

Germany
=======
Atari Bit Byter User Club +49 02366-39623 (same for fax)
KE-Soft +49 06181 87539, fax: +49 06181 83436

United Kingdom
==============
Micro Discount +44 021 353 5730, +44 021 352 1669

or directly from Branch Always Software: (USA)
14150 N.E. 20th Street, Ste 302, Belleuve, WA 98007.
1-206-369-5513, fax 1-206-885-5893
e-mail: BraSoft@aol.com

The following programs are availabel at the "archive.umich.edu" FTP site:
SIO2PC: atari/8bit/sio2pc/*.* (all files are SIO2PC/utility files)
Mule: atari/8bit/Diskutils/mule.com (Atari), mule.exe (IBM), mule.txt
Util: atari/8bit/Utilities/myutil.zip (IBM)

AGAIN, >>> PLEASE <<< CHECK OUT THESE OTHER FILES:
ATARI 8-BIT FAQ
PC XFORMER DOCUMENTS
MYDOS DOCUMENTS
SIO2PC DOCUMENTS

Thanx!

Contacts:

I (Bill Kendrick) can be contacted at:
mailto:kendrick@vax.sonoma.edu,
or on the "comp.sys.atari.8bit" and "comp.emulators.misc" newsgroups,
or New Breed Software, 59 Palm Lane, Novato, CA 94945-2574 USA.

Darek Mihocka, the author of the PC Xformer can be contacted at:
mailto:BraSoft@aol.com
or on the "comp.sys.atari.8bit" and "comp,emulators.misc" and
other newsgroups,
or Branch Always Software, 14150 N.E. 20th Street, Ste 302, Belleuve,
WA 98007 USA.

Micheal Current, keeper of the Atari 8-bit FAQ files can be contacted at:
mailto:mcurrent@carleton.edu,
or on the "comp.sys.atari.8bit" newsgroup.

PLEASE add questions and report any mistakes or bugs to me ASAP.

-bill

4059. Re: EPROM adapters???

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-11 00:00:00 UTC
From: hans@macbeth.umd.edu
Message-ID: <3oub25$qnm@macbeth.umd.edu>
Source record: 91796

The 27128 is a straight plug-in replacement for the OS ROM. I would be surprised if the 27C128 behaved differently.

Hans Breitenlohner
hans@umd5.umd.edu

4060. Re: Turning off screen saver in Atari Basic

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-11 00:00:00 UTC
From: gramlich@ns.cencom.net
Message-ID: <3ot9nf$7em@ns.cencom.net>
Source record: 91797

```
Thanks for the help everyone.

Jay
```

4061. Mae .95 postscript manual uploaded.

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-11 00:00:00 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <3otb34$o00@nyheter.chalmers.se>
Source record: 91798

I recently uploaded the manual to mae .95 in postscript format
to umich archives. It really is the different .doc files put
together with an index page.
Prettier to look at and easier to read, IMHO, 26 pages.

Have fun!

Fredrik Lundholm DDD OO L
D D O O L - RECORDS
d1dol@dtek.chalmers.se DDD OO LLLL

4062. Free classifieds in Computer History mag.

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-11 00:00:00 UTC
From: historical@aol.com
Message-ID: <3ouk2o$n3r@newsbf02.news.aol.com>
Source record: 91799

Sell your old computer or find one! "Historically Brewed", the magazine of computer history nostalgia is again offering free ad space in our classifieds. Send me a description, asking price, your name, city, state and phone. Please reply by May 15th. Thanks, David Greelish, HCS
David A. Greelish, President
Historical Computer Society
2962 Park Street #1
Jacksonville, FL 32205
"The best way to predict the future is to invent it."

4063. Re: When did Atari kill the 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-11 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <138454@cup.portal.com>
Source record: 91800

The title of this thread is a little misleading. I think Atari was one of the last companies to support 8 bit computers & it was the market that killed them, not any one company. Chip makers probably had a lot to do with it also. We should all be working on 200 MHz 6502's by now, but Bob Brodie said the switch from 6502 line to 68000 was necessitated when it became apparent the 6502 chip makers had failed to advance the technology at the same rate as other manufacturers. The 6502 wasn't the only 8 bit system that went south. There aren't a lot of companies still making systems using Z80s or 6809s, both fine processors in their own right. A better title might be something like; "What stupid mistakes did Atari make that made them such a minor player in the 8 bit computer wars?" I agree with most of the comments being made, but after all; even the companies that made all the right decisions are history now. Apple seems like the only viable surviver & even it is allowing Mac clones.
Sometimes I even question my own loyalty to the 6502 vs a good design done right. If the Jag had a keyboard, probably not to much of a stretch, and a decent programming language for say $200 I'd probably be history here. A couple of PCMIA slots for HD, modem/FAX, ... It would definately be my dream home computer. Of course with Atari doing it we could expect them to charge an extra $1300 for including a $15 IBM keyboard an a couple of slots & sell it as "Falcon II" or some other such nonsense. I'm just throwing that last sentence in to let people know I can Atari bash also<g>.
Rick

4064. Re: Question to the 8-bitters...

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-11 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <138455@cup.portal.com>
Source record: 91801

In my case, it depends on what you mean by productively. The incompatibility issues are not really a problem, I must have at least 6 different ways of transferring files back & forth. I mainly use my 8 bit for hardware projects. Most recent one was an RS232 port in a cartridge with an 8 bit DAC for sound files. I gave it away within a week of making it since I'm more interested in the solder fumes then making anything useful. I've also done a number of esoteric hacks, several ADC designs/hacks, printer interfaces, you name it. The Atari 8 is incredibly easy to hack in this manner. I don't always have free time so the time I do have I'd rather spend hacking the Atari then one of the mainstream computers like the clones. Ditto for programming, I do it as a hobby & there literally isn't anything I can't do on the Atari in a a few hours that wouldn't take me days on another system. Atari 8's were designed such that when you have a lockup you just press reset & 1/2 the time you are back in the editor right where you left off. On my clones or ST, it power down & reboot losing everything that wasn't saved to disk.
IMO: Most people here are to some degree hobbiest. We know we have to desolder a few chips & make a couple of connections to do a ram expansion vs going down to the local clone store & paying $90 for a couple of simms & just plugging them in, so that's what we're about. I've heard the first cake mixes were "just add water", but they left housewives unsatisfied because they weren't doing enough. Ergo add one egg & milk became the industry standard for home baking. Needless to say, we find the Atari 8s very satisfying.
Rick

4065. Re: Q: Sweet 16???

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-11 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <138456@cup.portal.com>
Source record: 91802

Jerry; in that list of names, wasn't there also a "Patty"? I recall going to the Atari wharehouse sale when they were dumping some stuff. I saw something executed in blue plastic, about the size of a 600xl, with a tag on it I *thought* was Patty. They also had 4 1450XLs there, but I got cheap & only offered $50 when they wanted $100. By the time I got back, the 1450s were all gone.
Rick

4066. Re: Another one bites the dust

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-11 00:00:00 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <JOw-rUV.ftooned@delphi.com>
Source record: 91803

James Wood <jamesw@PEAK.ORG> writes:

>> At this point FTE is the last best hope for an Atari8 future. And I'm
>> sure FTE is continuing only out of the lunacy of its founder rather than
>> any positive economic gain that comes from it.

Hey!

I resemble that remark! <grin>

Things are starting to settle in here in Arizona...

I'm taking my time in gettting things back on-line, as if things
are going to continue... They're gonna be done right this time.

The move has done wonders for me, and it almost feels like I'm able
to take what I know and have learned... and get a fresh start.

Mike

4067. Question to the 8-bitters...

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-11 00:00:00 UTC
From: Michael.Fitzpatrick@flight.org
Message-ID: <3a6_9505111229@flight.org>
Source record: 91804

I run my wife's business on an Classic 8-bit Atari. It handles a customer data base, spreadsheets for financial data including payroll, internal forms generator, and of course correspondance. The one item that the classic doesn't seem to be able to handle is barcodes and barcoding; and this may cause us to have to abandon the machine for one that does.

---------- -//- ----------

Internet: Michael.Fitzpatrick@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|

---------- -//- ----------

4068. For Mike Todd

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-12 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <3p0007$nua@news.umbc.edu>
Source record: 91709

Mike,

Can you please e-mail me? Got a question for you...

Tom

--
-=-=-=

4069. Re: Question to the 8-bitters...

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-12 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <3ove71$2u3@m1.cs.man.ac.uk>
Source record: 91710

In article <3os3qb$57q@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu (William Kendrick) writes:
> There's very little "incompatibilities" nowadays.
> We can view GIFs in 2, 8, 4, 16, 64, 256 or 4096 colors/shades.

Is that with a graphic upgrade? 4,096 colours? Wow!

> We can listen to MODs (either raw, if they're not too big, or converted

What's the quality like?

S.Lai

4070. 850 interface?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-12 00:00:00 UTC
From: mstitts@iglou.iglou.com
Message-ID: <D8GxDH.EGu@iglou.com>
Source record: 91711

just got ahold of an 850 interface a few days ago,and it refuses to work
at the same time as my 1050.
any solutions?

mike p stitts
mstitts@iglou.com

ps:has anyone gotten spelunker,or the eidilon to work under xformer 3.0?

--

4071. Re: Question to the 8-bitters...

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-12 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ou97n$lvd@nic-nac.CSU.net>
Source record: 91712

"I mainly use my 8 bit for hardware projects.
Most recent one was an RS232 port in a cartridge with an 8 bit DAC for sound
files. I gave it away within a week of making it since I'm more interested
in the solder fumes then making anything useful."

Sounds like you're talking about me, and do you REALLY do it for the fumes!?
:) :) :)

-bill!
kendrick@zippy.sonoma.edu

4072. Re: PC Xformer 4.0 !

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-12 00:00:00 UTC
From: bigrex@primenet
Message-ID: <3ouqlv$abf@news.primenet.com>
Source record: 91713

In article <3ob1vb$9le@ixnews3.ix.netcom.com>, followel@ix.netcom.com says...
>
>Hello all,
>
> I just received the new newsletter from Branch Always Software. Not >only are they working on GEMulator 4.0, but they are also working on PC >Xformer 4.0 and shooting for a summer release! It is a 130XE emulator >similar to v.3.0 but it is said to be even more compaitible (sp?). It >will be a Windows based program, so it will work with almost any sound >card and, as with v.3.0, it will support pc printers, modems and >joysticks. No pricing as of yet.
> I also received a disk from them that had the GEMulator 4.0 preview >program and a copy of PC Xformer 2.52, an updated version of their >freeware preview program. If any of you are interested in that, let me >know what site you would like it uploaded to and i'll make sure it gets >there in a couple of days. One site i'll definitely send it to is James >King's site at ftp.xmission.com
>
> Sincerely,
> - Byron Followell
> followel@ix.netcom.com
>
What directory are the 800 archives in. ftp.xmission.com /?/?/? I looked around for usr/k/king none then usr/j/james nothing either. Could someone help please. I have pc xformer 2.5. Do you know if 2.52 has collision or joystick support? I'd buy 3.0 but don't know where to get it. I used to go to B&C in SJO but, live in Phoenix now.
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XXXXX****\ /
___*****\~~~^^^^^^^~~~~~~~~~~~~~~-^^^^^^
"--*******{^^^^^^^}*****/
"--******(^^^^^^^}****/
*******\^^^^^^/***
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{^^}\^^\
/^^/ \^^}
/==/ |==}
/==/ /==/
<^^^^^> <^^^^>
Bigrex@Primenet.com
(Bob Nixon)

4073. Re: Q: Sweet 16???

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-12 00:00:00 UTC
From: jjessop@ix.netcom.com
Message-ID: <3ouqvm$87p@ixnews4.ix.netcom.com>
Source record: 91714

In <138456@cup.portal.com> Rick_Michael_Cortese@cup.portal.com writes:
>
>Jerry; in that list of names, wasn't there also a "Patty"? I recall going
>to the Atari wharehouse sale when they were dumping some stuff. I saw
>something executed in blue plastic, about the size of a 600xl, with a
>tag on it I *thought* was Patty. They also had 4 1450XLs there, but I
>got cheap & only offered $50 when they wanted $100. By the time I got
>back, the 1450s were all gone.
>Rick

Can't say I can ever remember a "Patty", maybe this was an "XE" after the Tramiels took over in June of 84.

I think Bruce at B&C grabed the 1450's, I don't think you missed much there Rick, 1450 was a dog. Of course their was an Atari wharehouse sale almost every week, so you never knew what would come up. I swear I didn't remember that much junk floating around when I was there.

Speaking of names.....I don't believe the 1400/1450 ever had a codename? There was a "Sierra" system that Alan Kay was working on but I don't know any of the details. And then the Atari version of the Amiga was "Mickey" but no plastic ever existed, only wirewrap boards.

Jerry

4074. Re: PC Xformer 4.0 !

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-12 00:00:00 UTC
From: bigrex@primenet
Message-ID: <3ourfg$abf@news.primenet.com>
Source record: 91715

In article <3ob5jr$gu8@netnews.upenn.edu>, koutchin@mail1.sas.upenn.edu
says...
>
>Byron Followell (followel@ix.netcom.com) wrote:
>: Hello all,
>
>: similar to v.3.0 but it is said to be even more compaitible (sp?). It
>: will be a Windows based program, so it will work with almost any sound
>: card and, as with v.3.0, it will support pc printers, modems and
>: joysticks. No pricing as of yet.
>
>Here they GO ! EMULATOR AS WINDOZE BAZED PROGRAM ? never herad of it,
>i can imagine it right now.... i am playing river ride and suddenly the
game
>fucks up and i hear the sound of swapping.... or another one.. i am
>playing
>river ride and BOOM ! the fucking machine just locks up ... or another one
>i am playng river ride and here it goes : GENERAL PROTECTION ERROR ! as
>i remember it was not stable when it waz DOZ bazed program and my guess
>iz that it will be the most phuqing slow and unstable emulator in the
>whole history of emulation OR ! it will need minimum configuration:
>PENTIUM 90 with 32 megs... and more what about Win95 ? that a big damn
>mistake to write anything for windows when win95 gonna be out by the end
>of august. Oh , they say win95 in *FULLY* compatible with windoze ...
well,
>well, well, who says ? i donno, i tested it and no hope so far :) all
>versions since 347 to 456 are *NOT* fully compatible esspecially on time
>consuming and graphics dependent apps (plus memory allocation). Or !
another
>example... i am playing HENRY HOUSE and gotta jump in the very crutial
moment
>and TADA !!! ALARM CLOCK !!!! FAX !!! MODEM CALL !!!!! AHHH ! Of course
>you may say: just quit all apps and enjoy... PHUQUE you ! if it is
>a windows apps then it *MUST* be multitasked ! otherwise why the heck did
>they
>do it as win app ? to make it slower ? DO not tell me that it is cuz they
>wanted to support all printers and sound cards and vga's.... you can find
>thousands free ware driver for all of them... or you can ask for them from
>makers. anyhow, my point so far is EITHER IT IS A JOKE or THIS PRORAMM IS
>USELESS unless you have P5 90 with 32 mb
>
>
>--
>- Is this the end ?

>- No, it is only the begining ..... of the end
>///// koutcha1@hp800.lasalle.edu //////
>
Sorry pal. The dos era is coming to an end. Wake up and smell the
Windoz. Win-95 beta 450,456,462 do games in a graphic window very well.
Even dos games. Windoom work fast with a 640x480 window. Thats on a lowly
486dx2-66 with 16 megs of ram.
--
_
;--/@**\
XXXXX****\ /
___*****\~~~^^^^^^^~~~~~~~~~~~~~~-^^^^^^
"--*******{^^^^^^^}*****/
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/==/ |==}
/==/ /==/
<^^^^^> <^^^^>
Bigrex@Primenet.com
(Bob Nixon)

4075. PC can read Atari SD/DD Disks?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-12 00:00:00 UTC
From: cvallari@cec.uchile.cl
Message-ID: <D8H5H4.J4M@dcc.uchile.cl>
Source record: 91716

i heard that some PC can read (with a software) directly from its own 5.25
disk drive the disks of ATARI 8-bit SD/DD. I want to know how can i do this.
What kind of software i need, etc.
My problem is : i got many Atari disk but i dont have the Atari disk drive.
And i want to read these disks.

--

.^.
/ \ Cristian Vallarino. NUtRiNO.
****/ **** E-mail: cvallari@araucaria.cec.uchile.cl
*******/ ******* http : http://araucaria.cec.uchile.cl/~cvallari
***/ _-"\ ***
_-" _/

4076. Re: When did Atari kill the 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-12 00:00:00 UTC
From: jlodoen@shell.portal.com
Message-ID: <3p0i0p$p94@jobe.shell.portal.com>
Source record: 91717

maury@softarc.com (Maury Markowitz) writes:

>In article <3orojs$3uj@news4.primenet.com>, krishna@primenet.com (Glenn
>Saunders) wrote:

>> Yes, but doesn't the Apple II have double density? If cost was the
>> problem, why did EVERY other 8-bit machine have double density drives?
>>
>> In fact, I know of no historical home computer aside from the Atari8 that
>> used single sided single density disks. Maybe they were used in the
>> early 70s or something but by the mid 70s everyone had switched over.

> It's a good point, but I remember the price differential when they
>shipped. An Apple HD cost about 3 to 4 TIMES what the Atari drive did.

Why are you saying HD, these were floppy drives. And the price
difference was not so great, certainly not 3x the price.

"The Disk II was finally available in July 1978 ... introductory price of
$495 (including the controller card) if you ordered them before Apple had
them in stock; otherwise, the price would be $595."

Apple used a 140K GCR format (Commodore got to 170K).

>And Atari came out in about 1978 (9, whatever), before the rest of the
>market had HD's at all. By that time they were locked in.

Was the 810 released with the 400 and 800, or was it later? And what
was the original price?

4077. 65XE Worth it?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-12 00:00:00 UTC
From: an193493@anon.penet.fi
Message-ID: <220339Z12051995@anon.penet.fi>
Source record: 91718

Hi all,
Have been lurking for sometime and thought I would finally chime in. This newsgroup has rekindled a love of old machines that I thought had died. Getting my hands on any old 8 bit tech I can find.
I found a 65XE today at a thrift store in the area. It was in the original box and they had it listed for $20. Figure I could talk down to between $10 and $15.
Any suggestions on a use for it?
Thanks.
an193493

To find out more about the anon service, send mail to help@anon.penet.fi.
If you reply to this message, your message WILL be *automatically* anonymized and you are allocated an anon id. Read the help file to prevent this.
Please report any problems, inappropriate use etc. to admin@anon.penet.fi.

4078. RE: PCXF 4.0 req. Win95?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-12 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950512145922.19369B-100000@PEAK.ORG>
Source record: 91719

I think it sucks that PCXF 4.0 requires Winblows 95....or whatever year moniker they'll slap on it. I wasn't planning on buying Win 95 for a long time - as crippled and imperfect as my PC is, I don't want to invest any more money in it.... I'm sure Winblows 9x will cost an arm and a leg. Furthermore, I'm sure it's in the design parameters for Winblows 95 to "render competing OS's incompatible" and pass it off as "improvements to Win 95 programs (code) to increase performance....kind of like IBM did to the hardware market when they came out with the Microchannel bus in 16-bit iteration on the PS/2 286 machines.... Whoops...got off-topic.

Anyway - someone please tell me that he'll revise the DOS/WIN 3.11 version - because I'm sure it would be easy to make reparations to the existing PCXF in comparison to the Win 95 version - and he'll **SEVERELY** limit his customer base for PCXF 4.0 until everyone gets "upgraded" to Win95... My 2 cents.

James

4079. Re: When did Atari kill the 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-12 00:00:00 UTC
From: landon@netcom.com
Message-ID: <landonD8GxGC.tr@netcom.com>
Source record: 91720

Rick_Michael_Cortese@cup.portal.com wrote:
: Chip makers probably had a lot to do
: with it also. We should all be working on 200 MHz 6502's by now

Six or seven years ago, I heard about an ECL-based 6502 that
some loons in the midwest had constructed. No market, I'm sure.

Leonard Tramiel once told me that the "world's record" for a 6502
was something like 27Mhz, held by some hapless chip in one of the labs
back at Commodore. [He could have been joshing.]

-landon
ex newton os guy
--

abandon study for thinking
abandon thinking for the void
find the last bonds which are holding you back

4080. Re: Question to the 8-bitters...

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-12 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <5W+dzQd.ransom22@delphi.com>
Source record: 91721

<largo@imap1.asu.edu> writes:

>Hello.

Hi. Welcome to the great cyber-land of Atari 8-bit computers. :)

> I was just wondering, are you people able to use your 8-bit

>systems productively, despite all too probable incompatibilities with most
>other users? This is not flame bait, or a troll... I am seriously curious.

Bill answered the incombatability part quite well, so I won't
address that here. Instead, I'll address the productivity question.
The short answer is: Yes, we are able to use Atari 8-bit computers
productively.
The long answer is that we can word process, use data base programs,
do spreadsheets, do 256 color graphics work, and program very well with
our machines. :) There are numerous programs in each of the productivity
catagories for the 8-bit Atari computers.
And when it comes to output, in addition to what Bill said, we
can produce color thermal printouts, use a 4-color plotter (both without
any additional interface, because they are made for Atari8's), and, with
an interface, use 24-pin dot matrix printers, the latest color inkjets,
and the latest laser printers.
If you're comfortable with the programs you're using (and we
all definitely are..grin), and the output comes out of the same printer
our MS-DOs loving cousins are using, then any questions of compatibility
become rather pointless. :)

-Joe
--

---

ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

4081. Re: PC Xformer 4.0 !

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-12 00:00:00 UTC
From: dderhak@xmission.com
Message-ID: <3p0p1l$ilg@news.xmission.com>
Source record: 91722

>What directory are the 800 archives in. ftp.xmission.com /?/?/? I looked
>around for usr/k/king none then usr/j/james nothing either. Could someone
>help please.

usr/j/jking

>I have pc xformer 2.5. Do you know if 2.52 has collision or
>joystick support?

It has PM collision detection. Get 3.0 for joystick and sound support.

I'd buy 3.0 but don't know where to get it. I used to
>go to B&C in SJO but, live in Phoenix now.

dderhak@xmission.com

Silence is often misinterpreted, but never misquoted.
Silencio es a menudo mal interpretado, pero nunca mal citado.

4082. Re: When did Atari kill the 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-12 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1205951657500001@edwarda.interlog.com>
Source record: 91723

In article <lKLsvQ7Yamva083yn@ibm.net>, rlcolli@ibm.net (Ryan 'Gozar' Collins) wrote:

> I always thought the lack of real string support was great.

!!!

> In Atari basic you had a lot more freedom of what you could do
> with strings.

Try to make an array of them!

Any bit of code that you could do with the [x,y], you could do with a MID$(A$,x,y). The opposite was not true, just look at this example...

A$(1,5) = "You are in a room full of dark holes."

I had to do this all the time. Don't get me wrong, the idea of strings as arrays-of-char does have it's advantages, but it's only useful if you can then make a data type out of them.

> The only main was concatenating, but it wasn't that hard.

But it wasn't A$ + B$ either!

> I really liked the ability to have a string as big as you had memory for
> it!!

But most BASICs had that. In addition, they also had a little used but time saving integer data type too, A# was an integer. Using integer math resulted in less memory being used for the program (one byte or two rather than 6 to 10) and faster execution.

And don't remember that it took three releases of the BASIC to get a SINGLE bug worked out of it. Or that it was BY FAR the slowest basic in the home computer world. All in all, quite a poor showing.

Don't get me wrong, there were a lot of good things in Atari BASIC, it's just there were more bad things.

Maury

4083. Re: SIO2PC Article

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-12 00:00:00 UTC
From: bjohn@ucs.att.com
Message-ID: <1995May12.191505.23196@ucseng.ucs.att.com>
Source record: 91724

```
.....
Do the article. There are alot of use who would be very interested.
```

4084. FREE ATARI MAGAZINES

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-13 00:00:00 UTC
From: dgb@owlnet.rice.edu
Message-ID: <3p2ihv$8l2@larry.rice.edu>
Source record: 91725

FREE TO GOOD HOME!

I have two boxes (1' x 1'x 2' big) full of mostly Atari-related magazines and books. Included are several years of Antic and many Analog magazines, as well as books about programming.

You can have these for FREE if you pick them up. I live in Duluth, GA (about 15 miles north of Atlanta). You can call me at (404) 447-4803 if you want to come get them.

If you want them shipped to you, you must prepay shipping and handling (i.e., what it's worth to me to make all of this HEAVY stuff shippable) which would be about $75.

DO NOT E-MAIL. I can't check my account very regularly.

Thanks.

4085. Re: Question to the 8-bitters...

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-13 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3p11j8$k5u@news.primenet.com>
Source record: 91726

The sad part is that it isn't so much that the atari "can't" do this or that, it's just that it hasn't been programmed.

For instance:

FAX - much discussed, never done.

PKzip/unzip 2.04g compatible (probably possible using banked ram, but not done. People are working on Zip of some type).

Jpeg/Mpeg - probably possible, but it would be too slow to be practical.

Or:

CD-ROM driver - Probably possible with BB and DOS update but not done.

Laser printer/24-pin printer support for things like DD3 - doable but no initiative!

Things which I think are impossible due to archetectural restraints or a lack of practicality:

True multitasking/windowed operating system

TCP/IP and clients

3D rendering (Chromacad was a noble but failed attempt)

4086. Re: Question to the 8-bitters...

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-13 00:00:00 UTC
From: krishna@primenet.com
Message-ID: <3p11ma$k5u@news.primenet.com>
Source record: 91727

```
The mortal S94 wrote:
: What's the quality like?

Like a noisy telephone speaker ;)
```

4087. Re: Question to the 8-bitters...

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-13 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3p176v$jos@nic-nac.CSU.net>
Source record: 91728

Nope.. 4096 colors is pure software driven. Takes 1/2 standard RAM
(ie, 24K) and a LOT of processor time (most of it!? :)) to drive it,
as it's a set of THREE multiple-DLI'd screens.

I HAVE seen some (not animated, but that should be SIMPLE, but..) moving
64 color (uses the same hefty code) stuff... it was NICE... too bad
it takes so much time..

I think a better (more feasable) mode would be a derivation on UltraColor
or an IRG'd APAC.. (UltraColor, my invention, currently doesn't touch
DLI's although I guess it's about time to try it.. it'll probably look a
lot nicer).

Anyway, umm.. oh yeah, 4096 colors is in 80 x 192 (low low res :( )
using three 16-shade images... one red, one green, one blue..

The invention (or at least the original software using it was) of Jeff
Potter...

get a hold of JView XL and download a few GIFs and enjoy the colors! :)
(anyone ever use AT8GIF? man, no comparison here! :)) (except AT8GIF
can zoom in more than 100%... Jeff, will we ever have this???)

As for MODs... well, we have 6bit 4-channel (approx 6Khz or Mhz or Hz
or whatever the hell sound uses) audio with MODplay, but unfortunately,
the MODs must be limited to around 96K or less since the author of MODplay
doesnt have an upgraded machine!

Other players also do 4-channel, and their quality varies.. I did an article
in _Current_Notes_ about digital sound (mainly mentioning WHAT does it,
inclduing a breif comparison of the MOD and MD8 (converted MOD) players
I had access to, and then talking about my simple WAV/SND -> DIG converter
and DIG player I wrote)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4088. Re: When did Atari kill the 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-13 00:00:00 UTC
From: jjessop@ix.netcom.com
Message-ID: <3p17tg$ek0@ixnews3.ix.netcom.com>
Source record: 91729

In <3p0i0p$p94@jobe.shell.portal.com> jlodoen@shell.portal.com (Jeff M Lodoen) writes:
>
>maury@softarc.com (Maury Markowitz) writes:
>
>>In article <3orojs$3uj@news4.primenet.com>, krishna@primenet.com (Glenn
>>Saunders) wrote:
>
>>> Yes, but doesn't the Apple II have double density? If cost was the

>>> problem, why did EVERY other 8-bit machine have double density drives?
>>>
>>> In fact, I know of no historical home computer aside from the Atari8 that
>>> used single sided single density disks. Maybe they were used in the
>>> early 70s or something but by the mid 70s everyone had switched over.
>
>> It's a good point, but I remember the price differential when they
>>shipped. An Apple HD cost about 3 to 4 TIMES what the Atari drive did.
>
>Why are you saying HD, these were floppy drives. And the price
>difference was not so great, certainly not 3x the price.
>
>"The Disk II was finally available in July 1978 ... introductory price of
>$495 (including the controller card) if you ordered them before Apple had
>them in stock; otherwise, the price would be $595."
>
>Apple used a 140K GCR format (Commodore got to 170K).
>
>>And Atari came out in about 1978 (9, whatever), before the rest of the
>>market had HD's at all. By that time they were locked in.
>
>Was the 810 released with the 400 and 800, or was it later? And what
>was the original price?

When comparing the 810 and original Apple drive you have to bare a few things in mind.

1: The 810 was an "intelligent" drive with 6507, the Apple was not.

2: The 810 had to pass FCC approval and the Apple did not.

The 810 shipped about 3 months behind the 800 and had a suggested list of $799.00. Keep in mind that each floppy at 90k still stored WAY MORE than the standard 800 memory of 16k. Not many people filled up a 90K disk back in 1980 in the Atari world......so who cared about 140k at an even greater cost.

The Apple controller board was actually a real marvel at the time and I think was directly attributable to Woz himself. Atari was always stuck in the early days by FCC class B computing standards. This was the price we all payed for having that RF modulator in the console. Apple had no modulator internal untill the FCC rules relaxed.

Jerry

4089. Top9207b.dcm! (and note to UMich archive keeper (Jody Lenn??))

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-13 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3p186k$keh@nic-nac.CSU.net>
Source record: 91730

GET THIS FILE! Under Demos (and currently Newitems) at UMich.. it's side
B of the Top Magazin for July 1992...

It has TWO killer files:

1) Landscape - a simple one screen (unless there's a PAL problem,
but probably not) demo.. Nice 4-color art, nice bouncing scroller
(how they fade it out on the left and right confuses me, though),
but best of all, >> KILLER MUSIC! << Like Hard Soft's Cool Emotions
demo, it has a player which presents the following for your enjoyment:
a) Digital music nothing new
b) The screen's on VERY not new, but incorporated with (a)? cool!
c) Synthesized music also VERY not new.. on the surface, mixing
it with (a) doesn't seem to special, except
it's SIMULTANEOUS!
Inotherwords, digital music AND sythesized music at the same time, along
with the screen on and a scroller... this is NICE! :)

2) Oxygene - Ever see Mirax Force for the Atari 8bit? I believe it's
a clone of "Uridium" for the Commodore 64 and Commodore Amiga (I've
seen it on my brother's C=64.. it's a NICE game). Oxygene is a
somewhat CLOSER representation of Uridium. The graphics aren't as
nice and detailed (the enemies), and the game slows down a little
every once in a while, but the space ship you play as is more or
less IDENTICAL (even with the REALLY spiffy left-to-right transition)
to Uridium's, AND the enemies move up and down, not just left and right
like in Mirax force.. but, they're all the same color. I'm sure
nowadays someone could pump out both with an extremely dynamic set of
Display List Interrupts, but anyway... at least this one is free! :)

The Landscape demo is by U.S.S.R. (Union Software of S???? R???? .. I won't
even try because I know I'll screw it up).

Oxygene is by T.A.T. (I've seen at least one other thing by them.. a demo
with a neat rotating sphere cage and a PMG scroller bent around it in 3D..
music wasn't the best, was all around not the best demo, but was still ok)

anyway.. my babble.. go get it.. again, it's at:

ftp: atari.archive.umich.edu

atari/8bit/Demos/top9207b.dcm

I think top9206b has some neat stuff too, but I don't think I looked at
it too closely.

(BTW, this is one of the 1/2 dozen or more Top Magazins recently uploaded)

Oh, and to.. umm... Jody Lenn? (you handle the UMich archive, right?)...

why are these under "Demos"? They >ARE< disk magazines, after all!

(oh, and if I were to release a game with a level editor, could it get
it's own directory? (either under Games/ (which doesn't seem likely since
you seem to keep the UMich hierarchy 1 level deep) or just under Root?)

Thanx!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4090. Re: Thunder Child Lives!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-13 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9505122339591.DLITE.bjcorr@delphi.com>
Source record: 91731

>The good news here is that Jeff Popp's 256K 600XL RAM upgrade DOES WORK.
His
>written instructions are a nightmare, but the information is essentially
>correct. The upgrade kit, including Popp's instructions, are available
from
>Best Electronics. Also, the manner in which I implemented the upgrade, by
>using a modified RAMbo board, is do-able & eliminates most of the
rat's-nest
>wiring on the motherboard. (Pity no one will ever bother selling modified
>RAMbo cards for this upgrade. I must say it is one helluva nasty hack,
tho.
>I won't do any more like this & am still offering my remaining three
>64K 600XLs for sale.
>
>But I'm gonna keep this one unit that's now working. Such a cute little
>thing, thunder in a pint-sized package. I call it "Thunder Child".
>(Can anybody guess where I got that name? Heh. Two gold stars & a dogbone
>to whomever gets it right.)
>
>I just booted up my main system with Thunder Child, what a kick to see this
>little computer driving 4 1.44-meg PBI floppies, 2 sio floppies, & a 44-meg
>SyQuest hard drive, all the while pumping out crisp monitor-qulity video
>while giving me enough room to run 128K XE software plus a nice 128K
RAMdisk
>for downloading email & storing temporary files. In half the space of an
>800XL! This is the 600XL Atari should have made.
>
>I'll be using Thunder Child as my main computer for awhile. As I gain
>more experience using it with different programs, I'll report any bugs I
>encounter to the newsgroup. What a cute little computer, I love it.
>
>And to that fellow who suggested the bad CPU, I thank you a thousand times!
>
> - Ben Poehland
>
>
I too have been intriqued by the 600XL, an unfairly dismissed computer. I am
doing the Super Video upgrade on it and then want to try a 256 memory
upgrade from Gordon Fillion I have on it, (it looks pretty nasty too.) But
what a neat machine! I envy you Mr. Poehland. Thunder Child indeed!
bjcorr@delphi.com

4091. Re: Question to the 8-bitters...

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-13 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3p1kbe$s6n@nic-nac.CSU.net>
Source record: 91732

UnZIP is around.. dunno which standard? (hell, this Unix box I'm on can't handle better than 1.1 or something, damnit! <:^( ) a new unZIP is being worked on I've heard, as is a JPG viewer...

Wasn't someone also working on TCP and/or PPP or something?

As for true multitasking.. yeah, impossible. An intelligent, unpre-emptive task-swapping is VERY possible, but since it's NO pre-emptive, that reduces the amount of software you can use (ie, all of the old stuff has to be taken care of by a baby-sitter like SnapShot)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4092. Atari XE Game System for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-13 00:00:00 UTC
From: markda@markda.mry.scruznet.com
Message-ID: <3p1kiq$97a@news.scruz.net>
Source record: 91733

Well, my office at home overfloweth, so I've (reluctantly) decided to part with some of my equipment. I've got the following for sale:

Complete Atari XE Game System
all of the original packaging (I save everything)
includes all original manuals plus all the accessories that came with the system
Light Gun
Bug Hunt Cartridge
Joysticks
subLogic Flight Simulator II cartidge
XF551 floppy disk drive
all the following software (C = cartridge, D = disk); all include manuals
Alternate Reality: The City (D)
Alternate Reality: The Dungeon (D)
Atari Assembler/Editor (C)
Archon (C/D)
Blue Max (C)
Music Construction Set (D)
DOS 2.5 (D)
DOS XE (D)
Advan Basic Compiler (D)
Ace of Aces (D)
includes the following books
The Atari Assembler
Programming the 6502
Compute's First Book of Atari
Compute's Second Book of Atari
Compute's Third Book of Atari
Machine Language for Beginners
Assembly Language Programming for the Atari Computers
De Re Atari

This machine is in mint condition and has worked very well for me. I'd rather sell the whole lot at once, so please don't ask for individual items. I'm really interested in finding a good home for this equipment. If you'd like to make an offer, please e-mail me (markda@scruznet.com). Thanks!

Mark Davidson
markda@scruznet.com

4093. FS: 1 MEG Atari 130XE!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-13 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <3p2en2$92p@kelly.teleport.com>
Source record: 91734

I have a friend who is selling his 130XE. It was upgraded to 1
Megabyte bye FTE (Fined Tooned Engineering). It's got a special Power Supply,
if the Power Supply blows, you can open it by unscrewing it and replacing the
blown fuse. Great for a BBS!

$250.

Serious replies considered.

Please, direct all replies in E-Mail to:
bensmith@teleport.com
or for faster results, call Ben anytime at:
(503)256-9974 (Voice).

--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

4094. Re: PCXF 4.0 req. Win95?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-13 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <sJNtvQ7YamFV083yn@ibm.net>
Source record: 91735

In article <Pine.SUN.3.91.950512145922.19369B-100000@PEAK.ORG>,
James Wood <jamesw@PEAK.ORG> wrote:
>
>
>I think it sucks that PCXF 4.0 requires Winblows 95....or whatever year
>moniker they'll slap on it. I wasn't planning on buying Win 95 for a
>long time - as crippled and imperfect as my PC is, I don't want to invest
>any more money in it....

Yes, it does suck!!!! I've been using os/2 for about 5 months now, and
it completely blows Windows 3.1 out of the water, and after seeing some
of the press about Win95, it blows it out of the water too!! I wasn't
planning on upgrading to Win95 either.

>I'm sure Winblows 9x will cost an arm and a
>leg. Furthermore, I'm sure it's in the design parameters for Winblows 95
>to "render competing OS's incompatible" and pass it off as "improvements
>to Win 95 programs (code) to increase performance....kind of like IBM did

I don't think it will cost that much, MS wants to get it on everyone's
PC so they can sell all of the software that Microsoft sells!!!!
(Actually, I like Word and Excel, and especially how well they run under
OS/2!!)

>Anyway - someone please tell me that he'll revise the DOS/WIN 3.11
>version - because I'm sure it would be easy to make reparations to the
>existing PCXF in comparison to the Win 95 version - and he'll
>**SEVERELY** limit his customer base for PCXF 4.0 until everyone gets
>"upgraded" to Win95... My 2 cents.

Since Darek works for Microsoft, I really doubt he'll bring it out for
regular DOS/Windows.

Sorry about the waste of bandwidth!!

==
R y a n 'G o z a r' C o l l i n s

"If you don't try to live in the future, then you're stuck | rlcolli@ibm.net
living in the present" -----------------

"What if you're an Athiest who hates sex?" - Question asked in an Education
class on teaching Abstinence in the schools.
//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\
==

4095. Re: When did Atari kill the 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-13 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <138706@cup.portal.com>
Source record: 91736

On the topic of 200 Mhz Atari. There's been at least two people I've heard this from, the tech guru at JDR & Mike Holman. Someone has said they've] done a complete 6502 in a PAL/PEEL/PGA, whatever you want to call the latest greatest programable logic devices. I believe these things take a clock up to 100 MHz. Prices seem to run $10-$30 for these puppies so I'm not sure why they did it other then an exercise to show just what they can do: Doesn't make a lot of sense to use one of these devices when you can buy a real 6502 for less. Another whine warning; it sure would have been great if instead of custom chip set these things would have been around in the 800's hayday. Atari could have updated all the custom silicon by just changing the programming.
BS about strings, since I won't actually code anything. If someone really missed the two dimensional string arrays, it would be very easy to just do a two dimensional numeric array & have it point to a string. The printing of the string could be easily handled by a USR(). Somthing like

```
DIM P(4,4)
P(0,0)=ADR("HELLO")
...
X=USR(1536, P(0,0))
```

It'd still be slow because of the FP, but almost recognizable to users of Microsoft Basic. It'd probably need a zero at the end of the string like Atari Roots uses in most of their examples, but it's use would be fairly clear.

4096. Re: Question to the 8-bitters...

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-13 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <D8JBLu.12v@iglou.com>
Source record: 91737

In article <3ove71$2u3@m1.cs.man.ac.uk>, S94 <lais@cs.man.ac.uk> wrote:
>In article <3os3qb$57q@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu (William Kendrick)
writes:
>> There's very little "incompatibilities" nowadays.
>> We can view GIFs in 2, 8, 4, 16, 64, 256 or 4096 colors/shades.
>
>Is that with a graphic upgrade? 4,096 colours? Wow!
>
No upgrade needed, but there is a bit of flicker in the 8, 64, and
4096-color modes, because they actually alternate between 3 different
color screens. The software to do this is Jeff Potter's APACVIEW and
COLRVIEW, or JVIEW (JVIEW requires an XL/XE).
APACVIEW decodes GIF pictures into a form that can be displayed on the
Atari with COLRVIEW or other programs. JVIEW can decode and show the
pictures, and save them in "ColorSquash" form, which saves disk space.
There is a program called "ColorSquashView" which does a slide-show
display (takes a few seconds between pictures to uncompress them).

--
Bill Marcum bmarcum@iglou.com
Louisville: We've got bourbon that will knock you on your butt.

4097. Re: SpartaDos Compatibility Problems

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-13 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <138707@cup.portal.com>
Source record: 91738

Itay, another program everbody likes that I haven't had the time to check out<sigh>. IMO: It shouldn't for most cases as long as the RUN vector is used, but I *REALLY* don"t know for sure. I'll pull out my Action! cart & test it out. Something like 2 or three Action! programs 'COPY /A' together with the last one patched for RUN vs INIT vectors should do the trick. There
is a saying that goes something like, "Anybody who thinks they can make something idiot proof is really underestimating the determination & resourcefulness of your average idiot." I think it is possible to override the default config of SDX such that even on an expanded system you have no banked ram available regardless of how much ram you have.
Rick

4098. Re: 850 interface?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-13 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <138708@cup.portal.com>
Source record: 91739

Mike; don't know your level of expertise so forgive me if I say something you already know. The 850 is made such that if won't boot if there is an active drive attached. This was apparently done so the relocatable loader in the 850 could load higher then any DOS you use. You should have an RS232.SYS file somewhere, just load that from the DOS menu or use a termninal program with a built in handler.
Rick

4099. Re: Atari 8-bit RGB monitor capabilities

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-13 00:00:00 UTC
From: dderhak@xmission.com
Message-ID: <3p382t$lkv@news.xmission.com>
Source record: 91740

In article <3oq1gg$f74@mercury.newi.ac.uk>, mbitdc9306@newi.ac.uk says...
>
>In article <3ojrne$3iq@news.xmission.com>, dderhak@xmission.com says...
>>
>>Did anyone ever come up with a way to plug an Atari 8-bit into
>>an RGB monitor?
>
>I did hear a while ago about an add-on that allowed users to hook up a CGA
>monitor.
>
>Dunno what happened to it, though.
>
>David Wyn Davies

Ok. Anyone else got information?

dderhak@xmission.com

Silence is often misinterpreted, but never misquoted.
Silencio es a menudo mal interpretado, pero nunca mal citado.

4100. Atari 8-bit RGB Monitor Capabi

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-13 00:00:00 UTC
From: b.poehland@genie.geis.com
Message-ID: <199505132218.AA270753530@relay1.geis.com>
Source record: 91741

Atari 8-bit RGB Monitor Capabilities

To answer the question of whether the 8-bit can be connected to an RGB monitor, my response would be a qualified "YES".

In the December 1993 AC, there were two articles dealing with this subject. One was Bob Woolley's TTL monitor hack; he described how to interface a monochrome TTL monitor to both the XL and the XEP-80.

Another article by Larry White described how to connect an 8-bit to a particular brand of multisync RGB monitor.

Quite a few of the most common questions dealing with video were addressed in that issue of AC.

- Ben Poehland

4101. SIO2PC Article

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-13 00:00:00 UTC
From: b.poehland@genie.geis.com
Message-ID: <199505132219.AA271513567@relay1.geis.com>
Source record: 91742

SIO2PC Article

[RE: Rick Cortese's comments in response to my post on his SIO2PC piece for AC]

Rick, thanks for offering me a free shot at you, but I'm not going to take it. :)

If you've developed a hack for SIO2PC that allows folks in distant corners of the world to substitute more easily available parts, that is certainly a legitimate subject for a feature article in AC. By all means, proceed!

I'm reading my mail here in "chunks" & have not yet encountered any posts from Mike Jewison. However your comments RE: that he flamed this newsgroup are disturbing. I've developed a personal rapport with Mike Jewison over the past few years; flaming people isn't his style. If indeed he did, he must have had a good reason. (On more than one occasion it was Mike who reeled me in when I was frothing at the mouth & straining at the end of my tether.) I will read with interest whatever he may have posted & decide for myself whether his comments constitute a "flame".

As to whether people will order back issues of the Feb '93 AC containing the SIO2PC reviews, the question is academic. NO one will order them, because none exist. The Feb '93 issue is the only one missing from the backissue inventory now in the hands of Bob Woolley. AC very nearly foundered in Dec '92-Jan '93 due to slow subscription sales. To keep enough money in the magazine's treasury to fund future issues, I was forced to order a cutback in the production run of that issue. When word got out that the Feb '93 issue was in short supply, suddenly the few back issues sold like hotcakes, with many people sending in subscription orders demanding to commence their sub with that issue. By June of 1993 that issue was sold out. The only way anybody can get one now is to buy it from someone else.

- Ben Poehland

PS- thanks for the tip RE: openings at Alza (nice to know people are willing to look out for me!). But I've made an executive decision not to seek re-employment until my mother's illness ends and her estate is settled. In the meantime I'm having a little fun dabblng in the stock market. 1995 is proving to be a *very* good year to dabble...
And when I do go back to work, I'm not even 100% certain I'll return to science. I have quite a few cards on the table these days.

4102. Re: 65XE Worth it?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-13 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <138709@cup.portal.com>
Source record: 91743

Well I'll be obvious & say it's worth it<g>. If I was you though, I'd check it out on a TV or something in the same store before I bought it. You can use any power supply that puts out about 1.5 amps at 5V, but if you want to buy one vs hacking one it'll cost you an extra $10 or so. If the power supply & computer work, it's a go. Repairs in general cost more then a working Atari so I'd think twice about buying a busted one at any price. I'm opinionated, I like a good keyboard & frankly, the 65XE's is not the best. There's also the matter of no access to the buss like you get on an 800XL or 130XE so if you were planning on adding a HD it's almost out of the question. The computer has built in BASIC & I'd guess is compatible with +90% of the cartridge software out there. There's other issues like storage and or memory expansion that you'll get more then a few opinions about. Let us know what direction you want to go & I'm sure we can offer a few suggestions.
Rick

4103. What I've been doing A8wise, cont.

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-13 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995May13.201637.27704@wariat.UUCP>
Source record: 91744

Well, a small lesson here worth mentioning to budding self-repairers.
As you recall, my 256k 800xl quit on me while I was trying to restore
another 800xl and was using the 256k as a 'compare' machine. After
much hunting, I finally found the problem, which, if could have
remembered (short term memory bad), I probably would have remembered I
pulled and put back in the Antic just before the 256k quit. So here's
the principle involved, (I think). The whole computer needs a basic
'clock' pulse, which is provided by the crystal and Q8 and Q9. This
clock pulse goes to GTIA, pin 29 first and then to Antic, pin 30.
Sam's says check the clock oscillator, then pin 29 of GTIA then pin 34
of Antic. I got as far as pin 34 of Antic, where no correct wave was
present, which Sam's says to check the Antic chip. I swapped in a new
Antic, still no work. I checked to see that pin 35 of Antic had its
clock pulse. After much hunting, I thought, every chip needs a power
supply to it. The power to Antic is pins 6 and 21. Pin 6 had power,
pin 21 did not. BUT there was power to the bottom side of the board at
pin 21. You guessed it. The contact on the socket for pin 21 was bent
and not contacting pin 21 of the chip.
End of story.
I ordered a 800xl field service manual. Anybody seen this? Is it any
good?
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

4104. FS: Software

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-13 00:00:00 UTC
From: johnh@newberry.microserve.com
Message-ID: <johnh.5.001A179C@newberry.microserve.com>
Source record: 91745

I have some 8 bit software for sale:

Eastern Front - loose cartridge.

I have seven of these classic Chris Crawford game cartridges for sale. Asking $5.00 each plus $1.00 shipping

Home Filing Manager - New shrinkwrapped

I have three of these Atari packages. Asking $5.00 each plus $1.50 shipping.

If you are interested or want more info, please email.

John Hileman

johnh@newberry.microserve.com

4105. Re: When did Atari kill the 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-13 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1305951833430001@edwarda.interlog.com>
Source record: 91746

In article <138706@cup.portal.com>, Rick_Michael_Cortese@cup.portal.com wrote:

> BS about strings, since I won't actually code anything. If someone really
> missed the two dimensional string arrays, it would be very easy to just
> do a two dimensional numeric array & have it point to a string.

I did a lot of adventure game programming. Trust me, the lack of real
strings was a terrible handycap for my work. It also made porting much
harder. In fact, I once converted a program that used a long run of
commands that read string data into the string array into a series of
PRINT's as GOSUB's. Worked fine, but hardly a nice solution.

> printing of the string could be easily handled by a USR(). Somthing
> like
> DIM P(4,4)
> P(0,0)=ADR("HELLO")
> ...
> X=USR(1536, P(0,0))

Oh my. You must like C too no?

> It'd still be slow because of the FP, but almost recognizable to users
> of Microsoft Basic. It'd probably need a zero at the end of the string
> like Atari Roots uses in most of their examples, but it's use would
> be fairly clear.

Well perhaps.

And you seem to have ignored the speed issue.

Maury

4106. Re: "Protecting" copies o

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-14 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3p5c0j$s7a@link.xs4all.nl>
Source record: 91655

```
k >From: kdegroff@rainbow.rmii.com (Kent Degroff)
k >Subject: Re: "Protecting" copies of protected software
k >
k >Tim Irvin (ziggy29@rahul.net) wrote:
k >: I've got a few software titles which I haven't seen available
k >: commercially anywhere. One of my mortal fears is that either through
k >: my own carelessness or a 1050 run amok, some treasured game which is
k >: very hard to find these days will no longer function.
k >
k >What I meant to say was that I had the same fears and got the Super
k >Archiver II sold by Computer Software Services. It worked for everything I
k >had except the Syn-series of disks. It's quick and slick and I think it
k >is still being sold. You install it on a 1050. It will also handle
k >enhanced density disks like Atari Planetarium.
k >--- Kent

Howdy Kent

According to their ads, the BitWriter willl copy those Syn-series disks and
the Electronic Arts disks as well. The Bitwriter does need either version
of the Super Archiver though.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

4107. Re: Name this keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-14 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3p5c0e$s70@link.xs4all.nl>
Source record: 91656

```
k >From: kendrick@zippy.sonoma.edu (William Kendrick)kendrick
k >Subject: Re: Name this keyboard
k >Date: 25 Apr 1995 16:03:38 GMT
k >
k >Nope.. 11 function keys (4 of those are "F-keys", ie, true function keys >:^)
k >
k >Like I said before: Reset ... Start / Select / Option / F1-F4 / Help / Inv /
k > Break
k >
k >
k >that's 11!
k >
k >-bill!

Howdy Bill

I once thought about adding four F-keys (the ST line has keys numbered F1 thru
F4 (yep, I forgot F5 thru F10, don't need that many. :-) )) to my 130XE, but..

- The 130XE's case doesn't look like it's strong enough.
- You'd probably see that it was "user installed".
- The keys would have to sit flush with the already existing H/S/S/O/R keys,
so I'd probably have to damage the keyboard.
- I've got an UltraSpeed Plus O.S. which doesn't use these keys anymore
(some functions are put under other keys though.)

Would have been really cool though. An XE with 9 keys overhead.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

4108. Re: A "homecoming?" Your

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-14 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3p5c0f$s72@link.xs4all.nl>
Source record: 91657

k >From: kendrick@zippy.sonoma.edu (William Kendrick)sonoma.edu!kendrick
k >Subject: Re: A "homecoming?" Your opinions...
k >Date: 25 Apr 1995 16:10:19 GMT
k >
k >Tsk tsk Glenn.. remember, we have 4mb nowadays. :) And IDE hard drives
k ><cough cough>, and 16-bit CPUs and 4096 colors (albeit a little low res hehe)
k >
k >'course, a PC friend of mine say Zybex (160x96x4 res. playfield gfx) and
k >thought it was 320x200x256! Hahah! :)
k >
k >I'm beginning to think that giving the numbers (80x192) is a mistake-
k >just show it to them and give them the # of colors. :)
k >
k >-bill! ���

4096 colors? That's software (I know about these) or hardware (don't know about these)???

BTW 16-bit CPU's are kinda out these days, and 4 MB is way to low in the MessyDOS world these days. Man, if only the 6502 related chip in my SUPRA faxmodem would fit in my 130XE. :-)

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

4109. Reference for programming

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-14 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3p5c0g$s74@link.xs4all.nl>
Source record: 91658

```
j >From: James King <jeking7@delphi.com>
j >Subject: Reference for programming joystick ports
j >Date: Wed, 26 Apr 95 06:57:50 -0500
j >
j >Still considering my security project, but havent found any decent
j >references to programming the joystick ports (which would probably be
j >the only decent (easy) input/output ports to use).
j >
j >Anybody have any recommendations?

Howdy James

Haven't read it in years, but just browsed through "Your Atari Comes Alive"
by Richard Leinecker and David Burd, sold by Alpha Systems. Looks O.K.
Don't know if they are still around. It's a book and disk package.

There is even a sorry about alarm systems inside.

They start by telling you basic things like, very basic electronics, how to
"decode" the colors on a resistor and mention memory addresses.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

BTW the book is a bit dated.

---
* PabQwk 2.0 *
```

4110. Re: "Protecting" copies o

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-14 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3p5c0j$s78@link.xs4all.nl>
Source record: 91659

k >From: khaley@nova.gmi.edu (Kevin Haley)
k >Subject: Re: "Protecting" copies of protected software
k >Date: 27 Apr 95 16:57:53 GMT
k >
k >jeking@xmission.com (James King) writes:
k >
k >>> This is a touchy subject, due to the P-word, but it *is* a real
k >>>concern for many of us who want to keep enjoying our software long
k >>>into the future. How have some of you out there learned to adapt to
k >>>this limitation? Can the inability to duplicate program disks
k >>>eventually lead to the death of some titles, as disks slowly wear
k >>>out and stop booting?
k >
k >>Upgrade your 1050 to Happy, then you can back up ALMOST all your (c)software
k >
k >Do you know of any vendors that still sell the Happy enhancement for 1050
k >drives? I've recently unpacked my 130XE system and there's lots of old
k >software I have that I would like to back up. Would American Technavision
k >carry the upgrade? I haven't seen it in their flyer. I guess I could just
k >look for a 1050 that's already Happy enhanced, but I have 2 1050's and
k >don't need yet another one.
k >
k >/Kevin

Howdy Kevin

Try the Super Archiver II and BitWriter by CSS (see vendor/developer list).

It can copy all your disk. Atleast that's what the ad sais. Never used a
Super Archiver or BitWriter, cause my first drive was an XF551.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

4111. David Deaven`s I.R. gatew

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-14 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3p5c0k$s7c@link.xs4all.nl>
Source record: 91660

Howdy folks

Some time ago, I found a project by David Deaven, with which it is possible to scan IR remote controles, load the commands into the classic Atari and send them back out again. (I downloaded the files from Beco Tel. SysOp Bernard Kok had found them on the Internet)

After I found somebody who plotted out the PostScripted schematics, I now need to find the following piece of hardware;

Sharp GP1U52X IR receiver hybrid circuit.

David sais in is README.HRD file, that Radio Shack sells those babies, named RS276-137, for $3.49 a piece. I've found a supplier overhere, but they only sell them a large quantities (1000 pieces). I only need ONE.

Who could help me out here? Please E-mail.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

4112. Re: PCXF 4.0 req. Win95?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-14 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3p5hqd$1po@charm.magnus.acs.ohio-state.edu>
Source record: 91661

In article <3p5d4t$ekj@news2.delphi.com>,
BRYEDEWAARD@DELPHI.COM <BRYEDEWAARD@news.delphi.com> wrote:
>Remember Darek works for Microsloth and is only playing a political game.
>I'm sure the only thing PCXF4 does with Windoze 95 is check to make sure
>you're running it.

Anyone who reads Darek's diatribe in the XF3 README knows that he's
picked up some Gates-ish ideas/attitudes.

>Microchannel truly IS faster than ISA. Whooops...got off-topic. :)
[...]
>Some of us have already upgraded to the superior 32bit OS - OS/2.

I'll take PCI over microchannel... and others of us have already
upgraded to the *more* superior (and free, and not dependent on IBM or
MS) 32bit OS -- Linux. :-)
Whooops, off-topic. I'll stop now.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

4113. All users of Ice-T hear this!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-14 00:00:00 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <9505141946.AA05270@brachot.jct.ac.il>
Source record: 91662

Anyone out there using Ice-T - whether successful or not:

I'd like you to try out every version of Ice-T you have with every version of DOS (be it Atari, MyDOS or Sparta) you have. It won't take you a lot of time, and would be extremely helpful!

Thanks y'all

-itay

Sig under revampation

4114. Re: A "homecoming?" Your

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-14 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3p5o0u$ebl@nic-nac.CSU.net>
Source record: 91663

Yeah, the 4096 I was talking about is software (that'd rule if there were
a hardware one.)

You mentioned 16bit is "out," 4MB isn't enough, but you didn't say 4096
was useless, too! :) (esp. at that low resolution)

BUT WHAT ARE WE TRYING TO RUN, HERE!? WINDOWS!? Baahahahhaa

<gulp> although.. . one day...

Sure, GOS was useless... but.. >:^)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4115. Re: When did Atari kill the 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-14 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <138732@cup.portal.com>
Source record: 91664

Maury: Well, as far as BASIC & speed goes, I have fortunately forgotten
just about everything I ever knew about it. It's just
to restricting, in the pointer example I used it would not only have
problems with speed, but the nummeric array would store all the addresses
as 6 byte FP numbers vs integers.
I have a love/hate relationship going with pointers, I know C, but
don't really see myself as a typical C weenie like you get in the
MS DOS world. It only seems like fun when you go beyond the scope of
the language. For instance, the printf routines really only expect
to see the start address of a NULL terminated string so I've done
silly stuff like reading all my character data into a huge byte
array & instead of passing strings, just passed pointers to the
printf routines for whatever I wanted to print out similar to the basic
code example. I really prefer Action! over C or basic now that I've used
it for a number of years.
I did make what I thought was a sincere effort to write 'good' basic
code, but the speed issue & sloppy code <mine, grin> were always a problem.
I even bought the MMG Basic Compiler back around '85 & distributed an
80 column term program about '88 among my friends that I compiled with
it, but still: It sucked.
Rick

4116. Re: SIO2PC Article

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-14 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <138733@cup.portal.com>
Source record: 91665

Well, public apology from me to Mike is due. It was during one of the
frequent flame fests here when he expressed his frustrations with the
group. I guess everybody has a right to get frustrated once in awhile.
Someone else said it already, there name escapes me now, but the best
way to express disatisfaction with any newsgroup is to just stop reading
it or contirbuting to it. The poison pen letters are not really well
recieved since they carry the denotation, "This group & everybody in
it has nothing of value make it worth my effort to read the post."
Rick

4117. 800 Keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-14 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9505141944591.DLITE.bjcorr@delphi.com>
Source record: 91666

Anyone have an old 800 keyboard they'd like to part with?
It's very difficult to type without a space key.

4118. Weird Corvus story

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-14 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9505141944592.DLITE.bjcorr@delphi.com>
Source record: 91667

I just repaired (almost) one of my old 800's to run on my Corvus HD and
it's doing the strangest thing. After the initial boot off the 810 (which
then programs the joyports for I/O and hooks in the Corvus) I am able to
shut off the computer and reboot from the Corvus, not the 810.
This is NOT supposed to happen.
Every time I reboot the computer it's supposed to reboot the Corvus software
so that the OS can see the Corvus. The only way around this is to rewrite
part of the OS as the Integrator board does.
My Integrator is NOT in this computer.
The 810 sits there without a peep. The Corvus lights dance around and up
pops the Corvus DOS.
I think I have gremlins.
Of course, this is rather convienient, but strange.
Hmmm....
Once I shut the 810 off, things go back to normal.
Hmmm...
It IS a Happy 810. They DO have, what, 4k of memory. No, that doesn't make
sense. Forget it.
I'm baffeled.
bjcorr@delphi.com

4119. Itay's XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-14 00:00:00 UTC
From: b.poehland@genie.geis.com
Message-ID: <199505150144.AA147072283@relay1.geis.com>
Source record: 91668

I was glad to see Itay got his XE problem fixed. It never occurred to me
to question his +5V bus. I missed that completely. Low voltage on the
bus, however, certainly explains the bizarre color effects he reported.
GTIA color bias is very voltage-sensitive. Any change in the bus voltage
will be immediately observed in the color signal. As the voltage further
declines below acceptable TTL levels, (say, 4V), then signals on the logic
bus will start getting screwed up. I delved heavily into the GTIA color
bias in "Color and the Clock" in the Dec '93 issue of AC.

In my articles on Atari power supplies I assigned the XE supply designation
as Type 4. I nicknamed it "The Peanut", because it's the smallest of the
four major types. It's also the WORST performer of the lot. Although rated
at 1.5 amperes output, the one I measured put out less than one ampere.
That's terrible! I think Itay's XE supply failed because the series pass
BJT in the stock supply developed a junction breakdown due to prolonged
thermal overload. These type breakdowns take awhile to develop. The extra
thermal stress was created by the additional current draw from the upgrades
in Itay's XE. A stock 800XL draws about 600mA, but when you add a bunch of
hardware goodies & a few stacked ROMcarts you can draw over 1 full ampere in
no time at all. The failure in the stock supply *might* have been avoided
if additional heatsinking were added to the pass BJT... but there's no room
inside the case for it!

Another possibilty is that the 723 regulator inside the stock supply shut
it down in response the developing thermal failure of the pass BJT. As the
BJT gradually went into breakdowmn, its output impedance increased. This
impedance is in series with a current-sense resistor in the output. The
circuit is designed so that when the sum of the junction impedance + the
series resistance exceeds a certain value, the 723 shuts off drive current
to the base of the pass BJT & the 5V output drops to some very low level,
close to zero. The computer will of course die but not be damaged by this
type of controlled shutdown. (You getting all this, Itay? :))

Itay was *lucky*. The series pass junction breakdown could have manifested
as a collector-to-emitter short. If that occurred, the supply would pass
a full +12V unregulated voltage into the computer. There would be some
interesting pryotechnics, & Itay would be left with a 1-meg doorstop.
Itay made a smart move by going over to a PC-type switching supply.
I had forgotten how crummy the XE power supply is. It was one of the
many reasons I dumped the XE altogether & went over completely to XL machines.

Of course, switching supplies (I call them "bewitching supplies") are possesed
by their own peculiar set of demons. Some switchers put out a flat voltage
up to their rated load; those are the exception however (if you have one like
that, it's a rare jewel!). The more commonly available cheapies from places

in the Far East exhibit Gaussian or inverse-parabolic load-response curves. I installed a unit like that in a custom system for a guy last year, assuming naively that the specs printed on it could be interpreted literally. Nope. The first time I fired up the system the PSU was under-loaded & put out 6.5V on the 5V bus. I came within a hairsbreadth of blowing up the entire system. Ultimately I devised a combination of resistors & hefty zeners to ensure a safe voltage output at any load. Unfortunately my regulator circuit squandered about 15% of the switcher's output, but it was a small price to pay for the peace of mind to know the PSU wouldn't blow up the computer if a load (such as a disk drive) was unplugged.

I've been running my main system off a switching supply for 3 years now. It powers not only my 1-meg 800XL, but also my XEP80, BB/FB, hard drive, & four PBI floppy drives. It has worked fine ever since I installed a fan in it. (It worked OK without the fan, but the smell it emitted when it got hot made me feel sick.)

- Ben Poehland

4120. THUNDER CHILD LIVES!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-14 00:00:00 UTC
From: b.poehland@genie.geis.com
Message-ID: <199505150144.AA146962279@relay1.geis.com>
Source record: 91669

So, it was Rich Mier who suggested Thunder Child had a funky CPU.

Well done, Rich! My thanks to you yet again!

You mentioned one of your failed units was a 1-megger. Hmmmm... I've had a Newell 1-meg in service now for over 2 years (installing one of those is a pure bitch, the instructions are horrible). On several occasions, usually during the summer, & after my system has been on for several hours, I've suffered several incomprehensible system failures. A little like what I experienced with my 600XL: the machine "forgets" things. Minor stuff, like it can't find the SIO or loses files transferred over the PBI from my hard drive. (Not so minor, actually!) This nearly always happens in the wee hours of the A.M. when I'm not too alert anyway, so I chalked it up to something I was doing wrong, shut off the darn thing & go to bed. The next day (when all the guts have cooled down) everything is fine again. I blamed the Black Box/Floppy board for it, assuming something in there was overheating (the 2 boards are sandwiched together pretty tight, no ventilation, covered by the black plastic case). I did drill holes in the BB/FB case, which seemed to help. (Or maybe I imagined it did.)

Looks like I may have to open that machine up again & give the CPU a hard workout, & maybe replace it if it gets flaky.

Still, it freaks me out that a 6502C can work just fine with 16K or 64K, but then gets a case of thermal hiccups when you add more RAM. Any explanation for that? And if true, I would think ICD would have been deluged with complaints from people who installed RAMbo cards & then had their 8-bit go flaky on them shortly thereafter.

Or, is it simply that these CPU's are now >10 years old & were about to croak anyway? (The Synertek chips I trashed all had 1982 & 1983 datecodes on them.)

As to whether there is a repository of final cleaned-up debugged proven hacks somewhere, I don't think so. Various people on the Net have launched themselves into a project of that nature over the past several years, but I don't recall anything substantial resulting from it. Another one of those Holy Grail type things that everyone wishes for but whose scope is beyond most people when you get down to the details of doing it. I do have one such collection around here, but it's full of gaps, ommissions & blatant errors. *sigh* (And no, I'm not going to send out copies of it to anyone, so please don't ask.) Yet another missed marketing opportunity for someone like FTE, Best or CSS. *sigh*

- Ben Poehland

PS- Nobody recognizes the name "Thunder Child"? No sci-fi readers out there? (That was a hint.) Two gold stars & a dogbone still waiting here....

4121. 1050 Mechs & ROMs

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-14 00:00:00 UTC
From: b.poehland@genie.geis.com
Message-ID: <199505150144.AA147142284@relay1.geis.com>
Source record: 91670

I noticed a post from someone who was experiencing some frustration with replacement 1050 mechs onto motherboards bearing incompatible ROMs.

I also have experimented with swapping unmatched ROMs & mechs, & my experience was much like what that person reported. If the ROM doesn't match the mech, you get failures.

Actually it's more complex than that. Reason: both Tandon & WST used different *TYPES* of ROMs furnished to Atari for various production runs of the drives. (Atari made at least 6 different production runs of the 1050 that I've identified.) And just to make it even messier, Tandon not only used different types of ROMs but also produced at least 2, possibly 3, versions of their EPROMs.

My information is by no means complete, but here's a summary of what I've found so far:

```
-----------
WST DRIVES
-----------

2732 EPROM, Rev. 5 J=2,4 $7B63
2732 OTP ROM J=2,4

--------------
TANDON DRIVES
--------------

2732 EPROM, Rev.K J=2,4
2732 EPROM, Rev.L J=2,4 $6594
2532 Mask ROM J=1,3
```

Explanations:

EPROMs are just the garden-variety 4K 2732 w/quartz window & paper label.
OTP ROM is a black plastic ROM w/2732 pinout; One Time Programmable.
Mask ROM is a custom mass-production ROM; different pinout than std. 2732.
J=x,y is the motherboard locations of the jumpers that should be CLOSED when that type of ROM is installed.
$xxxx is the checksum (hex) of the firmware file.

Only the Tandon replacement mechs are readily available (from ATV). ATV's claim that they work in all 1050's is a crock of crap. They will only work in 1050's that have a Tandon ROM or which have been modified with a U/S Doubler. (Possibly might work also in Happy drives or CSS modified drives; I have no experience there.) It always amazed me that you could install a U/S Doubler in a 1050 that contained EITHER type of mechanism & it would work fine.

So, what do you do if you have a WST drive that bit the Big One & the only replacement mechs you have are Tandons? WST mechs are not generally available. (I did actually buy one from Best once, but he charged me a fortune & grumbled a lot.)

It's a lot easier, & a lot *cheaper* to just get the ROM. Problem there is, nobody sells these ROMs that I know of.

A couple years ago I commenced a small project whereby I began compiling an archive of custom ROMs. I think I might have 30 or 40 ROM files now. On several occasions I've burned ROMs for people who were desperate. I don't think I want to offer a general ROM-burning service, but if that fellow who had the 1050 problem will send me private e-mail I'm sure an arrangement could be made to get him squared away.

- Ben Poehland
b.poehland@genie.geis.com

4122. GameLink2 and maybe WTB: 64K+ XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-14 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3p4e36$kis@nic-nac.CSU.net>
Source record: 91747

I'm interested in writing games for GameLink II (as well as getting
an extra (64K'd be good enough) 800XL or 600XL or something to test
with).

I finally got a copy of Maze of Agdagon and maybe if we (us Northern CA'ers)
get a user group, we'll register it, get a couple (or build some) real
cables (I've made the paper-clip-based test one :)) and have some fights! :)

Anyway, if anyone can give me details on writing software for GL2, what
other software is out there, how hard it is, what language(s) can or must
be used, etc., please get back to me.

(Jeff, I know you're out here! :))

Thanx!
-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4123. Re: Top9207b.dcm! (and note to UMich archive keeper (Jody Lenn??))

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-14 00:00:00 UTC
From: bosco@host.yab.com
Message-ID: <3p3t38$evh@news.yab.com>
Source record: 91748

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: GET THIS FILE! Under Demos (and currently Newitems) at UMich.. it's side
: B of the Top Magazin for July 1992...

: It has TWO killer files:

: 2) Oxygene - Ever see Mirax Force for the Atari 8bit? I believe it's
: a clone of "Uridium" for the Commodore 64 and Commodore Amiga (I've
: seen it on my brother's C=64.. it's a NICE game). Oxygene is a
: somewhat CLOSER representation of Uridium. The graphics aren't as
: nice and detailed (the enemies), and the game slows down a little
: every once in a while, but the space ship you play as is more or
: why are these under "Demos"? They >ARE< disk magazines, after all!

Okay, I'll byte! Downloaded it, un-Diskcommed it, booted it, selected it.
Oxygene won't run! At least it won't on my system set-up. What did you
do to get it to work?

Bosco =OP

4124. Re: Top9207b.dcm! (and note to UMich archive keeper (Jody Lenn??))

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-14 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3p4cjv$jn2@nic-nac.CSU.net>
Source record: 91749

Why setup do you have? I have a 256K 800XL.. It MAY want 256K, but I'd guess not.. it has a lot of large space ships for levels, but they can be compressed not only with standard compression algorythims, but also because every 2x2 block on the screen is of one shape or another, so you can cut the size of a level by 1/4th by just saying "this is a set of blank spots" or "this is a space ship on a runway".. Also, when you start some levels, it seems to take a while before anything happens.. might be decompression occurring..

Also, my 800XL is Newell 256K and it is NTSC..

What about your system? Anyone who can read German, can you check the docs on side A of that issue of TopMagazin and see if there's any nonstandard requirements?

Also, did you remember to disable BASIC? :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4125. Re: PCXF 4.0 req. Win95?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-14 00:00:00 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3p5d4t$ekj@news2.delphi.com>
Source record: 91750

James Wood <jamesw@PEAK.ORG> writes:

>I think it sucks that PCXF 4.0 requires Winblows 95....or whatever year
>moniker they'll slap on it. I wasn't planning on buying Win 95 for a
>long time - as crippled and imperfect as my PC is, I don't want to invest
>any more money in it.... I'm sure Winblows 9x will cost an arm and a

Remember Darek works for Microsloth and is only playing a political game.
I'm sure the only thing PCXF4 does with Windoze 95 is check to make sure
you're running it.

>leg. Furthermore, I'm sure it's in the design parameters for Winblows 95
>to "render competing OS's incompatible" and pass it off as "improvements
>to Win 95 programs (code) to increase performance....kind of like IBM did
>to the hardware market when they came out with the Microchannel bus in
>16-bit iteration on the PS/2 286 machines.... Whoops...got off-topic.

Microchannel truly IS faster than ISA. Whooops...got off-topic. :)

>Anyway - someone please tell me that he'll revise the DOS/WIN 3.11
>version - because I'm sure it would be easy to make reparations to the
>existing PCXF in comparison to the Win 95 version - and he'll
>**SEVERELY** limit his customer base for PCXF 4.0 until everyone gets
>"upgraded" to Win95... My 2 cents.

Some of us have already upgraded to the superior 32bit OS - OS/2.

>James

-Bry

4126. Re: 320k XE for sale/trad

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-14 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3p5c07$s6m@link.xs4all.nl>
Source record: 91751

```
b >From: bjcorr@delphi.com (Ben Corr)
b >Subject: Re: 320k XE for sale/trade
b >Date: 25 Apr 1995 05:13:46 GMT
b >
b >>Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
b >>
b >>: Wanna dump those mods here for us?
b >>
b >>All of my mods are on paper - and I dont have acceess to a scanner. The
b >>closest I can get is to FAX them to myself and convert them into TIFF
b >>images.
b >
b >Not a bad idea! Would this be an acceptable practice for everyone to get all
b >these mods we all want online without having to resort to a scanner and OCR?
b >bjcorr@delphi.com

Howdy Ben & Andrew

I might be the only diehard Classic Atari ONLY user (130XE, 800XE, 2x XEGS (one
not working. That's it!!!) on comp.sys.atari.8bit. And I'd really like it,
if there was a way to print those formats out via my CLASSIC ATARI.

(I don't have to see them on the screen, just dump them to my LC-10 (NX1000 in
the U.S.A.)).

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

PS this message might appair twice. I'm trying something out.

---
* PabQwk 2.0 *
```

4127. Re: 320k XE for sale/trad

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-14 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3p5c0a$s6o@link.xs4all.nl>
Source record: 91752

```
b >From: bjcorr@delphi.com (Ben Corr)
b >Subject: Re: 320k XE for sale/trade
b >Date: 25 Apr 1995 05:13:46 GMT
b >
b >>Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
b >>
b >>: Wanna dump those mods here for us?
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b >>All of my mods are on paper - and I dont have acceess to a scanner. The
b >>closest I can get is to FAX them to myself and convert them into TIFF
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b >
b >Not a bad idea! Would this be an acceptable practice for everyone to get all
b >these mods we all want online without having to resort to a scanner and OCR?
b >bjcorr@delphi.com

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not working. That's it!!!) on comp.sys.atari.8bit. And I'd really like it,
if there was a way to print those formats out via my CLASSIC ATARI.

(I don't have to see them on the screen, just dump them to my LC-10 (NX1000 in
the U.S.A.)).

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

PS this message might appair twice. I'm trying something out.

---
* PabQwk 2.0 *
```

4128. Re: IDE Harddrive interfa

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-14 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3p5c0c$s6q@link.xs4all.nl>
Source record: 91753

h >From: heller@akh104.rh.psu.edu (Andrew K. Heller)
h >Subject: Re: IDE Harddrive interface
h >Date: 25 Apr 1995 00:47:12 GMT

You guys were arguing about pins 34 or 36 on the CPU in a thread about the
"put an IDE in your 1200XL" upgrade.

Well, just remembered that "Sams Programmer's Reference Guide for the Atari
400/800 Computers" has pin out of the 6502 (just sais 6502 microprocessor),
GTIA(or CTIA) and ANTIC.

Looked it up. (Just the 6502)

Pin 1 __ Vss
Pin 2 __ RDY
Pin 3 __ 01 (Out) [the 0 really looks like a O with a slash thru the middle.
Pin 4 __ IRQ (inverse) [it's got a line over it]
Pin 5 __ N.C.
Pin 6 __ NMI (inverse)
Pin 7 __ SYNC
Pin 8 __ Vcc
Pin 9 thru 20 __ AB0 thru AB 11
Pin 21 __ Vss
Pin 22 thru 25 __ AB12 thru AB 15
Pin 26 thru 33 __ DB7 thru DB 0
Pin 34 __ R/W
Pin 35 and 36 __ N.C.
Pin 37 __ 00 (In) [same character as pins 3 and 39]
Pin 38 __ S.O.
Pin 39 __ 02 (Out)
Pin 40 __ RES (inverse)

Guess pins 3, 37 and 39 are clocks, but.... I'm no hardware man (or software)

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

4129. Re: IDE Harddrive interfa

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-14 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3p5c0c$s6s@link.xs4all.nl>
Source record: 91754

h >From: heller@akh104.rh.psu.edu (Andrew K. Heller)
h >Subject: Re: IDE Harddrive interface
h >Date: 25 Apr 1995 00:47:12 GMT

You guys were arguing about pins 34 or 36 on the CPU in a thread about the
"put an IDE in your 1200XL" upgrade.

Well, just remembered that "Sams Programmer's Reference Guide for the Atari
400/800 Computers" has pin out of the 6502 (just sais 6502 microprocessor),
GTIA(or CTIA) and ANTIC.

Looked it up. (Just the 6502)

Pin 1 __ Vss
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Pin 4 __ IRQ (inverse) [it's got a line over it]
Pin 5 __ N.C.
Pin 6 __ NMI (inverse)
Pin 7 __ SYNC
Pin 8 __ Vcc
Pin 9 thru 20 __ AB0 thru AB 11
Pin 21 __ Vss
Pin 22 thru 25 __ AB12 thru AB 15
Pin 26 thru 33 __ DB7 thru DB 0
Pin 34 __ R/W
Pin 35 and 36 __ N.C.
Pin 37 __ 00 (In) [same character as pins 3 and 39]
Pin 38 __ S.O.
Pin 39 __ 02 (Out)
Pin 40 __ RES (inverse)

Guess pins 3, 37 and 39 are clocks, but.... I'm no hardware man (or software)

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

4130. Fax software

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-15 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3p662e$n1r@nic-nac.CSU.net>
Source record: 91671

I heard something about fax software here again.. ie, there is none for the Atari..

Well, I don't know German, nor do I know how to operate the fax part of a fax modem, nor can I hook up a modem to my Atari at the moment...

BUT... there is a program called "Fax Software" (I think), on...

you guessed it! The Top Magazin July, 1992 side B disk! (top9207b.dcm)

Can someone check it out and post a simple review?

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4131. Re:65XE Worth it?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-15 00:00:00 UTC
From: an193493@anon.penet.fi
Message-ID: <004314Z15051995@anon.penet.fi>
Source record: 91672

Rick,
Thanks for the reply to the post. I figure I'll end up picking the comp up
sometime this week. I don't really have any particular use for the thing excep
t that it may be fun to play around with. I guess its major appeal is putting
together working systems for less than a major software package costs. Using
old hardware from the "golden" era of home computing makes that possible.
Actually if anyone here has any suggestions for a use for the machine I
would be glad to entertain suggestions. I have thought about the possibility
of having it as a dedication 'Net machine. Not as many bells and whistles as
the PC but I don't see why it couldn't be as fully functional.
I'll keep you posted.
Den

To find out more about the anon service, send mail to help@anon.penet.fi.
If you reply to this message, your message WILL be *automatically* anonymized
and you are allocated an anon id. Read the help file to prevent this.
Please report any problems, inappropriate use etc. to admin@anon.penet.fi.

4132. Re: Question to the 8-bitters...

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-15 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <D8MEwB.5My.0.-s@cs.vu.nl>
Source record: 91673

kendrick@zippy.sonoma.edu (William Kendrick) writes:

>UnZIP is around.. dunno which standard? (hell, this Unix box I'm on can't
>handle better than 1.1 or something, damnit! <:^( ) a new unZIP is being
>worked on I've heard,

As for the UnZipper, I did an UnShrink-only version in LightSpeed C for
about two years ago. It's on my ftp directory and on the Atari 8-Bit Homepage.

Quote from The Atari 8-Bit Homepage :

----begin-quote------

It's distributed here in the same form as it was published on Mega
Magazine #6. In addition to that, I also provide the Lightspeed C
source code here.

[..]

Please keep in mind that its capabilities are very limited. It's only able
to extract and unshrink files from a ZIP-File. Also, large files which
fill up the dictionary up to 13-bit codes can't be unshrinked with this
utility due to the lack of memory provided by LightSpeed C and its Runtime
library which consumes a lot of memory.

----end-quote---------

URL's....

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/unz113b.arc (binaries)
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/unz113s.arc (binaries)

I hope to receive an Action! cartridge by the end of this week and I'm
planning to rewrite the whole thing in Action! and also add explosion and
deflation.

>as is a JPG viewer...

If you mean somebody else, I'm sorry, but didn't I tell you not to tell
anybody? :-) :-)

>Wasn't someone also working on TCP and/or PPP or something?

Marty van Nieselrooy (spelling is most likely incorrect :-)

>As for true multitasking.. yeah, impossible. An intelligent, unpre-emptive
>task-swapping is VERY possible, but since it's NO pre-emptive, that reduces
>the amount of software you can use (ie, all of the old stuff has to be
>taken care of by a baby-sitter like SnapShot)

Preemptive multitasking IS possible on a 6502 machine. I won't go into details, but just think of an IRQ timer which interrupts the currently running process every 100ms or so, saves the registers in the process table, does some stack saving (i.e. all bytes pushed to the system stack have to be saved somewhere in memory, for example in a 256 byte array created when the process was created) then reloads the registers with the right values for the next process and leaves the IRQ routine...

>-bill!
>kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
>William (Bill) Kendrick / | \ ** New Breed Software **
>http://zippy.sonoma.edu/~kendrick

Ivo

4133. 850 interface?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-15 00:00:00 UTC
From: mstitts@iglou.iglou.com
Message-ID: <D8MAB9.8nt@iglou.com>
Source record: 91674

actually,my level of expertise is quite high,ive been programming my atari for various things in action!,and mac/65 for aboult 7 years.i just never had an 850 until recently,and it didnt come with any documentation,i know what the problem is,but still cant find a rs232 boot file for use with dos,ive got 5 that will work with basic only.

--

4134. For sale - best offer

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-15 00:00:00 UTC
From: gacwra@hsun13.hou281.chevron.com
Message-ID: <1995May15.093321@hsun13.hou281.chevron.com>
Source record: 91675

I hope this isn't against any rules for this newsgroup. If so can
suggest a proper way to do this?

I am interested in selling the following, preferably to someone in Houston so
I don't have to worry about packing the electronics.

I don't expect to make big bucks. I just want this stuff to have a nice home
(sounds like I'm getting rid of my favorite pet, doesn't it).

I haven't had this system together for several years so I can't say what
condition it is in. I do know that 2 of the 3 disk drives got to where they
would only read floppies they had written. The other one was still able to
read original floppies (i.e. floppies purchased or obtained from external
sources).

HARDWARE:
---
1 Atari 800 (with switch box for TV)
3 Atari 810 disk drives
1 Atari 850 serial interface
1 Atari 410 program recorder
1 Wico joy stick (this is a heavy duty joy stick, not the normal plastic
junk)
1 Atari track ball
1 printer cable (i.e. 850 to epson printer cable)
6 power converters
6 I/O cables

1 9600 baud modem (not Atari stuff. this is an early 1980's vintage modem)

BOOKS & MANUALS

Atari Basic Albrecht, Finkel & Brown
Your Atari Computer Poole, McNiff & Cook
6502 Assembler Language Leventhall
The Atari Basic Source Book Wilkenson, O'Brien & Laughton
Inside Atari DOS Wilkenson
Mapping the Atari Chadwick
Compute's First Book of Atari
Compute's Second Book of Atari
Compute's Third Book of Atari
Intro to DOS
Atari 810 User's Guide
DOS II Reference MAnual

Atari 400/800 Operating System Source Listing
Atari 400/800 Technical Notes
Conversational French
Miscellaneous Utility Listings (my own poor code)

CARTRIDGES

Basic
PACMAN

FLOPPIES
---
810 Master Diskette (several)
Macro Assembler (original plus copiable copies)
Bank Street Writer (someone gave this to me, I don't know what it does)
APX Pascal (never used, if that makes any difference)
WAYOUT (an interesting game)
BASIC (this is a copy of the cartridge that can be executed from disk)
Miscellaneous Utilities (my own poor code)

--
| Chick Racer Chevron Petroleum Technology Co. |
| (713) 596-2430 P.O. Box 42832 |
| gacwra@chevron.com Houston, Tx 77242-2832 |
| 4119 Hayes Rd. |

4135. Re: XEGS keyboard extension cord?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-15 00:00:00 UTC
From: DBSTRUTT@CHEMICAL.watstar.uwaterloo.ca
Message-ID: <DBSTRUTT.238.2FB766D5@CHEMICAL.watstar.uwaterloo.ca>
Source record: 91676

In article <3p6iki$6rm@wabash.iac.net> mstclair@iac.net (Mike StClair) writes:
>Anyone know of a cable which would serve this function? I am assuming
>they would also work for 5200 controllers - the connector is the same.

I just got one from Best Electronics. It was a 12 foot extension cable, $12.
Their catalogue says they also have a 6 foot one, but I guess they are sold
out of them.

David Strutt dbstrutt@chemical.watstar.uwaterloo.ca
UWaterloo chem eng grad student am023@freenet.carleton.ca
(519) 576-2128
Atari Jaguar 64-bit Multimedia System - Oh yeah!
Hamilton Tiger-Cats Season Ticket Holder
My secret indian name: Billy Stepped-in-Shit

4136. Re: GameLink2 and maybe WTB: 64K+ XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-15 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <kV4tvQ7YaaGQ083yn@ibm.net>
Source record: 91677

In article <3p4e36$kis@nic-nac.CSU.net>,
kendrick@zippy.sonoma.edu (William Kendrick) wrote:
>
>I'm interested in writing games for GameLink II (as well as getting
>an extra (64K'd be good enough) 800XL or 600XL or something to test
>with).

I'd be interested in finding out more about the GameLink II. I remember
hearing about it once, but I thought the idea had died!

>I finally got a copy of Maze of Agdagon and maybe if we (us Northern CA'ers)
>get a user group, we'll register it, get a couple (or build some) real
>cables (I've made the paper-clip-based test one :)) and have some fights! :)

Since I'm working on collecting all the 8bit machines, I've got a few
around that I would love to hook up and play a networked game on!!

Bill, can you give any more information on it? (And also a location for
Maze of Agdagon?)

```
================================================================================
R y a n 'G o z a r' C o l l i n s
--------------------------------------------------------------------------------
"If you don't try to live in the future, then you're stuck | rlcolli@ibm.net
living in the present" -----------------

"What if you're an Athiest who hates sex?" - Question asked in an Education
class on teaching Abstinence in the schools.
//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\
================================================================================
```

4137. Re: David Deaven`s I.R. gatew

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-15 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <cq4tvQ7YaiDH083yn@ibm.net>
Source record: 91678

In article <3p5c0k$s7c@link.xs4all.nl>,
mathniss@link.xs4all.nl (Mathy Van Nisselroy) wrote:
>Howdy folks
>
>Some time ago, I found a project by David Deaven, with which it is possible
>to scan IR remote controles, load the commands into the classic Atari and
>send them back out again. (I downloaded the files from Beco Tel. SysOp
>Bernard Kok had found them on the Internet)

Could you tell me where the files are on the internet? I had thought
about this idea for awhile, because it would be nice to add some
programmable functions to remote controllable devices, like a sleep
timer for a VCR, a sleep timer for a stereo, an alarm timer for a VCR
(Wake up to the Simpsons!!!!!!)

I don't have access to a Radio Shack, since I live out in the middle of
nowhere, or I would look for the part you need. Hopefully someone else
knows.

==
R y a n 'G o z a r' C o l l i n s

"If you don't try to live in the future, then you're stuck | rlcolli@ibm.net
living in the present" -----------------

"What if you're an Athiest who hates sex?" - Question asked in an Education
class on teaching Abstinence in the schools.
//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\
==

4138. HTML viewer for the 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-15 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <F04tvQ7YaiTD083yn@ibm.net>
Source record: 91679

Does the above exist for the Ataris? I'm hoping to have some free time this summer, and I was looking a project that might be worth the time to do for others. I'm looking at writing a Web browser, but it would only be useful for viewing files off of a disk, since I do not have the knowledge to do a tcpip slip driver.

On a related note, are there any docs around with the specifications of HTML? Most of the stuff looks pretty easy, but I don't want to be caught with any surprises.

TIA

```
================================================================================
R y a n 'G o z a r' C o l l i n s
--------------------------------------------------------------------------------
"If you don't try to live in the future, then you're stuck | rlcolli@ibm.net
living in the present" -----------------

"What if you're an Athiest who hates sex?" - Question asked in an Education
class on teaching Abstinence in the schools.
//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\
================================================================================
```

4139. Re: SIO2PC/Rverter cables

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-15 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3p8571$92m@charm.magnus.acs.ohio-state.edu>
Source record: 91680

Well, I looked at the plans for an Rverter-style interface that are at
umich, and compared that with the sio2pc plans. I think I've come up
with a way to combine them that doesn't require any additional logic
-- just the MAX232, a 74LS02 quad NOR, a diode, a resistor, and some
capacitors.

However, I noticed that Ken Siders' Rverter plans fake a tri-state
output with a NAND gate with a diode on the output, while the sio2pc
uses true tri-state outputs. To minimize the number of chips needed,
my plan uses the NAND/diode version, but I'm not sure if this would be
OK. There would be 0.7V drop across the diode on a high output, and
if it's low while the bus is high, there will be some current leaking
back. I'm not sure yet if this will be a problem; I haven't built it
yet.

Does this sound satisfactory to all you hardware people?
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

4140. Re: When did Atari kill the 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-15 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1505951207560001@edwarda.interlog.com>
Source record: 91681

In article <138454@cup.portal.com>, Rick_Michael_Cortese@cup.portal.com wrote:

> The title of this thread is a little misleading. I think Atari was one of
> the last companies to support 8 bit computers & it was the market that
> killed them, not any one company. Chip makers probably had a lot to do

Uh the title refers to "when did Atari kill off IT'S lineup of 8-bit
computers", but that didn't fit.

> with it also. We should all be working on 200 MHz 6502's by now, but
> Bob Brodie said the switch from 6502 line to 68000 was necessitated when
> it became apparent the 6502 chip makers had failed to advance the technology
> at the same rate as other manufacturers.

This is joke? One register?!

Maury

4141. Re: For sale - best offer

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-15 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1505951209420001@edwarda.interlog.com>
Source record: 91682

In article <1995May15.093321@hsun13.hou281.chevron.com>,
gacwra@hsun13.hou281.chevron.com (C.W.Racer) wrote:

> 1 9600 baud modem (not Atari stuff. this is an early 1980's vintage modem)

Out of curiosity, what kind?

Maury

4142. Chaining 3 Adaptecs

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-15 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <3p86sc$297@news.xmission.com>
Source record: 91683

I already have two Adaptecs chained together (LUN 0 and LUN 1). I now have a third hard disk setup I'd like to add to the chain, but am not sure how to setup the Adaptec to be LUN 2. LUN 1 has SW A & B jumpered.

How do I configure Adaptec #3 to respond at the third? Which SW setttings need to be jumpered?

Anybody?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

4143. Re: Weird Corvus story

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-15 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <3p8hql$1af@blackice.winternet.com>
Source record: 91684

> bjcorr@delphi.com (Ben Corr) writes:
> I just repaired (almost) one of my old 800's to run on my Corvus HD and
> it's doing the strangest thing. After the initial boot off the 810 (which
> then programs the joyports for I/O and hooks in the Corvus) I am able to
> shut off the computer and reboot from the Corvus, not the 810.
> This is NOT supposed to happen.
> Every time I reboot the computer it's supposed to reboot the Corvus software
> so that the OS can see the Corvus. The only way around this is to rewrite
> part of the OS as the Integrator board does.
> My Integrator is NOT in this computer.
> The 810 sits there without a peep. The Corvus lights dance around and up
> pops the Corvus DOS.
> I think I have gremlins.
> Of course, this is rather convienient, but strange.
> Hmmm....
> Once I shut the 810 off, things go back to normal.
> Hmmm...
> It IS a Happy 810. They DO have, what, 4k of memory. No, that doesn't make
> sense. Forget it.
> I'm baffeled.
> bjcorr@delphi.com
>
>
>>>>
You just answered youself. The Happy can buffer one complete
track and has the smarts to use it. Apparently all the HD needs
is on that track and the 810 never has to spin up.
Rich Mier

4144. More ideas for PC-Xformer...

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-15 00:00:00 UTC
From: toby@cyberspace.com
Message-ID: <3p8pnq$ggl@case.cyberspace.com>
Source record: 91685

To Branch Always Software:
Here are some Ideas for your next version:
- Better Player-Missle support, in games like chopper rescue, you can't play them because it is so off!?!
- Pretty Pretty Please add sound support for sound cards (SBpro/Adlib)
- Add disk drive tones (optional from cmd line) and speaker clicks ("")
- Software for an 8bit w/850 interface to transfer files via null modem cable. (+PC sw)
- Pop-Up control Menu (ctrl-f12?) to toggle disk tones/speaker/sound/adjust settings
- Implement some way of exporting files from XFD/ATR images.
- batch load files into images.
- harddisk support (Supura 10 meg) or something.
- Built-In R-Time 8 cart (enable/disable with pop-up menu)
- Maybe 1450XLD emulation, w/voice synth., 256+k ram, 4 meg ram (?), direct atari DD floppy reading from PC drive, built-in star raiders, pacman, etc. + print to msdos file, built-in 850 interface (black box?) using PC's serial ports (card), XMS/EMS/UMB mem usage....
- **Maybe Even** a dual-screen system in which you could run 2 tasks simultaniously on the same monitor, and hit a hotkey to jump between them.
- Cart Slot, Cart Images + 8bit SW to copy carts to images, right cart slot, build PC serial interface box w/2 carts, sio(2), joystick ports(4), start/select/option keys (real)
- Pop-Up ATASCII ref. chart, hex/bin/dec/oct calc+converter.

4145. Re: Rom Scanner for 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-15 00:00:00 UTC
From: MBITDC9306@titan.newi.ac.uk
Message-ID: <9505151150.AA14749@dylan.newi.ac.uk>
Source record: 91686

> M >I'm finally about to get to work on a Rom Scanner unit for the 8-bit.
> M >It was designed for me back in 1993 by Jason Keane
> M >(jkeane@ugmail.eeng.dcu.ie) and allows up to 8 ROMs to be connected
> M >to the Atari at once.
> M >
> M > stuff deleted

> Howdy Dave
>
> One option you might concider is, to allow more then one cartridge port open
> at one time. This would help people who have to stack cartridges.
>
> BTW I'm not saying I need one.
>
> Hmm, brainstorm, brainstorm.... wouldn't it be cool, if you could do the same
> with the ECI on the XE (or remaining signals on non-XE computers)?

You've been reading my mind :-) Yes, I'm going to be looking into
the possibility of connecting stackable cartridges in series, rather
on top of each other. This will be a seperate board, though which
will sit on the cartridge port. The Rom scanner would then fit onto
one of the available slots.

I've also got plans for a similar thing to connect several PBI or ECI
devices to the Atari in a similar way. Let's face it, the size of
some of the PBI stuff is rediculous and sooner or later, you're going
to end up out of desk space behind the computer and your Atari is
therefore going to end up on your lap. The idea I've got is to allow
PBI devices to be connected vertically like in the PC. That way,
you'd only have to worry about having enough extra desk space to
allow connection of the largest PBI expansion currently available.
Could come in handy for connecting stuff that doesn't have a
through-port as well ...

Any more ideas? Let me know.

Dave
David Wyn Davies
The Atari Classic Programmer's Club
mbitdc9306@newi.ac.uk

4146. Re: FS: 1 MEG Atari 130XE!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-15 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <Ze2crlz.jeking7@delphi.com>
Source record: 91687

Benjamin Smith <bensmith@teleport.com> writes:

>
> I have a friend who is selling his 130XE. It was upgraded to 1
>Megabyte bye FTE (Fined Tooned Engineering). It's got a special Power Supply,
>if the Power Supply blows, you can open it by unscrewing it and replacing the
>blown fuse. Great for a BBS!
>
>$250.

Yikes! Now I've seen it all! $250.00 for a 1meg Newell XE..

Figure about $30 for an XE and $45.00 for the upgrade kit and about
$30.00 in 1meg DRAMS for a total of maybe $105!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

4147. GameLink2 and maybe W

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-15 00:00:00 UTC
From: Blair.Bingham@hologram.metronj.org
Message-ID: <e62_9505152101@nisc.fidonet.org>
Source record: 91688

-=> Quoting Kendrick@zippy.sonoma.edu to All <=-

Ke> I finally got a copy of Maze of Agdagon and maybe if we (us Northern

I would like to know more info about this game, anything anybody could give me about it would be much appreciated. I want to write a game that I believe will be similar.(from what I've heard) Also when was it made, as I remember it being mentioned in one of the older A.N.A.L.O.G.s

Ke> Anyway, if anyone can give me details on writing software for GL2,

I would also be interested in same.

Thanks if it applies!

... Catch the Blue Wave!
___ Blue Wave/QWK v2.11

4148. Atari 800 and lots of extras auction!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-16 00:00:00 UTC
From: alextoth@aol.com
Message-ID: <3pbekn$a3j@newsbf02.news.aol.com>
Source record: 91689

Alex's Atari 800 Auction

Here's the deal. Auction in theory ends on Sun, but I reserve the right to extend bidding. I also reserve the right to reject any bid for any reason. I also reserve the right to stop the auction if there is a lack of interest. I am using a temporary AOL account right now, and I am changing within the next week to a different one. I will still continue to check this one for a while though. My address is:

AlexToth@aol.com - formerly atoth@vax.clarku.edu

I have done lots of deals on the net and have a clean reputation. I only accept payment by money order (postal or bank is fine). Shipping will be UPS or US mail if it is reasonable. Shipping is paid by the buyer. I will consider part trades for any item - ask for my want list.

Item #2 Atari 800 Package:

Hardware:
-Atari 800 Computer- your standard tan 2 cart. system. It's in very nice shape w/ orig styrofoam, SIO cable, Basic cartridge, and boxed power supply and RF switch. It also includes an original Atari dust cover.
-1050 Double Density Disk Drive - seems to load fine, comes w/ orig. box, styrofoam, instructions, shipping inserts, etc. I haven't used it enough to see if it loads consistently, but it is in almost new condition.
-410 Tape Drive - Has all the materials listed above. It works fine.
-850 SIO/Serial port adapter - lets you use a modem on the computer. Comes w/ orig. p/s and seems to work fine, but is basically untested.
-1020 4 Color Plotter -in unknown working condition. I think the p/s may be dead.
-Lot's of extra SIO cables.

Software:
The Tax Advantage Disk- Unknown condition
Fraction Action box, disk, and manual - works fine
Atari DOS disk
Master Typist disk - unknown condition
Atari Word Processor disk - " "
Pilot disk, copied - " "

Misc.
Atari DOS 3 Manual
Compute: Atari Graphics
Compute: First Book of Atari
Various Product Updates
Shrinkwrapped orig. manual

Atari Products catalog
Atari Basic Book
Introduction to DOS
Orig. Receipt (over $600 originally!!!)
Warranty cards and other assorted stuff

Minimum bid is $75, may later consider offers for some items if I can't sell as a unit.

Thanks,
Alex

4149. How to upgrade RAM on 600XL?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-16 00:00:00 UTC
From: rumpf.1@osu.edu
Message-ID: <199505161506.LAA24064@postbox.acs.ohio-state.edu>
Source record: 91690

I just acquired a 600XL and want to boost the ram (it's currently at
16K). How do I go about doing this? Thanks...

Bob Rumpf (rumpf.1@osu.edu) OSU Molecular Genetics: "We MAKE Friends"

*** Magic: The Gathering: It's not just a hobby anymore... ***
http://calvin.biosci.ohio-state.edu/~rrumpf/rrumpf.html

4150. Re: Itay's XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-16 00:00:00 UTC
From: ral@ral.slip.iglou.com
Message-ID: <ral.12.0003DE80@ral.slip.iglou.com>
Source record: 91691

In article <199505150144.AA147072283@relay1.geis.com> b.poehland@genie.geis.com writes:
>From: b.poehland@genie.geis.com
>Subject: Itay's XE
>Date: 14 May 1995 20:45:34 -0500
>
>I've been running my main system off a switching supply for 3 years now.
>It powers not only my 1-meg 800XL, but also my XEP80, BB/FB, hard drive, &
>four PBI floppy drives. It has worked fine ever since I installed a fan in
>it. (It worked OK without the fan, but the smell it emitted when it got hot
>made me feel sick.)
>
> - Ben Poehland

After running into several of the "brick" power supplies that bit the dust, I came up with a solution to use a linear supply that I found in abundance at various hamfests years ago.

The supply was made by Emerson Electronics, and is model ECV5N3-1. It is rated at 5vDC @3A. It's a bare supply on an aluminum angle bracket. I bought several for $2-3 a piece, mounted them in a Radio Shack case and added a power switch, led, mov protection and fused output. It made a nice package and ran my 256K 800xl on a BBS for about 4 years. Since it was well under the power rating, it never got hot. I made one for my own 800xl, and kept the old Atari supplies for those days when I took my system to the user group meetings.

As I recall, the case cost as much as all of the guts... I think the total price to make one of these using surplus parts was around $16.

Rich Link
ral@iglou.com

4151. Re: Multi-Tasking

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-16 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <3pam71$1bt6@seminole.gate.net>
Source record: 91692

In article <9505161139.AA23011@dylan.newi.ac.uk>,
DAVID DAVIES <mbitdc9306@newi.ac.uk> wrote:
>I've been trying to get my head around multi-tasking on the Atari for
>some time. My question is, what's the best way to actually save the
>system registers? Also, how do you keep track of what the program
>counter's doing?

When it interrupts it should push the current PC/IP onto the stack, when the interrupt is called. So it should be *somewhere* on the stack, heh. I have never really thought about multi-tasking on the 6502, but it has been done and I can see it very possible. It may be slow as Windows, but at least it isn't. <grin>
--
Chad Wagner
eg435@cleveland.freenet.edu

4152. Re: PCXF 4.0 req. Win95?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-16 00:00:00 UTC
From: Vladimir Jancarek <vjancare@cayley.uwaterloo.ca>
Message-ID: <D8oFuy.3u0@watserv3.uwaterloo.ca>
Source record: 91693

rlcolli@ibm.net (Ryan 'Gozar' Collins) wrote:

> >I think it sucks that PCXF 4.0 requires Winblows 95....or whatever year
> >moniker they'll slap on it. I wasn't planning on buying Win 95 for a
> >long time - as crippled and imperfect as my PC is, I don't want to invest
> >any more money in it....
>

> Yes, it does suck!!!! I've been using os/2 for about 5 months now, and
> it completely blows Windows 3.1 out of the water, and after seeing some
> of the press about Win95, it blows it out of the water too!! I wasn't
> planning on upgrading to Win95 either.
>

What press have you seen? I use Win 95 since Sept. last year and it
runs great. In your OS2, do you have build in direct internet connection
setup and WWW browser? Plus pack for Windows 95 has. I can write article
how bad OS/2 is, would you believe it?

> I don't think it will cost that much, MS wants to get it on everyone's
> PC so they can sell all of the software that Microsoft sells!!!!
> (Actually, I like Word and Excel, and especially how well they run under
> OS/2!!)
>
I wonder how well Word 7 and Excel 7.0 will run under OS/2?

Vladimir

PS: You made me do it!

4153. Re: Chaining 3 Adaptecs

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-16 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <3pb45j$t5p@blackice.winternet.com>
Source record: 91694

> jeking@xmission.xmission.com (James King) writes:
> I already have two Adaptecs chained together (LUN 0 and LUN 1). I now
> have a third hard disk setup I'd like to add to the chain, but am not
> sure how to setup the Adaptec to be LUN 2. LUN 1 has SW A & B jumpered.
>
> How do I configure Adaptec #3 to respond at the third? Which SW
> setttings need to be jumpered?
>
>>>>>

I beleive you move the jumper to C & D. for LUN 2. E & F would make it
LUN 4. I can't be positive because my Adaptec Manual is on loan. Hopefully
I will get it back tonight. I pretty sure that the first 3 sets of jumpers are used
to set the LUN.

Rich Mier

4154. Re: David Deaven`s I.R. gatew

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-16 00:00:00 UTC
From: deaven@ishmael.ameslab.gov
Message-ID: <3pbb55$2nc@news.iastate.edu>
Source record: 91695

>I don't have access to a Radio Shack, since I live out in the middle of
>nowhere, or I would look for the part you need. Hopefully someone else
>knows.

If Radio Shack has stopped carrying them, you can get them from
digi-key by mail order. I'll look up the part number and have it
available in case anybody wants to get the IR recv box that way.

One of these days I will probably get back into this project and
release some better software for the thing. Especially if people are
actually interested in this stuff... seems perfect for the "Atari
Classic" machines, which you can get for cheap.

Oh, by the way I have some ASCII versions of the schematics if
anybody is having a hard time viewing the postscript. I use a Unix
workstation to do all my 6502 development so postscript is my format
of choice.

--
David Deaven deaven@ishmael.ameslab.gov
A504 Physics tel 515-294-6878
Ames Laboratory fax 515-294-0689
Ames IA 50011

4155. Multi-Tasking

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-16 00:00:00 UTC
From: MBITDC9306@titan.newi.ac.uk
Message-ID: <9505161139.AA23011@dylan.newi.ac.uk>
Source record: 91696

> Preemptive multitasking IS possible on a 6502 machine. I won't go into
> details, but just think of an IRQ timer which interrupts the currently
> running process every 100ms or so, saves the registers in the process
> table, does some stack saving (i.e. all bytes pushed to the system stack
> have to be saved somewhere in memory, for example in a 256 byte array created
> when the process was created) then reloads the registers with the right
> values for the next process and leaves the IRQ routine...
>

I've been trying to get my head around multi-tasking on the Atari for
some time. My question is, what's the best way to actually save the
system registers? Also, how do you keep track of what the program
counter's doing?

Ah! Why couldn't 6502 assembly be as easy to use as 68000?

Dave
David Wyn Davies
The Atari Classic Programmer's Club
mbitdc9306@newi.ac.uk

4156. Hardware/Software Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-16 00:00:00 UTC
From: rumpf.1@osu.edu
Message-ID: <rumpf.1-1605952252140001@slip5-6.acs.ohio-state.edu>
Source record: 91697

I'm looking for the following stuff:

Atari 800
Atari 800XL
Atari 810 Disk Drive
Atari 1050 Disk Drive

Misc. Cartridge Software (let me know what you've got)
Alternate Reality on Disk

Email me with what you've got and how much you'd like for it.

Bob Rumpf (rumpf.1@osu.edu) OSU Molecular Genetics: "We MAKE Friends"

*** Magic: The Gathering: It's not just a hobby anymore... ***
http://calvin.biosci.ohio-state.edu/~rrumpf/rrumpf.html

4157. Re: More ideas for PC-Xformer...

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-16 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3p8slo$c4n@charm.magnus.acs.ohio-state.edu>
Source record: 91698

XFormer 3 has most of the features you mention here.

In particular...
In article <3p8pnq$ggl@case.cyberspace.com>,
Toby Reed <toby@cyberspace.com> wrote:
>- Pretty Pretty Please add sound support for sound cards (SBpro/Adlib)

This is in XF3, except that the self-test of voice 2 doesn't work for
me.

>- Pop-Up control Menu (ctrl-f12?) to toggle disk
>tones/speaker/sound/adjust settings

F11 in XF3.

I think you can email Branch Always Software at BRASOFT@delphi.com.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

4158. Re: GameLink2 and maybe WTB: 64K+ XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-16 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3p91ov$mij@nic-nac.CSU.net>
Source record: 91699

```
Maze of AGDAgon is "agda????.arc" in "Games" at UMich.

Instructions on building a temp 2-computer GameLink cable and a simple
2-to-3-computer Gameline are in the arc.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick
```

4159. Re: HTML viewer for the 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-16 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3p924h$mnu@nic-nac.CSU.net>
Source record: 91700

Ryan, I worked on a simple text-based HTML file viewer in Action!
I didn't get too far because you can already see that unless you want to
NOT view graphics, and NOT be able to jump to linked pages, you're going to
have to download ALL of the files (HTML, TXT, GIF, JPG, etc)..

I got so far as simple implementation of bold, italic, Headers, Title,
Lists (numbered (ordered) and un-numbered).. didn't do word-wrap though :)

I heard we may get TCP or PPP or something one day, so maybe THEN I'll
work on a WWW browser! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4160. Re: More ideas for PC-Xformer...

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-16 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3p95em$orj@nic-nac.CSU.net>
Source record: 91701

WHAT VERSION OF PC XFORMER ARE YOU USING!!!!???

Sound is available (so I haven't heard <har har>) in the commercial version
Speaker clicks is available in all of the latest versions (w/o sound card!)
There are MANY ways to transfer files from Atari to PC, ESPECIALLY if you
have an 850 (try BobTerm!). If not, just get an SIO2PC (why would you
want the emulator, though!?)
There is a disk control menu in the commercial version (and I think I
heard also in the latest free version??)
To get files into/out of .ATR disk images, just get S2PC (no "IO" in there)
or AtarImg
The commercial version supports 320K RAM
There is software out there already to read DD Atari disks on an IBM!
The commercial version (supposedly) supports R: (modem) and P: (printer)
access
To switch between two programs, get SnapShot for the Atari, or get MS-Windows
or OS/2 or Linux (if PC Xformer runs under Linux) for your PC! :)
A big ATASCII chart is available in the docs. to PC Xformer 3.

BTW- I'm the keeper of the "Unofficial Atari 8-bit New User, Emulator Help
FAQ" as well as the author of the User's Manual for PC Xformer 3.0
(commercial release).

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4161. Re: A way to transfer atari8bit<->PC with ord

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-16 00:00:00 UTC
From: rzabaga@aol.com
Message-ID: <3p98ho$4bf@newsbf02.news.aol.com>
Source record: 91702

The bad news: I don't know.

The good news: I've actually been wanting to do this, and don't think it's too
impossible. I've been / will be working on it. So if nobody responds, I should
eventually!!!

Good luck until then.
don't panic
-Z

4162. Re: More ideas for PC-Xformer...

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-16 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3p9abi$d8i@charm.magnus.acs.ohio-state.edu>
Source record: 91703

In article <3p95em$orj@nic-nac.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>To switch between two programs, get SnapShot for the Atari, or get MS-Windows
> or OS/2 or Linux (if PC Xformer runs under Linux) for your PC! :)

It does run under Linux, using dosemu. I just switched over to
another virtual console, started dosemu, started xformer, and played a
round of Frogger. Of course, when it screws up, it's hard to tell
whether it's xformer's fault or dosemu's fault.

The ultimate extension of this would be to get xformer running in a
remote X window, so I could play with it on the HP workstations at
work and school.
--
------------ R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

4163. Wanted- Okimate 10 Plug-n-Print Module/Atari

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-16 00:00:00 UTC
From: Gil Parrish <73430.1546@CompuServe.COM>
Message-ID: <3pari4$p7m$2@mhadf.production.compuserve.com>
Source record: 91704

Thanks again to the folks who helped on my 1027 power supply question.

But to the topic at hand. A friend has an Okimate 10 with a Commodore Plug-n-Print module. He wants the Atari Plug-n-Print module. So if you have such an animal (with or without the Color Print disk), and would like to trade for the Commodore module, please drop me E-Mail at the address shown. Thanks!

4164. *Wanted: OLDER HOME VIDEOGAME SYSTEMS! =)*

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-17 00:00:00 UTC
From: aquarius@netcom.com
Message-ID: <aquariusD8p7wq.DCw@netcom.com>
Source record: 91606

(OREGON and WASHINGTON STATE RESIDENTS ONLY, PLEASE!!) =D

Hi,

I am looking for ALL, OLDER (non-Nintendo/Sega) VIDEOGAME CARTRIDGES
and HOME VIDEOGAME SYSTEMS.. HOPEFULLY the thought of throwing them away
hasn't crossed your mind.. <aaack!> =)

*Like These:

-ATARI: 2600/5200/7800
-COLECOVISION
-INTELLIVISION
-ODYSSEY
-VECTREX
-ATARI 800/XE, Etc.. (cartridges)
-COMMODORE (cartridges)
-BALLY ASTROCADE
-EMERSON ARCADIA
-FAIRCHILD "CHANNEL F"
-SPECTRAVISION
-MICROVISION

*I am interested for the most part in buying game cartridges, preferably
with boxes, manuals, overlays, etc..

"What do I do, Chris?"

1.) Please send an EMAIL-LIST of what you have, ie. TYPE of system(s),
HOW MANY cartridges? do they include BOXES, MANUALS, OVERLAYS, GAME
PIECES, etc? Please include CONDITION of the items (working?)

2.) Sorry, I am not looking to pay exorbitant amounts for items, garage
sale and thrift shop prices at the most, But if you have any doubts,
please still contact me.. EVERYTHING is negotiable..

3.) Please be willing to sell INDIVIDUAL COMPONENTS (cartridges, etc),
I don't always need everything! =) But, if the price is right, I WILL
buy the collection..

4.) Please Check your E-mail OFTEN for replies and other
arrangements, I check and respond to mine daily/nightly..

5.) I PREFER to buy within PORTLAND, OREGON and other close-in areas, but
will travel short distances.. Sorry, I am not interested in buying
through the mail..

*Besides Email, I can ALSO be reached at (503)297-6568 (if not there,
please leave a message)..

*"Games? What Games?
I Don't Need No
Stinking games!!"

-Chris.. =)
(503)297-6568

--
aquarius@netcom.com

4165. Re: How to upgrade RAM on 600XL?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-17 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9505170338591.DLITE.bjcorr@delphi.com>
Source record: 91607

>I just acquired a 600XL and want to boost the ram (it's currently at
>16K). How do I go about doing this? Thanks...
>
>____
>Bob Rumpf (rumpf.1@osu.edu) OSU Molecular Genetics: "We MAKE Friends"
>____
> *** Magic: The Gathering: It's not just a hobby anymore... ***
> http://calvin.biosci.ohio-state.edu/~rrumpf/rrumpf.html
>____
>
Going to 64k is easy. Remove the 4416 Ram chips in U12 and U11 and replace
them with 4164 Ram chips. Next find U18, a 74LS32 and pull it out.
Bend out pins 8,9,and 10 and reinsert the IC. Turn the board over and
solder in a jumper wire from pin 8 to pin 10 of the same IC.
Next pull both the 74LS158's at U5 and U6, bend up pin 3 on one and pin 10
on the other. The chip with pin 3 bent up goes into U5, the one with pin 10
bent up goes into U6. Finally solder a jumper wire from the bent up pin 3 to
U2 pin 4, the bent up pin 10 to U2 pin 5. That's it. If soldering onto the
chip at U2 makes you nervous, you can follow the traces from U2 to a pair of
solder pads you can use instead. The pads are to the left of U15 right next
to pin 16, aprox 1/16 of an inch apart, one on top of the other. Bent up pin
10 goes to the top pad, bent up pin 10 to the bottom pad.

Going beyond 64K is another matter I will defer to more knowledgeable folk.
Good Luck!
bjcorr@delphi.com

4166. Re: SIO2PC/Rverter cables

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-17 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9505170338592.DLITE.bjcorr@delphi.com>
Source record: 91608

>Well, I looked at the plans for an Rverter-style interface that are at
>umich, and compared that with the sio2pc plans. I think I've come up
>with a way to combine them that doesn't require any additional logic
>-- just the MAX232, a 74LS02 quad NOR, a diode, a resistor, and some
>capacitors.
>
>However, I noticed that Ken Siders' Rverter plans fake a tri-state
>output with a NAND gate with a diode on the output, while the sio2pc
>uses true tri-state outputs.
Doesn't the latest version of SIO2PC (3.19i) do this also?
bjcorr@delphi.com

4167. Re: Itay's XE

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-17 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9505170338593.DLITE.bjcorr@delphi.com>
Source record: 91609

```
>In article <199505150144.AA147072283@relay1.geis.com>
b.poehland@genie.geis.com writes:
>>From: b.poehland@genie.geis.com
>>Subject: Itay's XE
>>Date: 14 May 1995 20:45:34 -0500
>>
>>I've been running my main system off a switching supply for 3 years now.
>>It powers not only my 1-meg 800XL, but also my XEP80, BB/FB, hard drive, &
>>four PBI floppy drives. It has worked fine ever since I installed a fan
in
>>it. (It worked OK without the fan, but the smell it emitted when it got
hot
>>made me feel sick.)
>>
>> - Ben Poehland
>
>After running into several of the "brick" power supplies that bit the dust,
I
>came up with a solution to use a linear supply that I found in abundance at

>various hamfests years ago.
>
>The supply was made by Emerson Electronics, and is model ECV5N3-1. It is
>rated at 5vDC @3A. It's a bare supply on an aluminum angle bracket. I
bought
>several for $2-3 a piece, mounted them in a Radio Shack case and added a
power
>switch, led, mov protection and fused output. It made a nice package and
ran
>my 256K 800xl on a BBS for about 4 years. Since it was well under the
power
>rating, it never got hot. I made one for my own 800xl, and kept the old
Atari
>supplies for those days when I took my system to the user group meetings.
>
>As I recall, the case cost as much as all of the guts... I think the total

>price to make one of these using surplus parts was around $16.
>
>Rich Link
>ral@iglou.com
>
>
Found a switching supply in a case, 5v3a, 4 pin DIN for $4.95 at the shop
near me ( HSC Electronics ) They have lots.
```

bjcorr@delphi.com

4168. Re: Weird Corvus story

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-17 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9505170338594.DLITE.bjcorr@delphi.com>
Source record: 91610

>> bjcorr@delphi.com (Ben Corr) writes:
>> I just repaired (almost) one of my old 800's to run on my Corvus HD
and
>> it's doing the strangest thing. After the initial boot off the 810 (
which
>> then programs the joyports for I/O and hooks in the Corvus) I am able
to
>> shut off the computer and reboot from the Corvus, not the 810.
>> This is NOT supposed to happen.
>> Every time I reboot the computer it's supposed to reboot the Corvus
software
>> so that the OS can see the Corvus. The only way around this is to
rewrite
>> part of the OS as the Integrator board does.
>> My Integrator is NOT in this computer.
>> The 810 sits there without a peep. The Corvus lights dance around and up
>> pops the Corvus DOS.
>> I think I have gremlins.
>> Of course, this is rather convienient, but strange.
>> Hmmm....
>> Once I shut the 810 off, things go back to normal.
>> Hmmm...
>> It IS a Happy 810. They DO have, what, 4k of memory. No, that doesn't
make
>> sense. Forget it.
>> I'm baffeled.
>> bjcorr@delphi.com
>>
>>
>>>>>
> You just answered youself. The Happy can buffer one complete
>track and has the smarts to use it. Apparently all the HD needs
>is on that track and the 810 never has to spin up.
> Rich Mier
>
>
I thought it couldn't have been that simple, but as soon as I access the
drive for anything else, a power off causes the disk to go to work. You win.
bjcorr@delphi.com

4169. Re: Re:65XE Worth it?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-17 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <138850@cup.portal.com>
Source record: 91611

Everybody here seems to have their own uses for their 8 bits; everything
from productivity to games. If you're handy with a soldering iron you
may want to get the plans for SIO2PC off the archive.umich.edu Atari
8 bit area. I'm a little biased since the last PC I bought was an
XT clone, complete with 30 meg HD & monitor for $40. The SIO2PC will
let you use something like this as a replacement for a real Atari
drive & is very reliable. But like I said, I'm biased, I don't have
a lot of copy protected disks that I run much anymore. I also replaced
<still have them> my 1050's & 810 with a single ATR8000 that has a couple
of 720k 5.25", one 720k 3.5", & one 360k 5.25" drive. This wouldn't be
a satisfactory setup for most people since it can't handle enhanced
density mode or Sparta DOS high speed I/O. I think most people would
want at least one real Atari drive attached to their system for booting
any copyprotected software reliably. ATR's seem to have serious trouble
with any disk you flip over i.e. Ultima III, to access the data & if
it's on an enhanced density disk, forget it.
The 65XE has built in Basic, but if you enjoy programming, there's
Turbo Basic as well as a 'C or 3, several macro assemblers. Best
drawing program is probably BBK Art. There's a large number of
games floating around, stuff like Burgers, Planetary Defense, Roto,
... all of which I played using a leather glove to keep my hand from
blistering when I was still doing the game thing. Ditto for productivity
software being available. Textpro seems to be the WP of choice, I used
to use it's grandfather SpeedScript with a couple of direct connect
printers before I got a PR:connection, 850, ATR.
If you want to spend money enhancing the system, a RAM expansion should
be one of your next hacks. After that, maybe a different OS chip, but
that's only if you get real serious. Keep an eye out at the Salvation
Army Stores as well as Goodwill. Going price on carts is $1.50 to $5.00
with newer titles still available at significantly higher prices.
An RS232 device is a must if you don
't have a clone to D/L with & something like SIO2PC to move the files.
I sort'a gave up using my Atari for telecommunication, my kids took the
4 external modems I was using with them so I'm only left with a card
in a clone, but like I said: With SIO2PC it's not a real problem.
Rick

4170. no subject (file transmission)

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-17 00:00:00 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9505170908.AA08865@zippy.sonoma.EDU>
Source record: 91612

SOON! SOON! SOON!

Coming soon from New Breed Software (maybe before Cooltris 2, maybe right after Cooltris 2):

SIMPLE SHANGHAI

I'm sure it's not any better than any of the commercial Shanghai (Mah Jongg) games I haven't seen on the Atari 8-bit (I know there are at least two of them), but it should prove to be a bit nicer then My Jong (by Bruce Fish), which is what I live with when I need a does of the tiles...

I was hoping to implement an UltraIRG Color version (and have it called "Rainbow Mah Jongg" or "Rainbow Shanghai"), but I'm having enough fun trying to figure out graphics algorythms in black and white at the moment, thank you very much.

Speaking of the graphics algorythm, it uses a pretty nifty intelligent character set-based drawing routine. (Each tile face is 2x2 characters, and the 3D part of the tiles are made up of other characters.. some standard for ALL tiles, some get figured out based on how the surrounding tiles are, and some are based on precalculated masking (when the 3D part of a tile overlaps 1/2 of a tile on a lower level)).

Enough of the complex stuff, though.. the FEATURES! :)

Customizable sets - Make your own tile sets (will come with an editor)
Customizable tiles - Make your own images for the tiles (editor, too)
Changable angle - From the right (3D depth and width) or center (3D depth)
Help - Online help (if I've got room for it)
Hint - Match a peice, find a set of peices
Unlimited undo - Undo all the way back to the first move!
16 tile shapes - I could do around 30 but I'd lose the text
Pointer controlled - Use the joystick (perhaps choosable input device?) to control a mouse pointer
Pull down menus - Options are controlled by a Mac/ST/Amiga/Windows/GOS/etc. menu system
Change pointer attribs - Color, speed, animated shape
Timer - Time your games
Cheat modes - Pull peices from all four directions (not just sideways), or simply straight up!

I know it doesn't SOUND very "simple," but compared to other Shanghai games, this IS! (I COULD add the color, animated tiles, animated scenes and digitized sound effects when you remove tiles, backgrounds to the screen, dropping tiles, etc.!)

Look for it soon! (It's being written in Action!, by the way.. as is
Cooltris 2. It will definitely run on a 48K machine with MyDOS 4.5,
and I'm sure it can handle Atari DOS and SpartaDOS, but testing that might
be advantageous!)

Any comments are very welcome!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4171. Re: Question to the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-17 00:00:00 UTC
From: DAG.HUGDAHL@flight.org
Message-ID: <ec4_9505190106@flight.org>
Source record: 91613

Quoting from: kendrick@zippy.sonoma.edu (William Kendrick)

WK>As for MODs... well, we have 6bit 4-channel (approx 6Khz or Mhz or Hz
WK>or whatever the hell sound uses) audio with MODplay, but unfortunately,
WK>the MODs must be limited to around 96K or less since the author of MODplay
WK>doesnt have an upgraded machine!
WK>
WK>Other players also do 4-channel, and their quality varies.. I did an
article
WK>in _Current_Notes_ about digital sound (mainly mentioning WHAT does it,
WK>inclduing a breif comparison of the MOD and MD8 (converted MOD) players
WK>I had access to, and then talking about my simple WAV/SND -> DIG converter
WK>and DIG player I wrote)

Bill, I don't get Current Notes. What is, in your opinion, the best
MD8 player? I have the MOD player but I would also like to play .MOD's
larger than 96K...

-Dag-

---
* PabQwk 2.0 #23 * Beat me, whip me, make me read my mail online!
---------------------------- -//- ----------------------------
Internet: DAG.HUGDAHL@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------

4172. Re: Chaining 3 Adaptecs

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-17 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <xKxdjTM.jeking7@delphi.com>
Source record: 91614

I'll try JUST jumpering C/D.

My next question is this: If youre supposed to be able to chain 8
Adaptecs, how would you jumper past LUN 2 when you only have
three settings to play with??

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

4173. Re: Multi-Tasking

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-17 00:00:00 UTC
From: Peter Bell <Peter@bell.demon.co.uk>
Message-ID: <800710652snz@bell.demon.co.uk>
Source record: 91615

In article <3pam71$1bt6@seminole.gate.net>
eg435@cleveland.freenet.edu "Chad Wagner" writes:
> In article <9505161139.AA23011@dylan.newi.ac.uk>,
> DAVID DAVIES <mbitdc9306@newi.ac.uk> wrote:
> >I've been trying to get my head around multi-tasking on the Atari for
> >some time. My question is, what's the best way to actually save the
> >system registers? Also, how do you keep track of what the program
> >counter's doing?
>
> When it interrupts it should push the current PC/IP onto the stack, when the
> interrupt is called. So it should be *somewhere* on the stack, heh. I
> have never really thought about multi-tasking on the 6502, but it has been
> done and I can see it very possible. It may be slow as Windows, but at least
> it isn't. <grin>

Some time ago (OK, a long time ago) I wrote a multitasking kernel for the
6502. It was pretty crude (time slicing, mailboxes and semaphores), but
it did work.

The biggest problem is the stack, since you can't relocate it. Since this
was running on custom H/W, I just remapped the stack page when a task switch
occured. If you wanted to implement something similar on the Atari, you
would need to either copy the current tasks stack to a safe area (which would
cause a big performance hit) or allocate a fixed segment of the stack page
for each task. The latter is pretty dangerous, as there is no stack limit
register.

If you want to get at the stored PC, you need to copy the SP to an index
register, and offset into the stack page from that. ISTR that the offset
(with all registers pushed) is $104-$105, but it was a while ago. If you
are using memory remapping, you obviously need to do this before you
swap pages :-)

I'm not quite sure where the source is now, but if anybody is interested,
I'll have a look through all my old backup disks and try to find it.

Now, where did I put those 8" floppies.....

Pete
--
Peter Bell <peter@bell.demon.co.uk>

4174. Help me help me !!!!! (to connect a atari-st <> Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-17 00:00:00 UTC
From: R.G.Simonis@io.tudelft.nl
Message-ID: <3pcspv$cf8@mo6.rc.tudelft.nl>
Source record: 91616

Help me please to connect atari portfolio to Atari-ST
Do you have a scheme with the connections to connect those two
computers

thank's in advance,

Rob simonis

R.G.Simonis@IO.TUDelft.nl

4175. Re: Multi-Tasking

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-17 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <D8q4Cs.3sF.0.-s@cs.vu.nl>
Source record: 91617

MBITDC9306@titan.newi.ac.uk (DAVID DAVIES) writes:
> I wrote:
>> Preemptive multitasking IS possible on a 6502 machine. I won't go into
>> details, but just think of an IRQ timer which interrupts the currently
>> running process every 100ms or so, saves the registers in the process
>> table, does some stack saving (i.e. all bytes pushed to the system stack
>> have to be saved somewhere in memory, for example in a 256 byte array created
>> when the process was created) then reloads the registers with the right
>> values for the next process and leaves the IRQ routine...
>>

>I've been trying to get my head around multi-tasking on the Atari for
>some time. My question is, what's the best way to actually save the
>system registers? Also, how do you keep track of what the program
>counter's doing?

The OS should have a Process Table setup before any process is execed. Its
size has to be fixed and thus limit the number of processes. This is also
the case on all unix systems I'm aware of. Here behind this sparc I regulary
get a 'no more processes' notice. As for the Program Counter, it's pushed
on the stack together with the statusregister when the IRQ occurs.

BTW I made a small, but crucial mistake in the story above. Before one
loads the registers with the right values one has to restore the old stack
(and with that automatically restore the right values for the Program
Counter and the StatusFlags).

>Ah! Why couldn't 6502 assembly be as easy to use as 68000?

Ehuh???? IMHO it's the other way around! :-)

>Dave
>David Wyn Davies
>The Atari Classic Programmer's Club
>mbitdc9306@newi.ac.uk
>---

Ivo

4176. Current Notes Changing Hands

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-17 00:00:00 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2FB9FAB9@POST0.LAAFB.AF.MIL>
Source record: 91618

Joe Waters has given me permission to release the following information:

Current Notes is changing hands. The May/June '95 issue will be the last published by Joe Waters, who has been at the helm for about 11 years. That issue is at the printers and will be mailed shortly. Subscribers should have it in a week or so. There was a two week delay do to transition activities and Joe's hurt arm. (He couldn't type for awhile.)

Details on all this will be contained in Joe's editorial, which I haven't read yet.

The new owners are Canadian.

I plan to help in anyway possible during the transition to the new owners. (I'm still collecting and editing 8-bit articles.) I do plan to step down after the transition so some new blood can be infused into the operation. I've been at this for three years myself.

By the way, the May/June issue of Current Notes has a ton of 8-bit articles.

More to follow as events unfold.

Rick Reaser

4177. Re: Multi-Tasking

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-17 00:00:00 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <3pcgkoEmot@uni-erlangen.de>
Source record: 91619

MBITDC9306@titan.newi.ac.uk (DAVID DAVIES) writes:

>> Preemptive multitasking IS possible on a 6502 machine. I won't go into
>> details, but just think of an IRQ timer which interrupts the currently
>> running process every 100ms or so, saves the registers in the process
>> table, does some stack saving (i.e. all bytes pushed to the system stack
>> have to be saved somewhere in memory, for example in a 256 byte array created
>> when the process was created) then reloads the registers with the right
>> values for the next process and leaves the IRQ routine...
>>

The programming language QUICK is doing it just this way. Up tp 4
programs may run at the same time - with real multitasking. The time slice is
normally about 1 sec.
--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

4178. Re: GameLink2 and maybe WTB: 64K+ XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-17 00:00:00 UTC
From: gtkakega@flash.LakeheadU.Ca
Message-ID: <21921@storm.LakeheadU.Ca>
Source record: 91620

In article <3p4e36$kis@nic-nac.CSU.net> kendrick@zippy.sonoma.edu (William Kendrick) writes:
>
>Anyway, if anyone can give me details on writing software for GL2, what
>other software is out there, how hard it is, what language(s) can or must
>be used, etc., please get back to me.
>
Ahh, GameLink, I remember that neat 'lil invention quite fondly. I believe it was designed by Chuck Steinman of DataQue fame back around 1990. The original design was quite simple to grasp, but not too sure about GameLink II as I haven't really looked into it. It was quite neat to play "tic-tac-two" head-2-head on seperate computers back then, in fact, I was so intrigued I programmed a neat head-2-head battleship game for it that provided great hours of competition for my brother and I. I had some great ideas for GameLink, but never did commit myself to program another game. I still have the cable and software somewhere, maybe I'll program DOOM for it. :)

Gordon Kakegamic
gtkakega@flash.lakeheadu.ca

4179. Request help 800xl null modem driver

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-17 00:00:00 UTC
From: wcm1@cornell.edu
Message-ID: <wcm1-170595120421@128.84.239.122>
Source record: 91621

I need help moving data files out of Atari 800xl to Mac SE via null modem cable. Has anyone experience doing this? The situation is this: Mac SE to recieve files has ample ram (4 meg), 40 meg of HD under sys 6.0.5, 80 meg of HD under sys 7.1 and Apple Communications Toolbox module of Claris works. Using the serial port handler, x-modem protocol and the null modem cable physically connected to the SE modem port, the software indicates that it is ready to recieve files. Various handshake options have been tried without a sucsessful transfer. On the Atari end I have three software options available. Kermit reports inability to acsess comm port R2. GoldCard 212 and 212 Express dont seem to offer options which indicate they accept the possibilitiy of a null modem connection. GoldCard 212 will attempt to transmit the x-modem data buffer, but the (virtual) connection aborts and no data is actually recieved at the Mac end. I have carefully checked my null modem cable connections, so I suspect the problem is software not understanding that the modem is Null, not physical. Any suggestions? thanx. Bill.. wcm1@cornell.edu

4180. Xformer 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-17 00:00:00 UTC
From: andy@googol.demon.co.uk
Message-ID: <3pd8fo$hv7@imp.demon.co.uk>
Source record: 91622

Help. Can anyone point me in the general direction of Xformer 3.0 over here in the UK. I have Xformer 2.0 and would dearly love some sound and joystick control.

I will gladly part with money for the privilege of owning such a fine piece of software if only I could find a shop which stocks it!

I thought I'd lost my Atari 800 for ever, but now that it lives and breathes on my 486DX50 :-) I would really like to play Star Raiders and Fort Apocolypse again.

Thanks

Andy

oO e-mail andy@googol.demon.co.uk Oo

4181. Re:Xformer 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-17 00:00:00 UTC
From: talbotb@ibm.net
Message-ID: <3pdbga$jvn@news-s01.ny.us.ibm.net>
Source record: 91623

In message <3pd8fo$hv7@imp.demon.co.uk> - andy@googol.demon.co.uk (Andy Trueman
) writes:
:>
:>Help. Can anyone point me in the general direction of Xformer 3.0 over here in
:>the UK. I have Xformer 2.0 and would dearly love some sound and joystick
:>control.
:>
:>I will gladly part with money for the privilege of owning such a fine piece of
:>software if only I could find a shop which stocks it!

PCXFORMER 3.0 sort of works okay, but version 4.0 is coming
out soon. I like Branch Always Software products, except for
the fact that Darek Mihocka doesn't answer his mail often.

==
Brett Talbot, Scottsdale AZ
talbotb@ibm.net / 72407.147@compuserve.com
TEAM OS/2
==

4182. Re:More ideas for PC-Xformer...

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-17 00:00:00 UTC
From: talbotb@ibm.net
Message-ID: <3pdbp1$jvn@news-s01.ny.us.ibm.net>
Source record: 91624

In message <3p95em$orj@nic-nac.CSU.net> - kendrick@zippy.sonoma.edu (William
endrick) writes:
<< STUFF >>

Bill,
I notice that you have given advice to people that they
should get SIO2PC. Do you know where I can get the
SIO2PC interface cable??

Brett

==
Brett Talbot, Scottsdale AZ
talbotb@ibm.net / 72407.147@compuserve.com
TEAM OS/2
==

4183. Re: GameLink2 and maybe WTB: 64K+ XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-17 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3pddav$65v@nic-nac.CSU.net>
Source record: 91625

Hey! I've seen your game, I think! I downloaded it, not realizing it
was for GameLink (had never HEARD of it, actually, until I read the docs to
your game) and was disappointed! :)

I had no access to GameLink (either where to get a cable or how to make one),
nor did I have any extra computers..

How does one program for GL, anyway? And yes, a DOOM like game would be
GREAT! :) Even if the graphics are very simple... unfortunatelly, it seems
the best ANYone has gotten the Atari to do (with any amount of speed) is
90degree rotations (Maze of AGDAgon, Alternate Reality, Amazing Maze, etc.).
>I< haven't even figured out good 3D in simple 90degree (unless it's crowded
hallways like Amazing Maze.. the limitations of the maze makes the 3D view
generation code much simpler and much more straight-forward :)))

Just in case you forgot I asked by this point (because I almost did, and
I'm WRITING this message!):

How does one PROGRAM for GameLink !?

Some example code (pseudo, Action!, [Turbo]BASIC XL would be very helpful..
assembly would not :))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4184. Re: More ideas for PC-Xformer...

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-17 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3pdevj$7f2@nic-nac.CSU.net>
Source record: 91626

1) The SIO2PC software for your PC
2) Some SIO2PC software for the Atari (in a disk image)
3) Instructions on building the cable
4) A list of parts needed to build it and where to get them
& 5) Where to buy a cable (unassembled or assembled) if you don't want to build it

are all contained in the latest SIO2PC .ZIP archive, available at your friendly Atari 8-bit FTP site, including:

ftp atari.archive.umich.edu atari/8bit/Sio2pc/
amiga.archive.umich.edu
msdos.archive.umich.edu
etc.

or

gopher gopher.archive.umich.edu Merit Archives / Atari Archives / 8bit / Sio2pc /

If you're unaware of it's capabilities, it supports up to 4 drives, stored either in the ~540K of RAM it has (on a 640K or better machine) or on your PC's hard drive or floppy drives. Drives numbers can be from 1 to 8 for any drive and you can swap drive numbers at any time. (To use a two-sided disk, load side 1 as D1:, load side 2 as D2:. When it asks you to "flip the disk", you just tell SIO2PC to exchange D1: for D2:.)

The disk images can be from as small as 1 single density sector (128 bytes) to as big as 8MB (single density) or 16MB (double density)! You'll want MyDOS or SpartaDOS (3.x or SDX 4.x) to take advantage of the high capacity. (Old Atari DOSes only go to 90K or 128K).

You can also install files directly off of your PC's drives as single files on temporary read-only drives. Say you get a new game that's .ARCed. It's on your PC's hard drive and you want to try it out. Load SIO2PC, load a bootable DOS disk image with an unARCer on it, boot your Atari, load the unARCer, then tell SIO2PC to put the .ARC file in as D2:. Tell then unARCer to unARC from D2: onto your RAMdisk or D1: or some other disk. You never had to copy it to any Atari drive to use it!

Anyway, good luck!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

Those fight shows suck... Geraldo, Donahue, Oprah, etc.

4185. Oops! Re: SOON!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-17 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3pdh7a$96b@nic-nac.CSU.net>
Source record: 91627

Dah! I'm an idiot! I'm sorry! Since each peice in Simple Shanghai is made up of 4 tile face peices, but then another 4 calculated characters, that's 8 per tile face. Using only 1/2 a character set (64 characters), that leaves us with only EIGHT tile faces per tile set.

Sorry! My previous post saying it will support 16 is false, and we'd NEVER see more than about 15 or so without using a bitmapped mode. (We can still of course make the screen generation fast there, since no special bit shifting would be required.. we'd just need more than 1K of tile data space).

If you have NO idea what I'm talking about, it's ok.. just know there's aNOTHER new game coming out from me (and this is one of two programs currently "active"- being worked on every day or so), and it's a Mah Jongg (more exactly, "Shanghai" clone) game.

It'll let you make your own tile layouts (how the tiles are spread on the screen) as well as your own tile shapes (what the tiles look like).

My whole point is in an earlier post I said there'd be 16 shapes, but I was wrong.. :)

There! I'm done

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4186. Envision

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-17 00:00:00 UTC
From: gtkakega@flash.LakeheadU.Ca
Message-ID: <21922@storm.LakeheadU.Ca>
Source record: 91628

I'm looking for a copy of Envision, it's a character map/font editor that originally appeared in the Antic Catalog some years back. My copy was accidentally trashed and I had no backup. :(

I don't need the entire package, just the main program disk. Anybody?

Gordon Kakegamic
gtkakega@flash.lakeheadu.ca

4187. Indus GT drives

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-17 00:00:00 UTC
From: warspite@ix.netcom.com
Message-ID: <3pdn14$c95@ixnews4.ix.netcom.com>
Source record: 91629

Hi All,
I picked a couple of Indus GT floppy drives for Atari at a local
thrift. Just the bare units, no power supply or cord, disks, etc.
Question is: Do I need anything "special" other than power, to test
these? What are the power ratings? Any help is appreciated.

Allan

4188. Help!!! I need to transfer files!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-17 00:00:00 UTC
From: toby@cyberspace.com
Message-ID: <3pdoko$fjp@case.cyberspace.com>
Source record: 91630

I have an 800 with 2 810s, a broken 1050, a 1010, an 850, and one of those 300 baud acoustic modems (830?). I have a PC with 2 serial, 1 parallel port, 2 floppys, etc. I *NEED* to transfer files between the PC and 8bit. I don't have time to build or buy SIO2PC, I must get these files across. Does anyone have *ANY* software for the PC *AND* 8bit that will work together to transfer files or XFD/ATR/DCM images or disks.....PLEASE help me! My 8bit is going to be throwen away by my parents if I don't get the files off...I need a way to get the software onto my 8bit, someone said BobTerm, but it's so big (40k), at 300bps, it would take 3 days!!! (arg) I just need a non-buggy emulator for once and basically a replacement software product for my PC to simulate my 8bit exactly. I don't have any money, so I can't buy PC-Xformer 3.0, right now I'm running 2.52, and desperately want sound for an SB, modem, printer, correctly-aligned player-missle support (chopper rescue literally crashes (the chopper) because it's all mis-aligned.), and all my disks on the 8bit on the PC, instead. Please POST or E-MAIL. Thanks, I want to save all my atari files from the trash can.

4189. Re: Atari 8-bit RGB Monitor Capabi

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-17 00:00:00 UTC
From: msmith@aol.com
Message-ID: <3pe36p$qms@newsbf02.news.aol.com>
Source record: 91631

Ben,

Do you have any more details. I have been looking to do this for many
many years. I would really appreciate any additional help.

Thanks,
Mark

4190. Whoever is uploading files to ftp.xmission.com

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-17 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <B43cLfX.jeking7@delphi.com>
Source record: 91632

To whomever is uploading all the files to my ftp site:

PLEASE add valid file extensions to all files uploaded (.COM, .DCM., ARC., etc.)

Hence forth, all files uploaded without valid extensions (or just plain extensions) will be deleted.

I just dont have the time to verify and identify every file uploaded.

Thanks.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

4191. For sale/trade (4meg 72pin SIMM)

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-17 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <Bew+rLY.jeking7@delphi.com>
Source record: 91633

For all of you that are getting ready for the FTE release.. I have
an excellent condition 72pin 4meg SIMM for sale/trade.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

4192. Re: PCXF 4.0 req. Win95?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-17 00:00:00 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3peeqt$kh1@news2.delphi.com>
Source record: 91634

Vladimir Jancarek <vjancare@cayley.uwaterloo.ca> writes:

>What press have you seen? I use Win 95 since Sept. last year and it
>runs great. In your OS2, do you have build in direct internet connection
>setup and WWW browser? Plus pack for Windows 95 has. I can write article
>how bad OS/2 is, would you believe it?

Heard of the OS/2 Bonus Pack? Guess not - It's got net, it's free.
(off topic again! ack!)

-Bry

4193. Re: Question to the 8-bitters...

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-17 00:00:00 UTC
From: bernard@twilight.xs4all.nl
Message-ID: <bernard.03mw@twilight.xs4all.nl>
Source record: 91635

```
Hello Ivo Van Poorten

In a message of 15 May 95 Ivo Van Poorten wrote to All:

IVP> From: ipoorten@cs.vu.nl (Ivo van Poorten)

IVP> kendrick@zippy.sonoma.edu (William Kendrick) writes:

>> Wasn't someone also working on TCP and/or PPP or something?

IVP> Marty van Nieselrooy (spelling is most likely incorrect :-)

NOPE, it was NOT Mathy van Nisselroy....
It was Charles (int@link.xs4all.nl)

_
/_) |/
/_)ernard |\ok ////
( o o )
+--------------------------oOO--(_)--OOo-------------------------+
| NLA : 14:102/101.3 FIDO : 2:280/315.3 AMY : 39:150/108.3 |
| Internet : bernard@twilight.xs4all.nl |
+-----------------------------------------------------------------+

P.S. My NLA number will change NEXT week in 14:102/100.3

.-------------------------------------------------------------------------.
| -=> The TWiLiGHT Zone BBS <=- -=> +31-(0)-20-6764584 <=- -=> 24 Hrs <=- |
| -=> Modules Heaven! <=- -=> 9600 to 14400 Baud <=- -=> /\MIG/\ Only <=- |
`-------------------------------------------------------------------------'
-- Via Xenolink 1.95, XenolinkUUCP 1.1
```

4194. Pictures of Ataris to Upload

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-17 00:00:00 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3pco8j$833@dux.dundee.ac.uk>
Source record: 91636

I've been fortunate enough to get access to a colour scanner, and have a picture of some Atari peripherals from an advert (I've recaptioned it, and tidied up the backgrounds, but left the peripherals as they are) I'd like to upload to the Atari archive at umich. How do I do this AND ensure it gets to the mirrors. I don't want to post it to a mirror in case it doesn't get accepted to all the other mirrors, and umich kept timing out 'cos it was so slow. So, if you want some nice pictures of Ataris (I'm going to do some of my own, which should be better quality- this was a first go), I'll need some help on this. Thanks!

You can't live in a global society without getting your hands dirty somewhere along the line.

Graeme Fenwick:-

email gfenwick@mcs.dundee.ac.uk
homepage http://www.mcs.dundee.ac.uk:8080/~gfenwick/index.html
---

4195. Re: When did Atari kill the 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-17 00:00:00 UTC
From: gbennett@friendly.sim.es.com
Message-ID: <3pdjj7$d12@escc.sim.es.com>
Source record: 91637

In article <maury-1205951657500001@edwarda.interlog.com>, maury@softarc.com (Maury Markowitz) writes:
> In article <lKLsvQ7Yamva083yn@ibm.net>, rlcolli@ibm.net (Ryan 'Gozar' Collins) wrote:
>
[BASIC discussion deleted]
> And don't remember that it took three releases of the BASIC to get a
> SINGLE bug worked out of it. Or that it was BY FAR the slowest basic in
^^
> the home computer world. All in all, quite a poor showing.
^^^^^^^^^^^^^^^^^^^^^^^^^

I beg to differ, I believe the slowest basic language belongs to the TI99/4a. It's interpreter interpreted basic to ANOTHER interpreted language, then finally to the machine code. I ran some time tests with the TI many years ago against my TIMEX SINCLAIR 1000 (which also has a VERY slow basic, and the SINCLAIR beat the TI if I ran it in fast mode (ie. screen blanked out while it was thinking)

>
> Don't get me wrong, there were a lot of good things in Atari BASIC, it's
> just there were more bad things.
>
> Maury
--
Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
* See Hitchhiker's Guide to the Galaxy (US version)

4196. Re: SIO2PC/Rverter cables

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-18 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3peq0h$20i@charm.magnus.acs.ohio-state.edu>
Source record: 91556

In article <9505170338592.DLITE.bjcorr@delphi.com>,
Ben Corr <bjcorr@delphi.com> wrote:
>>However, I noticed that Ken Siders' Rverter plans fake a tri-state
>>output with a NAND gate with a diode on the output, while the sio2pc
>>uses true tri-state outputs.

>Doesn't the latest version of SIO2PC (3.19i) do this also?

I just checked the sio319i.exe self-extracting archive, and I didn't
see any instructions at all about building the interface.

--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

4197. Re: Xformer 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-18 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3peqc1$20v@charm.magnus.acs.ohio-state.edu>
Source record: 91557

In article <3pd8fo$hv7@imp.demon.co.uk>,
Andy Trueman <andy@googol.demon.co.uk> wrote:
>Help. Can anyone point me in the general direction of Xformer 3.0 over here in
>the UK. I have Xformer 2.0 and would dearly love some sound and joystick
>control.

It's US$29.95, and you can email Darek at brasoft@halcyon.com.

(Note that the delphi address I recently posted is wrong. Darek
corrected me on it.)
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

4198. Re: Programs and XFormer

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-18 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3peqn3$21i@charm.magnus.acs.ohio-state.edu>
Source record: 91558

In article <3pe5f6$pef@solaris.cc.vt.edu>, Sean Lester <locke@bev.net> wrote:
>Also, I'm gonna ask a newbie question that I can't find an FAQ for.
>How in the hell do I "flip to side 2" with Xformer 2.52?

See if F11 gets you to a disk setup screen. That's how to do it in
XF3.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

4199. comms progs

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-18 00:00:00 UTC
From: Thor and Valkyrie <thorvalk@earthlight.co.nz>
Message-ID: <Pine.SUN.3.91.950518194821.1177A-100000@earthlight.co.nz>
Source record: 91559

Have a question,
Is there a comms program out there that I could ftp for a friend with
a 1200 modem and a 130 atari,with which he can connect to internet.

(/T\) _____ *Warriors Heaven* (/V\)
(-,-) ()Thor) . + . . + ('.')
\(o)/ -|3 . . . . J\~/L
/='"'===//|| . > /\O O/\
,OOO//| | "" + . <Valkyrie====o >|< \ooo,
O:O:O LLLLL + ... > " //|\\ o:0:o
\OOO/ || || . . . + . ~|~|~ \ooo/
C_) (_D thorvalk@earthlight.co.nz _I I_

4200. Re: Chaining 3 Adaptecs

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-18 00:00:00 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9505180616.AA23815@zippy.sonoma.EDU>
Source record: 91560

If, by three settings you mean three bits, then 3 is enough for 8 values:

000 = 0
001 = 1
010 = 2
011 = 3
100 = 4
101 = 5
110 = 6
111 = 7
----
eight values

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4201. Old Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-18 00:00:00 UTC
From: cirrhinus@aol.com
Message-ID: <3pgf1d$bsb@newsbf02.news.aol.com>
Source record: 91561

I have several boxes of stuff that I acquired when I had an Atari 800 some (many) years ago. This includes a dual 5 1/4" disk drive unit. I can specify what I have, but what I would _rather_ do is just unload it all. Anyone can have it for the price of postage (or just come and pick it up). Orphans deserve a good home, right?

E-mail me at:
Cirrhinus@AOL.com
or:
71401.3116@CompuServe.com
(I log on to the latter more often).

Hoping to hear from someone,
Marc M. Adkins

4202. PC XFormer 3.01

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-18 00:00:00 UTC
From: acf3fby@infm.ulst.ac.uk
Message-ID: <Pine.3.89.9505182219.C96-0100000@pc41.infm.ulst.ac.uk>
Source record: 91562

Hi,
I was just wondering how many bugs people found with XFormer 3. These are the ones I have found so far:

Using the Atariwriter, the control characters don't show up, eg CTRL-P for paragraph. All it shows is a black spot.

Howfen DOS doesn't work (at least the menu), meaning I can't run BCs Quest for Tyres which is on that disk...

The screen also seems to go too high as well (ie some of the top is off the screen)

In the self-test mode, the orange isn't correctly aligned on the option line, it appears to flash on two lines at once (especially when option is pressed).

Does anyone know if this will be corrected in the next version?

..Francis
****
********** Francis Byrne **********
* Email to: acf3fby@petrel.infm.ulst.ac.uk *
****

4203. Transferring Carts

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-18 00:00:00 UTC
From: acf3fby@infm.ulst.ac.uk
Message-ID: <Pine.3.89.9505182246.D96-0100000@pc41.infm.ulst.ac.uk>
Source record: 91563

Is it possible to transfer Atari Cartridges (I mean XL/XE ones) across
using SIO2PC?

Also, does anyone know where I can get a disk image of VisiCalc, SynFile
and the Macro Assembler? I have a LEGAL copy of these but because
they're copy protected I can't copy them over to PC Xformer ... :(

Help graciously accepted ...

..Francis

****
********** Francis Byrne **********
* Email to: acf3fby@petrel.infm.ulst.ac.uk *
****

4204. Re: Chaining 3 Adaptecs

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-18 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <3pgces$hq5@blackice.winternet.com>
Source record: 91564

> James King <jeking7@delphi.com> writes:
> I'll try JUST jumpering C/D.
>
> My next question is this: If youre supposed to be able to chain 8
> Adaptecs, how would you jumper past LUN 2 when you only have
> three settings to play with??
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - jeking7@delphi.com @ @ @
> @ @ @ ------------------------------------ @ @ @
>
>>>>
Use the 3 sets of jumpers as OCTAL, set A-B being the Least
Significant Bit; E-F, the Most Significant Bit. Example:
A-B and E-F Jumpered (Shorted) = LUN 5.
I hate long posts but you should get the idea.

Rich Mier

4205. Re: Indus GT drives

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-18 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <3pgde6$hq5@blackice.winternet.com>
Source record: 91565

> warspite@ix.netcom.com (Allan Hamill) writes:
> Hi All,
> I picked a couple of Indus GT floppy drives for Atari at a local
> thrift. Just the bare units, no power supply or cord, disks, etc.
> Question is: Do I need anything "special" other than power, to test
> these? What are the power ratings? Any help is appreciated.
>
> Allan
>
>
>
>>>>
Power for the Indus GT 8Bit Floppy Drives is 12 V. AC.
I use a Power pack from an Atari 5200. DO NOT use the Power
Packs for a 1050. They are only 9 V. AC. The only other problem
you might see is if they are VERY old, pre DOS 2.5 and then only if
you are trying to read a Enhanced Density Floppy. If they fail to read
it, the PROM needs ungrading. BTW if they have 'Future Systems'
on the bottom tag they have the new PROM.

Rich Mier

4206. Re: GameLink2 and maybe WTB: 64K+ XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-18 00:00:00 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <3pghc5$e90@theopolis.orl.mmc.com>
Source record: 91566

In article <3p4e36$kis@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu (William Kendrick)
writes:
|>
|> I'm interested in writing games for GameLink II (as well as getting
|> an extra (64K'd be good enough) 800XL or 600XL or something to test
|> with).

I still have the source code. The system takes a little getting used to,
and you have to understand how the interrupts interact. You'll notice that
serial communication continues (at a 32Kbps clip) while the program runs
in the foreground.

|> I finally got a copy of Maze of Agdagon and maybe if we (us Northern CA'ers)
|> get a user group, we'll register it, get a couple (or build some) real
|> cables (I've made the paper-clip-based test one :)) and have some fights! :)

Chuck Steinman and I advertised, in the DOC files, that we'd sell either
the cables or an 8-user circuit board. Only about three responded. I am
preparing one of the two circuit boards I managed to build up for shipment
this week. If you try to connect more than two or three Ataris together,
you'll find that POKEY (which drives the serial lines) can't source enough
current to them. So my 8-player circuit board puts an active device (powered
by the Host Atari's +5V line) to buffer the signals.

Building the circuit board was a lesson in frustration itself. I tried using
those "Iron-on" toner methods to transfer a pattern to copper, then etch.
Very low yield...

|> Anyway, if anyone can give me details on writing software for GL2, what
|> other software is out there, how hard it is, what language(s) can or must
|> be used, etc., please get back to me.

You've got to do the interrupt handling in assembler. The outer shell of
your program could be written in Action!, C, or even a version of BASIC,
once you work out how to pass information to and from the interrupt handlers.

|> (Jeff, I know you're out here! :))

Yes, I haven't been monitoring every message, but I am out here...

|> Thanx!

--
Jeff Potter
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

4207. Re: GameLink2 and maybe WTB: 64K+ XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-18 00:00:00 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <3pghgq$e90@theopolis.orl.mmc.com>
Source record: 91567

In article <kV4tvQ7YaaGQ083yn@ibm.net>, rlcolli@ibm.net (Ryan 'Gozar' Collins) writes:

|> Bill, can you give any more information on it? (And also a location for
|> Maze of Agdagon?)

Maze of Agdagon is on GEnie, CompuServe, and the umich archive (as
atari/8bit/Games/agdav1c.arc)

--
Jeff Potter
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

4208. Re: PC XFormer 3.01

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-18 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3pgmkf$8pl@charm.magnus.acs.ohio-state.edu>
Source record: 91568

In article <Pine.3.89.9505182219.C96-0100000@pc41.infm.ulst.ac.uk>,
Francis Byrne <acf3fby@infm.ulst.ac.uk> wrote:
>Using the Atariwriter, the control characters don't show up, eg CTRL-P
>for paragraph. All it shows is a black spot.

Hmm, I'll have to load up AW+ and take a look.

>The screen also seems to go too high as well (ie some of the top is off
>the screen)

I don't have this problem. Did you try hitting PgDn to move the XF
display down a scanline at a time?

>In the self-test mode, the orange isn't correctly aligned on the option
>line, it appears to flash on two lines at once (especially when option is
>pressed).

Yes, it does seem that XF3 wasn't tested with the self-test. I
think I mentioned this particular problem to Darek before he
released 3.01 (some of my other suggestions are incorporated in that
release).

Also in the self-test, the voice 2 test doesn't work for me. The rest
work fine. I haven't played with the sound enough to know if the
problem is limited to the self-test.

>Does anyone know if this will be corrected in the next version?

And if it is corrected, will we have to pay for the bug-fix updates?
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

4209. Re: Transferring Carts

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-18 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3pgmsn$8qg@charm.magnus.acs.ohio-state.edu>
Source record: 91569

In article <Pine.3.89.9505182246.D96-0100000@pc41.infm.ulst.ac.uk>,
Francis Byrne <acf3fby@infm.ulst.ac.uk> wrote:
>Is it possible to transfer Atari Cartridges (I mean XL/XE ones) across
>using SIO2PC?

You need a program to convert cartridges to files. I think there are
a few utilities of this sort at umich. I haven't tried it yet...

>Also, does anyone know where I can get a disk image of VisiCalc, SynFile
>and the Macro Assembler? I have a LEGAL copy of these but because
>they're copy protected I can't copy them over to PC Xformer ... :(

I think I remember once seeing a version of visicalc floating around
that existed as a normal file that could be run from any DOS. I don't
know where to find it though.

For the others, you'd probably need something like Chipmunk or other
protection-breaking programs.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

4210. WANTED: SpartaDos X or something.

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-18 00:00:00 UTC
From: toby@cyberspace.com
Message-ID: <3pgqhp$iae@case.cyberspace.com>
Source record: 91570

Can anyone direct me to an FTP site for SpartaDos...PLEASE!

4211. Re: Indus GT drives

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-18 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995May18.234105.20150@wariat.UUCP>
Source record: 91571

```
(Rich Mier says Indus GT takes 12v ac.)
I believe that's more like 12 DC.
I agree, don't use the standard 9v ac Atari brick.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
**********************************************************************
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
**********************************************************************
```

4212. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-18 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/vendev_800831283@rtfm.mit.edu>
Source record: 91638
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Vendors and Developers List

Revised 15-May-95

----- All Print and Disk Magazines are now listed here. ----

Additions/suggestions/comments/corrections are needed! Please send to:

Michael D. Current
URL:mailto:mcurrent@carleton.edu

Where to get the latest copy of this list:

The home of many FTP archives, automatically updated monthly:
URL:ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev

The World Wide Web hypertext version, automatically generated monthly:
URL:http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html

Alternate hypertext version, not as fancy, in Europe:
URL:http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Usenet newsgroups where this list is automatically posted monthly:
URL:news:comp.sys.atari.8bit URL:news:comp.answers URL:news:news.answers

You can also send for this list by mail.
URL:mailto:mail-server@rtfm.mit.edu, message says:
send usenet/news.answers/atari-8-bit/vendev
quit

Finally, you can always ask me for a copy at URL:mailto:mcurrent@carleton.edu

Conventions
-----------
All commercial vendors, developers, and publishers should be listed here.
"Major" shareware/freeware/PD developers should also be listed.

"Vendor" = Reseller of products produced by others. Types of products
sold are given in categories: new hardware, used hardware, public domain
software/freeware/shareware, commercial software, used (commercial)
software.
```

"Developer" = Producer of products. Titles of products produced by the developer are listed. No product can be developed by more than one developer. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information is given, including prices.

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope. When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

I collect information for this list from wherever I can find it. While most updates to this list come from you, the user of the list, I'd like to recognize a few of the more prominent sources I use. Current Notes magazine, and their 8-Bit Editor Rick Reaser. Atari Classics magazine, published by Jim Hood and Bob Woolley. And The Atari 8-Bit Omnibus, published by David A. Paterson.

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

8-Bit Magazin (disk magazine)
See: Powersoft

8-Bits Forever (book)
See: GFH Marketing

A.B.B.U.C. e.V.
c/o Wolfgang Burger
Wieschenbeck 45
45699 Herten
Germany
Developer: various hardware and software (also schematics, mailbox, disk magazine, repair-service, helpline addresses, meetings)
Publisher: Diskmagazin (disk magazine)

Aerion Software
P.O. Box 1222, Riverdale Station
New York, NY 10471-1222
United States
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
See also: DataQue
See also: Jeff Potter
Developer: Maze of AGDAgon, GameLink-II (cable)

AMC-Verlag
Bluecherstr. 17
W-65195 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension),
STEREO Blaster (several versions), STEREO Blaster PRO, Herbert I, Herbert II,
other games

American Techna-Vision
Mail Order:
15338 Inverness St.
San Leandro, CA 94579-2016
United States
Sales Office:
1903 Fairway Dr.
San Leandro, CA 94577
United States
tel: (510) 352-3787
FAX: (510) 352-9227
Vendor: new hardware, commercial software

Amethyst Software
211 South Kansas
Danville, IL 61832
United States
Vendor: commercial/PD/freeware/shareware

ANG Software
See also: MegaZine
Ridderkerksestraat 60
3114 RK Schiedam
Netherlands
tel/FAX: +31-10-4271732
Vendor: Polish Software, other software/hardware
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip),
t-shirts with Atari 8-bit game motives on them
Publisher: MegaZine (disk magazine)
fl10.00/disk

David Aronson
2911 Bree Hill Rd.
Oakton, VA 22124
tel: (703) 620-6183
Vendor: used hardware

Artacyis Publications
639 West Grace, Suite #336
Chicago, IL 60613
United States
Publisher: Classic 8-Bit Atari (disk magazine)
$5 for sample disk

AS
See: Mirage

Assisting Children to Excel
P.O. Box 1213
Camarillo, CA 93011
United States
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape sets each in: Reading, Spelling, Math, Economics, Physics, Psychology, U.S. History, World History, Digital Electronics)

Atari 8-Bit Alive
c/o Damon Walker
RD#1 Box 62
Salem, NJ 08079
United States
tel: (609) 299-4667
URL:mailto:b.walker26@genie.geis.com
Fidonet: Node 1:266/52
Publisher: Atari 8-Bit Alive (print magazine)
bimonthly, $2.79/issue, or $8/three issues

Atari 8-Bit Omnibus (publication)
See: David A. Paterson

The Atari Classic Programmer's Club
Pen-Tyddyn
Capel Coch
LLangefni
Anglesey
Gwynedd
Wales LL77 7UR
United Kingdom
URL:mailto:mbitdc9306@newi.ac.uk
Developer: Swift Spreadsheet (Standard or New), Loopz, Helter Skelter

Atari Classics
5507 Langford Court
Concord, CA 94521-1614
United States

URL:mailto:j.hood9@genie.geis.com
Publisher: Atari Classics (print magazine)
1 Year (bimonthly)
USA $25
Canada $30
Elsewhere $32
Elsewhere Air extra

ATARImagazin (print magazine)
See: Power Per Post

Atari PD Software
c/o Andrew Pittman
418 Marilyn Drive
Pearl, MS 39208
United States
Vendor: shareware/freeware/PD

Atari Video Club
c/o Dan Iacovelli
1411 North 36th
Melrose Park, IL 60160-2726
United States
tel: (708) 345-4127
Vendor: games

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Place
Seal Beach, CA 90740-5909
United States
tel: (310) 430-5433
tel: (310) 596-6123
URL:mailto:d.mcalliste2@genie.geis.com
Developer: hardware and software for model railroading applications

Avatar (Ulf Petersen)
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/418260 (ISDN)
tel: +49/4381/418261 (ISDN)
tel: +49/4381/418262 (ISDN)
FAX: +49/4381/418243
URL:mailto:ulf%antic@cle.de
FIDO: Ulf Petersen@2:240/4060.22
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: Pirates of the Barbary Coast, LDS Freezer XL/XE,
LDS "C:" Emulator, Paradise Games #1, PC/XL-Convert II, Ultracopier II
Publisher: User-Mag (disk magazine)
bi-monthly

Subject: B

B&C ComputerVisions
1725 De La Cruz Blvd., #7
Santa Clara, CA 95050-3011
United States
tel: (408) 986-9960
FAX: (408) 986-9968
Phone Hours: Tue-Fri 10am-6pm
Retail Store Hours: Thu & Fri 10am-6pm, Sat 10am-5pm
Vendor: new/used hardware, commercial/PD/freeware/shareware

Bensley Consulting
P.O. Box 301
Westfield, IL 62474-0301
United States
tel: (217) 967-5465
URL:mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA 95126-1127
United States
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun

Larry Black
2337 Douglas Rd.
Panama City, FL 32405-5902
United States
Developer: Atar-Z-Modem

Black Moon Systems
P.O. Box 152
Wind Gap, PA 18091
United States
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St.
Simi Valley, CA 93065-5646
United States
tel: (805) 579-9954
Vendor: used hardware

Branch Always Software
14150 N.E. 20th St., Suite 302
Bellevue, WA 98007
United States

tel: (206) 236-0540
FAX: (206) 236-0257
URL:mailto:brasoft@halcyon.com
Developer: ST Xformer 2.55 (for Atari ST), PC Xformer 3.01 (for DOS/Windows)

Bravo Sierra Computers
c/o Ben Smith
tel: (503) 256-9974 24hrs
BBS: (503) 255-9657
URL:mailto:bensmith@teleport.com
Vendor: used hardware/software

BRE Software
352 West Bedford, Suite 104
Fresno, CA 93711
United States
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St.
Mansfield, MA 02048-2925
United States
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

B. Utschig
This address has recently been reported invalid. Confirmations?
2012 South 314th St., #314
Federal Way, WA 98003-5622
United States
Vendor: PD/freeware/shareware

Subject: C

C&T ComputerActive
P.O. Box 893
Clinton, OK 73601
United States
tel: (405) 323-5890
Vendor: ???what???

Change In Heat
12 Bella Vista Place
Iowa City, IA 52245
United States
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay SoftWare Services
6812 Hill Place
Crystal, MN 55427-2259
United States
Developer: various software

Classic 8-Bit Atari (disk magazine)
See: Artacyis Publications

The Complete and Essential Map (book, in 2 volumes)
See: TWAUG

Compsult
P.O. Box 5160
San Luis Obispo, CA 93403-5160
United States
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Games Plus
1839 East Chapman Ave.
Orange, CA 92667
United States
tel: (714) 639-8189
FAX: (714) 538-1707
URL:mailto:aturco@netcom.com (Art Turco)
Vendor: commercial software

Computer Software Services
See also: Bob Puff
P.O. Box 17660
Rochester, NY 14624
United States
tel: (716) 429-5639 10am-6pm Mon-Fri
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
URL:mailto:76702.1076@compuserve.com (Bob Puff)
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Hard Drive Pro Backup,
SIO Power Booster, Super E-Burner, Quintopus, Power Plus, Multiplexer,
XF551 Enhancer, XF Single Drive Upgrade, XF Dual Drive Upgrade,
Super Archiver, Super Archiver II, Bit-Writer, Ultra Speed Plus OS,
Floppy Board, XF551 Update, Bit-Writer

Current Notes
122 North Johnson Rd.
Sterling, VA 20164
United States
tel: (703) 450-4761
FAX: (703) 430-2618
URL:mailto:joe.waters@genie.geis.com
URL:mailto:74005.1270@compuserve.com
Publisher: Current Notes (print magazine)--published bi-monthly

$24 per year ($44/2 years)
foreign surface: $30/year ($55/2 years)
disk subscriptions: $48/year ($92/2 years)
foreign disk subscriptions: $57/yr ($109/2 yrs)
air mail: Canada/Mexico $35; Cen.Am., Caribbean, $42;
S.Amer. Europe, N.Africa, $49; Mid East, Africa, Asia,
Australia, $58

Subject: D

Daisy Dot Software
c/o Roy Goldman
2440 South Jasmine
Denver, CO 80222
United States
Developer: Daisy-Dot III

Data 8
P.O. Box 210
Mouth Card, KY 41548
United States
Vendor: used hardware, used/commercial/PD/freeware/shareware

DataQue
See also: The AGDA Group
1623 West Fourth St.
Mansfield, OH 44906-1701
United States
tel: (419) 529-9797 1pm-5:30pm EST M-F
URL:mailto:dataque.1@genie.geis.com
URL:mailto:71777.3223@compuserve.com
Developer: 4 Megabyte Bank Select Cartridge, 16K Standard EPROM
Cartridge, TransKey (attach a PC keyboard), Battery Backed ZRAM,
Programmer's Pal, Turbo-Calc 1.01, various Turbo-Calc source list
options, 6502/65816 PC Cross-Development Package, 8-Bit Survival Kit,
Maze of AGDAgon 1.02 Disk and Cartridge, 6ft Atari-8 TriLink GameLinkII Cable

DCW Magazine
c/o Richard Vermeulen
Princessenpad 3
5502 TV Veldhoven
Netherlands
Publisher: DCW Magazine (disk magazine)
free introductory issue,
7.50 Dutch guilders/disk
outside the Netherlands: add 6.00 guilders/disk

D.G.S.
See also: Lance Tatman
62 Thomson Ave.

Balby
Doncaster
England DN4 0NU
United Kingdom
tel: +44-302-855-026 (10am - 7pm GMT/BST only)
URL:mailto:dx107@cleveland.freenet.edu
Vendor: used hardware, commercial/PD/freeware/shareware
Developer: Digi-Studio
Publisher: News-Paper (print magazine)
UK: #6.00 / 4 issues
Europe: #8.00 / 4 issues
USA: #10.50 (US$21) / 4 issues
Far East & Rest Of World: #13.00 / 4 issues

Discount Video Too
3223 F. South U.S. Hwy. 1
Fort Pierce, FL 34982
United States
tel: (407) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software

Diskmagazin (disk magazine)
See: A.B.B.U.C. e.V.

DynaComp Software
178 Phillips Rd.
Webster, NY 14580
United States
tel: (800) 828-6772
Developer: various software

Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
United States
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
United States
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic
4916 Del-Ray Ave.
Bethesda, MD 20814
United States
tel: (301) 656-7983

Vendor: used hardware, commercial/used software

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
United States
Vendor: commercial software

Evangelo's Software
Angelo V.
27 Stiles St.
Elizabeth, NJ 07208
United States
tel: (908) 558-9518
Vendor: comercial software

Subject: F

Far North Computers
59 College Rd., #217
Fairbanks, AK 99701
United States
tel: (908) 456-3700
Vendor: hardware, software

Fine Tooned Engineering
P.O. Box 31270
Mesa, AZ 85275
United States
tel: (408) Get-REAL {438-7325} [Orders] (OLD??)
BBS: (408) 438-6775 (OLD??)
URL:mailto:ftooned@delphi.com
URL:mailto:f.tooned@genie.geis.com
Developer: BASIC XL, BASIC XL ToolKit, BASIC XE, MAC/65, MAC/65 ToolKit,
Action!, Action! ToolKit, Action! RunTime Package, P:R: Connection,
R-Time 8, US Doubler, Multi I/O 130XE Extender, FlashBack!, SpartaDOS X 4.21,
SpartaDOS 3.2g, SpartaDOS ToolKit, 256KXLE, MEG130/MEG65/MEGXL, RAMROD XL,
RAMROD XL2, OSNXL, OmniView, RAMROD MMOS, RAMROD 2, RAMROD 3, OmniMon,
Small Business Management, Small Business Management for the 130,
Express! Professional, MARS 8, Mini I/O II, Sweet 16

John Foskett
26 Auckland Rd.
Kingston-Upon-Thames
Surrey
England KT1 3BG
United Kingdom
tel: 081 549 8620
Developer: The Cave, Ye Olde House (both adventures), Jurrasic

Futura (disk magazine)
See: North of Scotland Atari User Group (NOSAUG)

Subject: G

Games+
610 North Alma School Rd.
Chandler, AZ 85224
United States
tel: (602) 890-0556
Vendor: new/used hardware, new/used software

GFH Marketing
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)

Richard Gore
79 Sprotbrough Rd.
Sprotbrough
Doncaster
England DN5 8BW
United Kingdom
tel: (0302) 784642 after 7pm(GMT) weekdays, any reasonable time weekends
URL:mailto:chmrig@leeds.ac.uk
Vendor: commercial software
Developer: Arena, Bubble Zone, Jawbreaker, Mousekattack, GTracker,
Super Print Lab XE, Yorky 256K Memory Upgrade, Golf Tour 95

Subject: H

Historically Brewed (print magazine)
See: Historical Computer Society

Historical Computer Society (David A. Greelish)
2962 Park St., #1
Jacksonville, FL 32205
United States
URL:mailto:historical@aol.com
Publisher: Historically Brewed (print magazine)
6 bimonthly issues: $18 ; or $2 for a sample issue

Horizon Computers
601 South Broadway, Suite B
Denver, CO 80209
United States
tel: (303) 777-8080
Vendor: ????

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

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Subject: I

IB Computers
9242 S.W. Beaverton-Hillsdale Hwy.
Valley Plaza Shopping Center
Beaverton, OR 97005
United States
tel: (503) 297-8425
Vendor: hardware, software

IceSoft
c/o Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
URL:mailto:bruck@brachot.jct.ac.il
Developer: Ice-T 1.0

Subject: J

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107
United States
Vendor: ????

JRC
Vanickova 5
16900
Praha 6-Strahov
Czech Republic
Developer: Turbo Tape, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
United States
URL:mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
United States
Vendor: PD/freeware/shareware

K-Products
P.O. Box 2212 A.M.F.
Salt Lake City, UT 84122
United States
tel/FAX: (801) 967-7400
BBS: (801) 967-8738
Vendor: used hardware
Developer: BBS Express! Professional, Multiline Version,
Multiline Version & Mux Hardware, Networking Modules,
Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software,
TurBoss! High Speed O/S, BBS Express! PRofessional Update Disks V4.0b,
KPI Hard Disk Drive Interface

Nick Kennedy
300 South Vancouver Ave.
Russellville, AR 72801
United States
tel: (501) 967-3843
Developer: SIO2PC

KE-Soft
c/o Kemal Ezcan
Frankenstrasse 24
63477 Maintal
Germany
tel: +49 6181 87539
FAX: +49 6181 83436
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Donald, Saper, Tactic, Zador II, Atomit II,
Tecno Ninja, Fisher-Technik interface, The Brundles
Publisher: Zong (print magazine)
40DM/6 months (3 issues)
magazine + disk: 55DM/6 months (3 mags., 3 disks)
abroad: add 10DM p&p

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
United States
Vendor: PD/freeware/shareware

Subject: L

L&Y Electronics
13644C Jefferson Davis Hwy NEW/TO CONFIRM: 14628 Build America Drive
Woodbridge, VA 22191
United States
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

LACE (London Atari Computer Enthusiasts)
c/o Roy Whiteman, Secretary
153b Swaby Rd.
Earlsfield
London
England SW16
United Kingdom
URL:mailto:trew@def.bae.co.uk
Vendor: used hardware/software, PD/freeware/shareware
Publisher: LACE Newsletter
#7.00 / year (monthly), or free to members

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
URL:mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Lex-Tronics
See: DataQue

L.K. Avalon
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: Blinky's Scary School, Cavernia, Mirax Force, Ninja Commando, Speed Ace, Stack Up, Zybex, Android, Imagine, Microx, RAM-CART (cartridge with 64KB or 128KB RAM with battery), Centronics interface: Microprint, all Polish software
Developer: -games: Barbarian, Frank&Mark, Hawkmoon, Wloczykij, A.D. 2044, Adax, Barahir, Global War, Hans Kloss, Kampania Wrzesniowa, Klatwa, Lasermania+Robbo Konstruktor, Misja+Fred, Neron, Piekielko, Robbo, Smus, Spy Master, Syn Boga Wiatru, The Last Guardian, Uczen Czarnoksieznika, Upior, Vicky, Wladcy Ciemnosci, Zeus, Aurum, Captain Gather, Change, Constellation, Czaszki+Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money+Honky, Gold Hunter, Hydraulik+Snowball, Kernaw, Lorien's Tomb, Major Bronx, Rucu, Saper, The Jet Action, Trix, U235
-tools: Animator (graph&anim), Automat Perkusyjny (digi drums), Chaos Music Composer, Geometria (education), Kurs Fizyki (education), Panther (text editor), Quick Assembler (with some other tools), Szperacz Dyskowy (disk monitor)

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
United States
URL:mailto:e.halliwell@genie.geis.com
URL:mailto:ehalliwe@emh.kunsan.af.mil
Developer: FlickerTerm 80 (beta), ColorViewSquash, ColorSquashView, EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu, Link Basher, Maze-War 3D

Subject: M

Mars Merchandising
1041-B East St. Charles Rd.
Lombard, IL 60148-2059
United States
tel: (708) MARS-INC ((708) 627-7465)
Vendor: new hardware, commercial/PD/freeware/shareware

MegaZine (disk magazine) (c/o Freddy Offenga, a.k.a. Frankenstein)
See also: ANG Software
P.O. Box 164
8800 AD Franeker
Netherlands
URL:mailto:offen300@hio.tem.nhl.nl

Micro-Discount
265 Chester Rd.
Streetly
West Midlands
England B74 3EA
United Kingdom
tel: 0121-353-5730 4pm-8pm Mon-Fri
FAX: 0121-352-1669
Vendor: new/used hardware, commercial software
Developer: Print-LAB, Tricky Print, Turbo Charger, Menu Print

Mirage / AS
ul. Gen. Abrahama 4
03-982 Warsaw
Poland
tel: 671-77-77
FAX: 671-76-22
Vendor: All Polish software
Developer: -games: Operation Blood, Problem Jasia, Tanks, Bang Bank, Ship, Tron, Special Forces, Najemnik, Top Secret, Tusker, Mozgprocesor, Roderic, Inspektor, Magia, Battle Ships, Kolony, Raszyn 1809, Super Fortuna, Wyprawy Kupca, Tank vs. Tank, Axilox, Cywilizacja, Thinker, Eureka, Reverse+Missile Action, Whoops, Atomia, Bertyx, Pong, Duch+Robal, Helix, Jaffar, Midnight, Rycerz, Zbir, Dziedzictwo Gigantow,

Tagalon, Caveman
-edu: Ortografia, Geografia Polski, Historia Polski, New Words,
Geografia Swiata
-tools: Videograph, Sound Tracker Player (Amiga module player),
Audio Master (sample editor), Kleks+Trzmiel (graph),
SN-360 Utility (disk tools), SN-360 Disk Drive (double side),
Sampler (with some software), Video interface (digitizer+genlock)

Moonsoft
See: Black Moon Systems

More Than Games
8207 Briarwood Lane
Austin, TX 78757-7642
United States
URL:mailto:74766.1561@compuserve.com
Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL 60656
United States
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
United States
Vendor: PD/freeware/shareware

MyTek
P.O. Box 750396
Petaluma, CA 94975-0396
United States
FAX: (707) 527-0674
URL:mailto:mytek@genie.geis.com
Developer: Prism Studio (full color genlocking, NTSC only)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY 11738
United States
Developer: Print Shop icons

New Atari User (print magazine)
See: Page 6 Publishing

New Breed Software
c/o Bill Kendrick
59 Palm Lane
Novato, CA 94945-2574
United States
URL:mailto:kendrick@vax.sonoma.edu
URL:http://zippy.sonoma.edu/~kendrick/nbs/nbs.html
Developer: sound and animation demos, Cooltris, Sludge, HyperIt! (beta),
Geneocide (beta), ScotchDUP (beta)

News-Paper (print magazine)
See: D.G.S.

No Frills Software
800 East 23rd St.
Kearney, NE 68847
United States
Developer: Converter, Converter Companion, P.S. Users Utility Disk,
PrintShop graphics

North of Scotland Atari User Group (NOSAUG)
P.O. Box 10001
Peterhead
Scotland AB42 6ZN
United Kingdom
Publisher: Futura (disk magazine)
$3 cash or #2 IMO for sample issue

NOVAtari
c/o Geoff DiMego
8612 Thames St.
Springfield, VA 22151
United States
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Subject: P

Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
United Kingdom
tel: 0785 213928
FAX: 0785 54335
Vendor: commercial/PD/freeware/shareware
Developer: Enigmatix!
Publisher: New Atari User (print magazine)
(bi-monthly) Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00

USA/Canada - Surface #17.00 #32.00
USA/Canada - Air Mail #23.00 #42.00
Other countries as USA/Canada

Palette Imaging
47 South St.
Norwood, NJ 07648
United States
tel: (201) 767-3913
URL:mailto:itsmarver@aol.com
Developer: ChromaCAD (3-D Model Builder Program, Model Surface Shader XE, Printer&Mover Utilities, Examples Disk, 3-D Stereo Glasses)

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
United States
tel: (815) 633-6300

David A. Paterson
P.O. Box 342
Cote-St-Luc, QU H4V 2Y5
Canada
URL:mailto:d.paterson2@genie.geis.com
Developer: CardStax
Publisher: Atari 8-Bit Omnibus
US$5 for 1994 edition

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
United States
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware

Klaus Peters Elektronik&Software
Moltkestrasse 29
D-42551 Velbert
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE, Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom

Publisher: Phoenix (disk magazine)
public domain

Jeff Potter
See also: The AGDA Group
202 Chestnut Ridge St.
Winter Springs, FL 32708
United States
URL:mailto:potter@escmail.orl.mmc.com
URL:mailto:74030.2020@compuserve.com
URL:mailto:jdpotter@genie.geis.com
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, JVIEW XL

Power Per Post
Postfach 1640
D-75006 Bretten
Germany
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Quick, Quick Support Disk 1, Screen Aided Management (SAM),
SAM Budget, SAM Utility Extensions Disk, SAM Designer, Quick Ed, Minesweeper,
Glaggs It!, Rubber Ball, Bombi
Publisher: ATARImagazin (print magazine)
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Powersoft
c/o Markus Roesner
Fachriastr. 9
D-74226 Nordhausen
Germany
tel: (0)7135/2840
Vendor: hardware, commercial/PD/freeware/shareware
especially recent software and hardware from Poland (Avalon etc.)
Publisher: 8-Bit Magazin (disk magazine)

Bob Puff
See also: Computer Software Services
Suite 222
2117 Buffalo Rd.
Rochester, NY 14624
United States
URL:mailto:76702.1076@compuserve.com
Developer: BobTerm

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
United States
tel: (206) 399-8700
Vendor: used commercial software

Subject: R

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, Taskmaster, Parallel Printer Port, TurboLoader kit

Revista STAK Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Thomas Smailus
c/o READY +TECHNOLOGIES+
P.O. Box 17578
Baton Rouge, LA 70893
United States
URL:mailto:tom@ready.rsip.lsu.edu
Developer: Olympics, Word for the Blind, Menu Master (c)1986
Hardware & Software systems for Atari 8bit & specialized.

Ronnie Riche
See also: Dale Wooster
1700 Aycock St.
Arabi, LA 70032
United States
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703
United States
Vendor: F.R.E.E. (graphic adventure)

Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
United States

Vendor: PD/freeware/shareware

San Jose Computer
moving?
tel: (408) 995-5080

Software Infinity
642 East Waring Ave.
State College, PA 16801
United States
tel: (814) 238-7967 24hrs
Vendor: commercial/PD/freeware/shareware

STAK Atari (print magazine)
See: Revista STAK Atari

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Paul Sungenis
URL:mailto:pab@cnx.sccsi.com
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: (074) 969 169
URL:mailto:masstorage@closer.brisnet.org.au
URL:ftp://closer.brisnet.org.au/pub/archive1/8_bit/super/
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Surplus Computer Software
3301 South Harbor Blvd.
Santa Ana, CA 92704
United States
tel: (714) 751-2667
FAX: (714) 751-0914
Vendor: commercial software

Subject: T

Lance Tatman
See also: D.G.S.
844 Kern St.
Richmond, CA 94805
United States
Vendor: Digi-Studio

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
United States
Developer?: education related

Telegames
Box 901
Lancaster, TX 75146
United States
Vendor: commercial software

Toad Computers
570 Ritchie Highway
Severna Park, MD 21146-2925
United States
tel: (800) 448-8623 Orders
tel: (410) 544-6943 Information
FAX: (410) 544-1329
FAX: (410) 544-0098 FAXBack
BBS: (410) 544-6999
URL:mailto:toad@genie.geis.com (slow response)
URL:mailto:toad@charm.net (fast response)
URL:ftp://ftp.charm.net/pub/home/toad/
URL:http://www.charm.net/~toad/
Vendor: new/used hardware, new/used software

TOMS
ul. Beldan 2
02-695 Warsaw
Poland
tel: 641-54-29
Developer: TOMS 720 disk drive, TOMS 710 disk drives

TOP-Magazin
c/o Markus Roemer
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software
Publisher: TOP-Magazin (disk magazine)
25DM for 6 months (6 issues)

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
United States
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

TWAUG (Tyne & Wear Atari User Group)
P.O. Box 8
Wallsend
Tyne & Wear
England NE28 6DQ
United Kingdom
Tel: (0191) 2710086 (David Ewens)
Vendor: PD/freeware/shareware
Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson
(book, in 2 volumes) #16.00 plus the following postage:
UK #1.50
Europe #2.50
USA/Canada Air Mail #5.50
USA/Canada Surface #2.50
Australia Air Mail #6.50
Australia Surface #2.50
Publisher: TWAUG Newsletter (print magazine)
bimonthly, includes either disk or cassette
1 copy #2.00
6 copies #11.00
Europe 1 copy #2.20
Europe 6 copies #12.50
Elsewhere 1 copy #2.50
Elsewhere 6 copies #14.00

Subject: U

UltraBasic
10 East 10th St.
Bloomsburg, PA 17815
United States
Vendor: commercial software

User-Mag (disk magazine)
See: Avatar

Subject: V

Video 61
22735 Congo St. N.E.
Stacy, MN 55079
United States

tel: (612) 462-2500 24hrs
Vendor: hardware and software (game-related)

Video Magic
c/o Frank M. Polosky
P.O. Box 9542
Pittsburg, PA 15223
United States
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Subject: W

Dale Wooster
See also: Ronnie Riche
7113 Pasedena
Glendale, AZ 85303
United States
Developer: TextPRO 5.20 Manual

Subject: Z

Zong (print magazine)
See: KE-Soft

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ 08731
United States
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

4213. ***** 520 STFM system For Sale *******

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-18 00:00:00 UTC
From: gathings@cs.utk.edu
Message-ID: <3pfo3oINNt8v@duncan.cs.utk.edu>
Source record: 91639
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

```
F O R S A L E

Item Desc Asking Price

Atari 520 stfm $120 (shipped )
with user manuals
(this is the model with
the internal floppy )

Will throw in
communication software
and st314 (720k DSDD drive )
for FREE

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando
```

4214. WantedToBUy: SIO2PC cable PLEASE!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-18 00:00:00 UTC
From: mbates@netcom.com
Message-ID: <mbatesD8rEu7.20K@netcom.com>
Source record: 91640

I would like to buy or find out where to buy an SIO2PC cable. Thanks
-Marlin

4215. Re: Xformer 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-18 00:00:00 UTC
From: Denver Leonard Giles <dlg2@coventry.ac.uk>
Message-ID: <Pine.ULT.3.91.950518110338.10944B-100000@rowan>
Source record: 91641

PC Xformer 3.0 can be obtained from Derek Fern at Micro Discount. See
the FAQ for the address as I cannot remember exactly where it is (Near
Birmingham I think).


```
===============================================================================
Denver Leonard Giles | \\\\\ ///// | All I learned at school
E-Mail dlg2@cov.ac.uk | O O | was how to bend
Student - MIS (N201) | / | not break the rules
Coventry University | /_ |
Priory St, CV1 5FB, England | \_____/ | MADNESS - Baggy Trousers
```

4216. Re: Multi-Tasking

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-18 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <D8rup7.ABs.0.-s@cs.vu.nl>
Source record: 91642

Peter Bell <Peter@bell.demon.co.uk> writes:

>Some time ago (OK, a long time ago) I wrote a multitasking kernel for the
>6502. It was pretty crude (time slicing, mailboxes and semaphores), but
>it did work.

>The biggest problem is the stack, since you can't relocate it. Since this
>was running on custom H/W, I just remapped the stack page when a task switch
>occured. If you wanted to implement something similar on the Atari, you
>would need to either copy the current tasks stack to a safe area (which would
>cause a big performance hit)

IMHO this is not true. I agree, saving 256 bytes everytime a process gets
scheduled out and restoring 256 bytes when one gets scheduled in, will be
a 'big performance hit'. But one does not have to do this. When the stack
of one process is 'shadowed' somewhere else in memory, one has only to save
the bytes that are actually pushed on the stack in the last interval and
restore the bytes of the new stack that are actually used. For example,
process A pushes 6 bytes to the stack. IRQ occurs. 6 bytes are saved. SP
is set to that of process B. B pushes 7 bytes. IRQ occurs. 7 bytes are saved.
6 bytes are restored. SP is set to that of A. A pulls 4 bytes. IRQ occurs.
_No_ bytes have to be saved. 7 bytes are restored. SP is set to that of B
etc. etc. This way, one severely reduces the number of bytes to be saved
and stored. (Only programs that do recursion and use, say, 200 bytes of
the stack will lag the system, but such programs should not be written
like that but use their own internal stack.)

>or allocate a fixed segment of the stack page
>for each task. The latter is pretty dangerous, as there is no stack limit
>register.

Though it's not a bad idea. If programs are written with care, no problems
should occur. For example, a maximum of 8 processes will give you 32 bytes
of stack space for each process.

>If you want to get at the stored PC, you need to copy the SP to an index
>register, and offset into the stack page from that. ISTR that the offset
>(with all registers pushed) is $104-$105, but it was a while ago. If you
>are using memory remapping, you obviously need to do this before you
>swap pages :-)

>I'm not quite sure where the source is now, but if anybody is interested,
>I'll have a look through all my old backup disks and try to find it.

>Now, where did I put those 8" floppies.....

>Pete
>--
>Peter Bell <peter@bell.demon.co.uk>

Ivo

4217. Re: Envision

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-18 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <D8rwA8.CDC.0.-s@cs.vu.nl>
Source record: 91643

gtkakega@flash.LakeheadU.Ca (Gordon Thomas Kakegamic) writes:

>I'm looking for a copy of Envision, it's a character map/font editor that
>originally appeared in the Antic Catalog some years back. My copy was
>accidentally trashed and I had no backup. :(

>I don't need the entire package, just the main program disk. Anybody?

I have it at home, but I wonder if it's PD/Sharware or not. Am I allowed
to mail it to you?

>Gordon Kakegamic
>gtkakega@flash.lakeheadu.ca

Ivo

4218. WTB: 835/1030 modem

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-18 00:00:00 UTC
From: rumpf.1@osu.edu
Message-ID: <199505181245.IAA12701@postbox.acs.ohio-state.edu>
Source record: 91644

I'd like to get an 835 and a 1030 modem to go along with my classic
Atari's...anyone have any to sell? If possible, the telepak cartridge
with comm software would be cool too...

Bob Rumpf (rumpf.1@osu.edu) OSU Molecular Genetics: "We MAKE Friends"

*** Magic: The Gathering: It's not just a hobby anymore... ***
http://calvin.biosci.ohio-state.edu/~rrumpf/rrumpf.html

4219. WTB 130XE, 850 I/F & 1050 Drive w/all Docs & Disks

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-18 00:00:00 UTC
From: bcurrey@ais.net
Message-ID: <3pfhde$8nt@raptor.ais.net>
Source record: 91645

I'm looking for an Atari 8 bit preferably a 130XE or whatever, w/1050 disk, 850 I/F, & attach for Epson Par Printer w/DOS, BASIC, System Manuals, & other book(s) that might help me get some stuff over to a P.C. from the Atari. I used to have a 400XL (gave it away many moons ago) so I'm somewhat familiar (but foggy). If you have one you you like to sell send EMAIL to bcurrey@ais.net.

Thanks,
Bob Currey

4220. FOR SALE: complete 8-bit printer package, cheap to a good home

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-18 00:00:00 UTC
From: junkster@coho.halcyon.com
Message-ID: <3peeap$q9s@news1.halcyon.com>
Source record: 91646

I have a complete "Atari 8-bit printer kit" I'd like to sell to someone who can really use it. It includes:

(1) Star NX-1000 9-pin printer. Features several fonts and NLQ mode. Uses tractor feed paper or individually fed sheets. The printer includes the original box and manual. In great condition; everything works fine.

(2) Plastic printer stand. Lets you put a stack of paper beneath the printer. Output is caught in a tray.

(3) Atari 8-bit printer interface. I don't have it with me at the moment, but I think it's an MPP.

All of this, including shipping, is $50. Free shipping is significant, because it will probably run at least $20.

James Hague
junkster@halcyon.com

4221. Re: Multi-Tasking

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-18 00:00:00 UTC
From: Peter Bell <Peter@bell.demon.co.uk>
Message-ID: <800811067snz@bell.demon.co.uk>
Source record: 91647

In article <D8rup7.ABs.0.-s@cs.vu.nl> ipoorten@cs.vu.nl "Ivo van Poorten" writes:

> Peter Bell <Peter@bell.demon.co.uk> writes:
>
> >Some time ago (OK, a long time ago) I wrote a multitasking kernel for the
> >6502. It was pretty crude (time slicing, mailboxes and semaphores), but
> >it did work.
>
> >The biggest problem is the stack, since you can't relocate it. Since this
> >was running on custom H/W, I just remapped the stack page when a task switch
> >occured. If you wanted to implement something similar on the Atari, you
> >would need to either copy the current tasks stack to a safe area (which would
> >cause a big performance hit)
>
> IMHO this is not true. I agree, saving 256 bytes everytime a process gets
> scheduled out and restoring 256 bytes when one gets scheduled in, will be
> a 'big performance hit'. But one does not have to do this. When the stack
> of one process is 'shadowed' somewhere else in memory, one has only to save
> the bytes that are actually pushed on the stack in the last interval and
> restore the bytes of the new stack that are actually used. For example,
> process A pushes 6 bytes to the stack. IRQ occurs. 6 bytes are saved. SP
> is set to that of process B. B pushes 7 bytes. IRQ occurs. 7 bytes are saved.
> 6 bytes are restored. SP is set to that of A. A pulls 4 bytes. IRQ occurs.
> _No_ bytes have to be saved. 7 bytes are restored. SP is set to that of B
> etc. etc. This way, one severely reduces the number of bytes to be saved
> and stored. (Only programs that do recursion and use, say, 200 bytes of
> the stack will lag the system, but such programs should not be written
> like that but use their own internal stack.)

This is the way the original code was written (before the hardware remapping
was implemented). I wasn't actually suggesting that the entire stack page
should be swapped out in software.

Another consideration that I didn't mention in the original post is that
I was using a fairly short timeslice (20mS), and the overhead reduces as
you increase this.

In the application, there were two tasks with large stack requirements, and
they had a tendancy to run sequentially (one got suspended on a mailbox
read, and the other wrote the mailbox - which caused a task switch).

Under heavy loading, the %age of time spent in the kernel got really
high (>60%), and the ring buffers on the serial handler overflowed,
hence the hardware solution.

>
> >or allocate a fixed segment of the stack page
> >for each task. The latter is pretty dangerous, as there is no stack limit
> >register.
>
> Though it's not a bad idea. If programs are written with care, no problems
> should occur. For example, a maximum of 8 processes will give you 32 bytes
> of stack space for each process.

Once it's working, there's no problem. Debugging this kind of code can
be fun, though; an overwrite will probably not cause immediate failure,
since the affected task may be suspended - even if it isn't, the affected
data will be at the far end of the stack and may not be used for some time.

A very nasty variant of this is when a return address gets overwritten by
another return address (belonging to another task), and you get two execution
threads through the same code. As it's nearly impossible to write pure
code on a 6502, this tends to have interesting results :-)

Pete
--
Peter Bell <peter@bell.demon.co.uk>

4222. Re: Multi-Tasking

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-18 00:00:00 UTC
From: hans@macbeth.umd.edu
Message-ID: <3pgc63$kv2@macbeth.umd.edu>
Source record: 91648

In article <D8rup7.ABs.0.-s@cs.vu.nl>,
Ivo van Poorten <ipoorten@cs.vu.nl> wrote:
>IMHO this is not true. I agree, saving 256 bytes everytime a process gets
>scheduled out and restoring 256 bytes when one gets scheduled in, will be
>a 'big performance hit'. But one does not have to do this. When the stack
>of one process is 'shadowed' somewhere else in memory, one has only to save
>the bytes that are actually pushed on the stack in the last interval and
>restore the bytes of the new stack that are actually used. For example,
>process A pushes 6 bytes to the stack. IRQ occurs. 6 bytes are saved. SP
>is set to that of process B. B pushes 7 bytes. IRQ occurs. 7 bytes are saved.
>6 bytes are restored. SP is set to that of A. A pulls 4 bytes. IRQ occurs.
>_No_ bytes have to be saved. 7 bytes are restored. SP is set to that of B
>etc. etc. This way, one severely reduces the number of bytes to be saved
>and stored. (Only programs that do recursion and use, say, 200 bytes of
>the stack will lag the system, but such programs should not be written
>like that but use their own internal stack.)
>
...
>
>Ivo

Life is not this simple. Just because the stack pointer increased by
7 during the execution of this process does not necessarily mean we
only have to save 7 bytes. It is possible that the program pulled
5 bytes, then pushed 5 bytes, which may be different from the original
ones, then pushed 7 more. The only way to be sure is to compare all
256 bytes, but then it would be faster to just save them blindly.
(It is also possible that the program pushed 256+7 bytes, and while that
is not generally good programming practice, it may leave the program in
a perfectly usable state.)

There is a much bigger issue which has also been ignored: There is much
more to the state of an Atari 8-bit than the state of the CPU and stack.
Important information is kept in pages 0 and 2, and in the audio and
video hardware. If you do not preserve that across task switches, your
multi-tasking is restricted to a small subset of well-behaved (and not
terribly interesting) programs, which can not communicate with the
outside world.

Hans Breitenlohner
hans@umd5.umd.edu

4223. Re: RE: PCXF 4.0 req. Win95?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-18 00:00:00 UTC
From: Hope Deel Lester <hdeel@bev.net>
Message-ID: <3pe3dt$nvu@solaris.cc.vt.edu>
Source record: 91649

OH, come on! I'm using Winblows '95 right now and I love it!

And the price of operating systems these days is relatively cheap.
Hell, you can pick up Warp for around $90. (I personally don't
like Warp for several reasons....One being that IBM really ripped
me off 3 years ago with a school computer purchase. As far as I'm
concerned, IBM is really gonna have to turn themselves around before
I'll be interested again.)

4224. Programs and XFormer

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-18 00:00:00 UTC
From: Sean Lester <locke@bev.net>
Message-ID: <3pe5f6$pef@solaris.cc.vt.edu>
Source record: 91650

Well, I have looked everywhere and I can't find a program
I am looking for. Does anyone happen to know a still
functioning ftp site that has Ultima II and Ultima III available?

I can't seem to find it at UMich and Xmission. Also, clark.net and
the U Boston network keep on throwing me out of their ftp sites before
I can even get connected! Any help?

Also, I'm gonna ask a newbie question that I can't find an FAQ for.
How in the hell do I "flip to side 2" with Xformer 2.52? I've racked
my brains and all I can come up with is to concatenate the two xfd
files which would make the resulting file a virtual double density
disk. (Like MyDos45.atr.) Is there another program that I need to
accomplish this? Or have I overlooked the answer to this question
and many others with the FAQS I do have?

Well, any help for a Gumpite would be appreciated!

4225. Re: Current Notes Changing Hands

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-18 00:00:00 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9505180618.AA23900@zippy.sonoma.EDU>
Source record: 91651

Rick Reaser.. oh, so _CN_ isn't dying like I thought I heard? Just changing hands? That's cool!

I was about to not subscribe because of that!

Please post any subscription info...

thanx! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4226. Re: Help me help me !!!!! (to connect a atari-st <> Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-18 00:00:00 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9505180620.AA24001@zippy.sonoma.EDU>
Source record: 91652

Although you may find help by posting that here, you'd be much more lucky
if you posted in the ".st" group and/or, if there is one, the ".portfolio"
group, rather than the ".8bit" group.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4227. Re: 320k XE for sale/trad

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-18 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3pepcm$1vf@charm.magnus.acs.ohio-state.edu>
Source record: 91653

In article <9505160232592.DLITE.bjcorr@delphi.com>,
Ben Corr <bjcorr@delphi.com> wrote:
>Everyone else should do the same. Let's use Koala format for illustrations .
>Acceptable to everyone?

Any chance we could use something a bit more universal than koala for
illustrations?

Or could somebody write a koala<->GIF converter? :-)
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

4228. Re: Help!!! I need to transfer files!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-18 00:00:00 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9505180628.AA24148@zippy.sonoma.EDU>
Source record: 91654

1) DON'T let your parents sell your 800. At LEAST have it sold or donated
to a good home.
2) With an 850 and a PC you can connect two modems or (I dunno how) a null
modem cable to do the transfering. The 850 can support up to 9600 I
think. 40K at 9600 is less than 3 minutes. 40K at 2400 is a bit over
4 minutes. 40K at 300 is almost 15 minutes. :)
ANYWAY, just borrow another modem from someone if you can or, as I said,
get or build a null-modem cable.
3) You can convert .DCM images into SIO2PC (and PC Xformer) .ATRs with
a PC program called "DCM2DSK".
4) You can download a lot of files (executables and .ARChives) and .DCMs via
the Internet and BBSes.
5) You can store files directly in .ATR disk images with S2PC for the PC.
It's not perfect, but should be completely fine for XFormer and, say,
DOS 2.0 or 2.5 or MyDOS 4.50 or 4.53. (BIG disk images choke, and I don't
think SpartaDOS images are supported.)
6) You can also copy files from the PC to an .ATR through Xformer by
doing something like: xf25 disk.atr file.bin Then under the DOS
you booted the Atari with which was in "disk.atr" you can Copy
"file.bin" from D2: (drive 2) onto D1: (drive one, "disk.atr").

I'm sure you knew quite a bit of this, but still..

Good luck! And I say again, HAVE that 800 sold or donated, NOT trashed!
Those are RARE! (relatively speaking) and can get more than a few bucks
(ie, $20-30 I think?)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4229. Re: PC XFormer 3.01

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-19 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <D8tMFG.KyC@aston.ac.uk>
Source record: 91572

rfunk@magnus.acs.ohio-state.edu (Rob Funk) wrote:

;In article <Pine.3.89.9505182219.C96-0100000@pc41.infm.ulst.ac.uk>,
;Francis Byrne <acf3fby@infm.ulst.ac.uk> wrote:
;>Using the Atariwriter, the control characters don't show up, eg CTRL-P
;>for paragraph. All it shows is a black spot.

That black spot is a piece of a player/missile. The text should sit ON TOP
of it. Looks like a balls up with PMG priorties. Do you get the white text
on a black background at the bottom of the screen?

4230. Re: 850 interface?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-19 00:00:00 UTC
From: fom@iller.zfe.siemens.de
Message-ID: <3phsre$a17@ztivax.zfe.siemens.de>
Source record: 91573

Michael P. Stitts (mstitts@iglou.iglou.com) wrote:
: actually,my level of expertise is quite high,ive been programming my
: atari for various things in action!,and mac/65 for aboult 7 years.i just
: never had an 850 until recently,and it didnt come with any
: documentation,i know what the problem is,but still cant find a rs232 boot
: file for use with dos,ive got 5 that will work with basic only.

: --

Hello Michael,

I bought my 850 back in '81 with my Atari 800. Used it mainly
for printer connection back then. It has been sitting on my shelf
sind 1989. I recently dusted if off and currently use it to
transfer files to my Amiga machines. From there these go to my
brothers PC for use with the Xformer. Before you boot, you have
to switch on the 850 just like a disk drive. The 850 sits within
the daisy chain, and acts just like a disk drive as a bootable
device. Turn up the volume on your TV-set and you will hear the boot
tone (one longer high tone) before the disk transfer sound effects
upon bootup.

Hope this helps

Frank-Oliver

--

4231. WCP306 OS-9/68000

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-19 00:00:00 UTC
From: WW2150@acspr1.acs.brockport.edu
Message-ID: <3phtod$g9@starfish.acs.brockport.edu>
Source record: 91574

October 1, 1994 5th Annual Atlanta CoCoFest

Wittman Computer Products is proud to announce our upcoming release of a new OS-9 based computer. Running OS-9 V3.0, MGR a graphical environment interface, and utilize PC cards in its built in slots.

The product will be known as a WCP306 computer. It is based on a Motorola 68306 chip, specifications on other side. Due to current time constraints and other delays, we are unable to have a running demonstration of our product for the 5th Annual Atlanta CoCoFest.

Our target date to accept and fullfil orders will be the middle to end of June 1995. We are now accepting orders, with money down. The pricing of the machine will be:

WCP306 board only $400.00
includes OS-9 v3.0
& MGR

Desktop case w/ 200w ps $110.00
Midsize Tower case
w/ 200w ps $110.00

AT keyboard $ 30.00

VGA card 1024 x 768 1mb $ 75.00
SVGA card $ TBA
Monochrome card $ TBA

Teac floppy drives 3.5" $ 60.00
or 5.25" $ 65.00

Generic serial mouse $ 20.00
AT keyboard $ 30.00

SCSI and IDE hard drives are around $1.00 per Megabyte, call for current pricing and availability.

$400.00 for the base package below.

Single Board Computer with 16 bit PCAT I/O Bus WCP306

o MC68306 CPU at 16.67 MHz
- code compatible with 68000
- 2.4 MIPS
- 68681 DUART - 2 serial ports

- 16 Bit Timer/Counter
- 8 to 16 Bits Parallel I/O
- DRAM controller

o 0.5MB, 1MB, 2MB, 4MB, 8MB, 10MB or 16MB DRAM (4 SIMM sockets)

o IDE Hard Disk Interface (2 drives max)

o 1.44MB Floppy Interface (2 drives max)

o 2 16 byte FIFO serial ports (up to 115K baud)

o Bi-directional parallel port

o On board RS232 buffers

o Battery Backed Real Time Clock

o AT Keyboard Interface & Standard AT power connector

o 5 AT (16 bit) I/O slots

o Baby AT Size Footprint

o Basic (resembles Microsoft Basic)

o MGR - graphical windowing environment, full documentation!

o "Personal" OSK V3.0 (Industrial with RBF)
- MW Managers: SCF, RBF, PipeMan, RamDisk
- MW Utilities: date, deiniz, devs, dump, echo, and etc..
- PD (at least): dir/ls, cp, mv, arc, ar, tar, cpio, ...
- Development: At least an absolute (non-linking) assembler,

and perhaps an r68/l68 clone.

- Display drivers: Tseng 4K, generic inexpensive VGA
- SCSI card support: Future Domain 1680 & Adaptec AAH 15XX

o UUCP package from Bob Billson
o Ghostscript (PostScript interpreter)
o Scott McGee's File utility
o STerm (simple terminal program)

==========
More products to come in the next few months.

A printed catalog is available of our current products, feel free
to write to us for one.

Chicago CoCoFest 1995, we had a running WCP306. Hooked up to a
terminal and vga monitor with 4 virtual consoles running.

Sincerely,

William L. Wittman, Jr. - Owner

UUCP: swamps.roc.ny.us!MM1WNY!wlwjr
Internet: ww2150@acspr1.acs.brockport.edu
or : ww2150@acs.brockport.edu

--
William L. Wittman, Jr. - Wittman Computer Products
Home of the WCP306
MM/1 Product Reseller
Authorized DFS Business Forms Dealer
Voice (716) 494-1506 EST

swamps.roc.ny.us!mm1wny!wlwjr (home)
ww2150@ACSPR1.ACS.BROCKPORT.EDU (college)

We are now accepting orders for our new WCP306 OSK machine.
E-mail us for more information, if interested.

4232. Re: IDE Harddrive interfa

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-19 00:00:00 UTC
From: sloopy@alaska.magpage.com
Message-ID: <3ph2b2$o5q@alterdial.UU.NET>
Source record: 91575

Ben Corr (bjcorr@delphi.com) wrote:
: >h >From: heller@akh104.rh.psu.edu (Andrew K. Heller)
: >h >Subject: Re: IDE Harddrive interface
: >h >Date: 25 Apr 1995 00:47:12 GMT
: >
: >You guys were arguing about pins 34 or 36 on the CPU in a thread about the
: >"put an IDE in your 1200XL" upgrade.
: >
: >Pin 1 __ Vss
: >Pin 2 __ RDY
: >Pin 3 __ 01 (Out) [the 0 really looks like a O with a slash thru the
: middle.
: >Pin 4 __ IRQ (inverse) [it's got a line over it]
: >Pin 5 __ N.C.
: >Pin 6 __ NMI (inverse)
: >Pin 7 __ SYNC
: >Pin 8 __ Vcc
: >Pin 9 thru 20 __ AB0 thru AB 11
: >Pin 21 __ Vss
: >Pin 22 thru 25 __ AB12 thru AB 15
: >Pin 26 thru 33 __ DB7 thru DB 0
: >Pin 34 __ R/W
: >Pin 35 and 36 __ N.C.
: >Pin 37 __ 00 (In) [same character as pins 3 and 39]
: >Pin 38 __ S.O.
: >Pin 39 __ 02 (Out)
: >Pin 40 __ RES (inverse)
: >
: >Guess pins 3, 37 and 39 are clocks, but.... I'm no hardware man (or
: software)
: >
: >CU Mathy Van Nisselroy mathniss@link.xs4all.nl
: >
: >
: >---
: > * PabQwk 2.0 *
: >
: >
: We finally figured that one out. On the 6502 pin 34 is indeed the R/W,
: however, on the 6502c (that my atari apparently uses) it is pin 36, so
: Bob's advice in this matter was correct and I am a loser beyond belief.
: bjcorr@delphi.com

heller, yeah you are right the 'O' with a slash through it is the symbol for
'clock' and the number is the phase ....01 phase 1 clock (just as it comes from the osc) 02
phase 2,90degree or 180degree from phase 1....(which the atari is
180 degrees..) as for the 6502c yeah ben your right you have a 6502c in your
machine (and you have a xl/xe) the original 800 had a straight 6502 in it
the xl/xe has a custom version in it, it has a halt line that when it goes
active the cpu stops... when it goes inactive the cpu continues...

see what happens when you spend your teen years a computer geek using an atari?

.

4233. Re: Rom Scanner for 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-19 00:00:00 UTC
From: sloopy@alaska.magpage.com
Message-ID: <3ph2mh$o5q@alterdial.UU.NET>
Source record: 91576

DAVID DAVIES (MBITDC9306@titan.newi.ac.uk) wrote:
: > M >I'm finally about to get to work on a Rom Scanner unit for the 8-bit.
: > M >It was designed for me back in 1993 by Jason Keane
: > M >(jkeane@ugmail.eeng.dcu.ie) and allows up to 8 ROMs to be connected
: > M >to the Atari at once.
: > M >
: > M > stuff deleted

: > Howdy Dave
: >
: > One option you might concider is, to allow more then one cartridge port open
: > at one time. This would help people who have to stack cartridges.
: >

: I've also got plans for a similar thing to connect several PBI or ECI
: devices to the Atari in a similar way. Let's face it, the size of
: some of the PBI stuff is rediculous and sooner or later, you're going
: to end up out of desk space behind the computer and your Atari is
: therefore going to end up on your lap. The idea I've got is to allow
: PBI devices to be connected vertically like in the PC. That way,
: you'd only have to worry about having enough extra desk space to
: allow connection of the largest PBI expansion currently available.
: Could come in handy for connecting stuff that doesn't have a
: through-port as well ...

: Any more ideas? Let me know.

: Dave

hhhmmmm with all this stacking and pluging in you dont had to boot your machine
to play tetris :) for multi pbi on an 800xl once took a scsi cable with 4
connectors on it and plugged it in...worked until i plugged more than just
my MIO in....:)

sloopy.

.

4234. Does X-former 3.0 work with most software?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-19 00:00:00 UTC
From: bigrex@primenet
Message-ID: <3ph5h4$8db@news.primenet.com>
Source record: 91577

I downloaded X-former 2.52 and I've been having a ball with it playing old Atari-800 games. It doesn't however run all the software that I downloaded from X-mission. The stuff that I couldn't get running was. Zaxxon.com, DonkeyJR.exe, The 80 col Word processor sorry forgot the name. and more but none of the .exe files will run using load d2:xxxx.exe with dos 2.5 or mydos4.5d. Most of the boot XDF's run fine but, some want either the 800 or 800XL modes used.

Its been so long since I fooled around will my old 800 stuff. I sold it about a year ago and I could kick myself. Anyway can someone comment on the performance of X-former 3.0 . I'm using Win-95 beta on 486DX2 and have been able to run the 800 games in a window or full screen without any problems.

Bigrex@Primenet.com
(Bob Nixon)

4235. Re: SIO2PC/Rverter cables

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-19 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3phac8$39e@nic-nac.CSU.net>
Source record: 91578

Well, ONE of the SIO2PC archives contains the docs to build it.. I think
3.15 did... I think :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4236. Re: 320k XE for sale/trad

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-19 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3phaga$3it@nic-nac.CSU.net>
Source record: 91579

GIFNCODE by Jeff Potter converts plain Graphics 8, 9 and 15 images and
Koala-style compressed Graphics 15 images into GIFs.

(I wish we could see APAC and ColorView to GIF some day!)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4237. XL Friend! WOW!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-19 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3phip6$7vl@nic-nac.CSU.net>
Source record: 91580

Yet ANOTHER killer program from off of the Top Magazin July 1992 disk!
(file: top9207b.dcm)

Not only does this disk contain:

Fax software
Oxygene (Uridium / Mirax Force action game)
LandScape demo (the one with the killer digital + sythnesized music)
and some other less impressive stuff..

but it contains "XL Friend", a program which lets you, at nearly any time,
pop up one (or all) of four useful little text-based windows:

(1) Note pad - a not-very-bad editor with, on my system, about 6K free
(2) Calculator - A non-signed integer-based calculator with add/sub/mul/div
along with memory
(3) Key pad (or something, can't see it's name when XLF.COM first loads,
it flew by too fast) - A program which lets you see what the value
is of the key you're hitting, as well as scroll through the entire
ATASCII set and get their values
(4) Hex dump - A window with memory in it.. go around, CHANGE memory,
etc.

They're killer little programs. The [Help] key brings up a temporary
help display at the bottom of the screen. The arrow keys (alone) scroll
through the windows (except in the note pad, as arrows without [Ctrl]
are useful keys: "*", "+", "=", "-") and the arrow keys with [Ctrl]
MOVE the windows around.

They overlay themselves as best as possible on a standard graphics 0 screen,
and it SEEMS any edit to memory via the Hex dump window has no effect until
you exit. As I said, you can be in a program such as SuperUnARC, pop up
a window, then another, then another, do some stuff to memory, then get
all the way back to SuperUnARC and it'll act as if you never left (even if
it was in the midst of a disk access!)

I even had to reboot twice (I tried running XL Friend with some incompatible
programs (it IS a "TSR"-like monster stuck in the wee little 64K we have))
AND THE NOTE-PAD WAS UNAFFECTED! (I don't know how.. it should have had
a lot more memory free if it were in a safe extended bank (I have 256k))..

It MIGHT still need 256k (perhaps it all sits in one of the extended banks,
but I have a feeling (especially from it's name "XL" vs. "XE") that it goes
in the under-the-OS bank.)

Anyway, enough babble.. go check it out! Cool little utility! :)

I'm probably not going to use it much, but I'm going to try it out under
Action! and maybe Quick and see if it's "happy" in those environments
(bet it dies under Quick, knowing those fancy European programs :)))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick
To you people I e-mailed it to, sorry for the formality of the note, it
is getting posted on a newgroup tho :)

4238. Transferring programs to PC's

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-19 00:00:00 UTC
From: callum@hk.super.net
Message-ID: <3phjke$4s3@tst.hk.super.net>
Source record: 91581

Hi,
I've got the Atari 8 bit emulator (version 2 I think) but no games.
I have got a box full of original disks in my attic though. Is there
anyone out there who has figured out a way to transfer them onto the
PC? Alternatively, are any of the disk images available via FTP etc.
(I guess these things are still under copyright though even if some of
them are over ten years old).

Thanks,

Cal.

4239. STe & 8 bit Hardware For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-19 00:00:00 UTC
From: troyc@bnr.ca
Message-ID: <3pin5k$ddr@batph8.bnr.ca>
Source record: 91582
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,misc.forsale.computers.other.misc,misc.forsale.computers.other.systems

I have the following item for sale. I have not used them for quite some
time, so they are just sitting around collecting dust:

Individual Price
1. Atari MegaSTE System ($400)
- 16 mHz 68000 CPU
- 4 Megs RAM
- TOS 2.06
- 1.44 Meg Floppy
- External Keyboard
SC1224 Color Monitor ($85)
80 Meg Hard Drive System ($100)
- ICD ADSCSI+
- OMTI RLL Controller
- OMTI MFM Controller
- 40 Meg RLL Drive
- 40/23 Meg RLL/MFM Drive
- All above in standard PC case
- HD system has complete Mint+Mintnet configuration

Whole System for $500!

2. Spectre GCR 3.0
All original software included
All Mac disks I have
PRICE: $200, shipping included
(I know this is high, but that is because I don't REALLY want to sell
this, but I will sell at this price! With a new version of "the
product which was previously known as Spectre" on its way finally
(see Dave Small's recent posts), this may be something to hold on to.)

3. PC Ditto II
All original software & hardware & manuals
I got this to work once, but then I switched to a Mega STE so I
cannot use this board. I cannot guarentee it works.
PRICE: $50, you pay shipping

4. Atari 800XL 8 bit system
- Atari 800XL 64K computer
- 1050 "Happified" floppy drive, which needs works.
Drive light comes on, but motor does not spin. Should be easy to
get fixed.
- Okimate 10 Color printer
- Amdek composite monitor (I even hooked this to my AV receiver and
watched TV with it)

- Tons 'o software: games, word processors, games, graphics, games
(did I mention games?)

Whole system for $100! No splits on this one.

Send email to:

Bell-Northern Research Troy Carpenter Atlanta, Georgia
troyc@bnr.ca I speak for myself, not BNR
"You're so open minded that your brain leaked out" - Steve Taylor
>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

4240. Re: Pictures of Ataris to Upload

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-19 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <D8tsB3.4p3.0.-s@cs.vu.nl>
Source record: 91583

gfenwick@mcs.dundee.ac.uk (Graeme Fenwick) writes:

>I've been fortunate enough to get access to a colour scanner, and have a
>picture of some Atari peripherals from an advert (I've recaptioned it, and
>tidied up the backgrounds, but left the peripherals as they are) I'd like to
>upload to the Atari archive at umich. How do I do this AND ensure it gets
>to the mirrors. I don't want to post it to a mirror in case it doesn't get
>accepted to all the other mirrors, and umich kept timing out 'cos it was so
>slow. So, if you want some nice pictures of Ataris (I'm going to do some of my
>own, which should be better quality- this was a first go), I'll need some help
>on this. Thanks!

Months ago I planned a whole new Hardware section for my Atari 8-Bit Homepage.
Therefore I got loads of pictures from xmission.com and scanned in some of
my own. The project isn't really finished yet, but the more pictures, the
better. Anyway, all pictures I have are already available by ftp from:

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/computer.images/big/ or
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/computer.images/small/

The small directory contains thumbnails of those in the big directory. If you
want to upload your scans, you can place them in:

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/computer.images/incoming/

and I will see that they get in the right place. Send me an email if you
do so.

>--
>You can't live in a global society without getting your hands dirty somewhere
>along the line.
>--
>Graeme Fenwick:-

>email gfenwick@mcs.dundee.ac.uk
>homepage http://www.mcs.dundee.ac.uk:8080/~gfenwick/index.html
>--

Ivo

4241. 1450XLD - What Happened?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-19 00:00:00 UTC
From: rumpf.1@osu.edu
Message-ID: <199505191334.JAA10778@postbox.acs.ohio-state.edu>
Source record: 91584

I'm looking for information on the 1450XLD 8-bit Atari developed. I know
that a few prototypes were made, but the big production run wasn't
implemented. What happened? And if anyone has one of these they're
looking to get rid of, I'm interested...

Bob Rumpf (rumpf.1@osu.edu) OSU Molecular Genetics: "We MAKE Friends"

*** Magic: The Gathering: It's not just a hobby anymore... ***
http://calvin.biosci.ohio-state.edu/~rrumpf/rrumpf.html

4242. Atari 800 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-19 00:00:00 UTC
From: bernd@wema10.elektro.uni-wuppertal.de
Message-ID: <3phr1c$c1f@wmwap1.math.Uni-Wuppertal.DE>
Source record: 91585

Hello!

I got an old printer for the Atari 800. Now I like to connect it to another computer. I found that the interface is not the Centronics standard. The printer has a 13-pin connector and a 13-line cable to the Atari. Who can tell me anything about this interface ? Pin-description, protocol,...

please email me : bernd@wema10.elektro.uni-wuppertal.de

Greetings to everybody

Bernd

4243. GameLink2 and 90 degree rotations

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-19 00:00:00 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2FBCA4EE@POST0.LAAFB.AF.MIL>
Source record: 91586

I have Maze of AGDAgon and it is awesome. I run it on two TV's and monitor. I bought the cable from Chuck. You can make your own cable with paperclips and SIO cables. The program came with instructions on how to do that. We had a nice review of it along with some words from Chuck Steinman.

Talk to Jeff Potter about programming for GameLink2. He worked on the effort as well.

The best 3-D maze game ever is WAYOUT! It has totally smooth turns (unlike AGDAgon). It is just super. I love doing the game with the paddle. If you haven't tried it that way, do it ASAP.

Rick Reaser

4244. Re: PC XFormer 3.01

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-19 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3pif28$lbn@nic-nac.CSU.net>
Source record: 91587

In AtariWriter, the PMG overlays are what makes the special characters black.
(In my game Sludge and in the game Tetrix (and many others), PMGs are used
to colorize Graphics 0 and Graphics 8 images, just like AtariWriter does).
Unfortunatelly, XFormer (the versions I've seen) can't hanlde this. :(

The PC has 320x200 graphics.. The Atari has normally up to 320x192 graphics,
but we've got overscanning. (Hence the Pageup/down keys scrolling in Xformer)

DLIs or something in XFormer seem messed up

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4245. Re: Question to the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-19 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3piepk$l7v@nic-nac.CSU.net>
Source record: 91588

Oh jeez.. I am NOT the one to ask about what MD8 player is the best..
I've admittedly had little experience with any of them.. they're all incomp-
atible with each other, but I believe SoundTracker is pretty damned nice..
But.. FAMPY is nice too...

It's a hard call.. :) As I said, too little experience (I need to get around
to trying the beta SoundTracker's MOD->MD8 converter, but like i said, it's
incompatible with anything else (FAMPY and I think also the newest SoundTr.)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4246. Re: Xformer 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-19 00:00:00 UTC
From: brasoft@coho.halcyon.com
Message-ID: <3pig87$q9g@news1.halcyon.com>
Source record: 91589

In article <3pd8fo$hv7@imp.demon.co.uk>,
Andy Trueman <andy@googol.demon.co.uk> wrote:
>Help. Can anyone point me in the general direction of Xformer 3.0 over here in
>the UK. I have Xformer 2.0 and would dearly love some sound and joystick
>control.
>

In England you can order PC Xformer 3.0 from the dealer MICRO DISCOUNT,
265 Chester Road, Streetly, West Midlands, B74 3EA. Phone: (0121) 353 5730.

For more information on PC Xformer, visit the Branch Always Software
web page on http://www.halcyon.com/brasoft/

- Darek

4247. SIO2PC, 7400 version

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-19 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <138996@cup.portal.com>
Source record: 91590

```
All IBM pins refer to a 9 pin serial port.

ATARI 5------:-1 7 14-:--ATARI 10
:-2 4 13-:
IBM pin 2------3 L 12-:
ATARI 7------:-4 S 11 open
:-5 0 10-:--see below
IBM 9----------6 0 9-:
ATARI 4--------7 8--:<--ATARI 3
& IBM 5 1N914 diode

Pin 10---:-----/\/\/\/----IBM 3
_:_/ 1K
/ /\ 5.1V zener
:
GROUND

The colors I've found are
ATARI PIN
5 green
3 orange
7 violet =>cmd
6 black =>ground
10 blue =>5V

I've also tried it with a 4.7k pull-up resistor going from ATARI pin 3
to the +5V supply (like Nick did) & it didn't seem to change the
results.

1 2 3 4 5 2 4 6 8 10 12
6 7 8 9 1 3 5 7 9 11 13
View of the rear View of the SIO
of the DB-9F connector jack on the Atari

Just a few more notes, I've found pin 4 is a little more reliable of a
ground then pin 6. 4 is logic ground while 6 is shield ground,
shouldn't make a difference, but it has on occasion. One more thing;
since the inputs do not have a pullup or down resistor on them, you
should never leave the IBM side unplugged when you power up your
Atari. It could cause unwanted oscillation in the circuit. If you're
feeling really energetic, go ahead & add maybe a 100k resistor to
ground on the IBM inputs.
Richard: The magic in the thing is two fold. First the zener diode
limits the voltage on the 7400 to 5.1V when the IBM throws +9V at it.
Second, when the IBM puts out a -9V the zener becomes a regular diode
& forward conducts. This limits the voltage on the input to maybe a
```

-.4V which is just about the tolerance of the chip, but with the 1k resistor in line it's not a problem.
As far as RS232 specs go, one of my job duties was writing specs. It doesn't matter what the spec writters put down on paper, the engineers & manufactures do what ever the hell they want. In RS232 case even though the specs call for a minimum of +3V to -3V for logic level transition every device I've tested over the last 7 years responds to +5V to 0V. The only thing is you have to protect the device <zener/resistor> & invert the signal.
BTWI: I'm mostly using 74HC00 now so they should work with unmodified 1200XLs & whoever I was making one for in the UK, I finally finished the MAX232 version for you last night. I think this means I'm only running about 2 months behind a normal human being.
BTWII: Marlin, I really owe you a favor for having your BBS up all those years. I'd like to say I'll make you a cable, but my time is really iffy right now. You'd be better off going some other route if you're in a hurry. On the bright side, I just asked for a promotion/pay raise at work & if I don't get it I will have all the time in the world<g>.
Rick

4248. Re: GameLink2 and 90 degree rotations

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-19 00:00:00 UTC
From: mpark@u.washington.edu
Message-ID: <3pillr$itp@nntp5.u.washington.edu>
Source record: 91591

REASERRL@POST2.LAAFB.AF.MIL (Reaser, Richard L., LtCol CFR) writes:
...
>The best 3-D maze game ever is WAYOUT! It has totally smooth turns (unlike
>AGDAgon). It is just super. I love doing the game with the paddle. If you
...

MidiMaze/XE was the 8-bit version of MidiMaze for the ST; it
also had smooth turns, as well as multi-player combat (via modem).
Its display area was larger than Wayout's, and the screen update
rate was comparable to Wayout's, if not faster. The gameplay was
quite "live".

(Of course, MidiMaze/XE was never released, but I mention it here
so that people know that such a game is feasible.)

--m

4249. Re: Indus GT drives

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-19 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <3pisj6$g1o@blackice.winternet.com>
Source record: 91592

> Russ.Gilbert@apk.wariat.org (Russ Gilbert) writes:
> (Rich Mier says Indus GT takes 12v ac.)
> I believe that's more like 12 DC.
> I agree, don't use the standard 9v ac Atari brick.
> --
> Russ Gilbert, user of the UniBoard System @ wariat.org
> E-Mail: Russ.Gilbert@apk.wariat.org
>
>>>>

Yep, you're correct, I just checked. 12 V DC (11.5 is
marked on mine). The 12 V AC is for the MIO and it doesn't care.
A half dozen years ago I fixed one that had a 9 V AC brick connected
to it ONCE. The Connectors are identical.

Rich Mier

4250. Re: RS232 comms with 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-19 00:00:00 UTC
From: sloopy@alaska.magpage.com
Message-ID: <3ph9v2$1i8@alterdial.UU.NET>
Source record: 91593

what you are looking for is a 'Rverter' it was made by supra it hooks to the SIO port and gives you a standard serial.....if you cant find one but can get access to a erprom prgrammer the atari SIO is basically a 9600 baud 8n1 serial line (but at TTL voltage levels and a command line) if you build a board to do the voltage conversion the rest is basically software....or if you like a challenge build the multi-PIA upgrade and sub a 6551 for a 6520, and put the support hardware on it...

sloopy.

4251. DiskComm converter

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-19 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <D8uC0u.8Bn@freenet.carleton.ca>
Source record: 91594

Does anyone have the DiskComm conversion utility called DCM2DSK, to convert .DCM files to SIO2PC .ATR files? E-mail a UUencoded copy, if you can. It could really help, since I can't figure out the SIO2PC, don't have any Web access and I'm just using a null modem connection to send/receive files on my XE.

BTW: Anyone out there with the shareware of XFormer.. get it registered! It's a really great emulator.. my dad managed to pick it up at ACE 95 in Toronto for $30, and all I have to say is keep it up, Mike!

=CB=

--
"Never met a wiseman *- Nothing is true until it's OFFICIALLY DENIED -*
If so it's a woman" Look! There's Jimmy Hoffa! And there.. and there.. :)
-Nirvana, Chris Brown ba930@freenet.carleton.ca aka Fishy!
Territorial Pissings == > [illegible] $ $ [illegible] ` $ $ p [illegible] < ==

4252. Re: Transferring programs to PC's

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-19 00:00:00 UTC
From: rzabaga@aol.com
Message-ID: <3pj2ua$q15@newsbf02.news.aol.com>
Source record: 91595

What is the ATARI 8-bit emulator?

I'm interested.

Leave me e-mail at RZabaga@AOL.COM

4253. PC XFORMER and GEMULATOR info on the Web

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-19 00:00:00 UTC
From: brasoft@coho.halcyon.com
Message-ID: <3pih2k$r58@news1.halcyon.com>
Source record: 91596

Branch Always Software is now on the World Wide Web. You can access our home page at "http://www.halcyon.com/brasoft/". You can connect now and immediately download the latest freeware version of PC Xformer, the Atari 800XL emulator for MS-DOS, Windows, and OS/2 Warp.

Within a few days we will also have the PC Xformer 3.0a and Gemulator 4.0 product announcements posted, along with screen dumps of the new Gemulator 4.0 Mega STE emulator for Windows and OS/2 Warp, and a complete list of Atari dealers who sell Gemulator and PC Xformer.

If you only have news access but not web access, you can still email us and we'll mail you our free product brochure which contains all of that information. Just send us your postal mailing address if you would like it mailed to you, or your fax number if you want the information faxed to you directly. Our email addresses are:

Internet: brasoft@halcyon.com
America Online: BRASOFT
Compuserve: 73657,2714
GEnie: BRASOFT
Microsoft Network: BRASOFT

- Darek

4254. Hardware Section added to Atari 8-Bit Homepage

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-19 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <D8tvtp.AyH.0.-s@cs.vu.nl>
Source record: 91597

Today I decided to add the Hardware section I am working on to the main page of The Atari 8-Bit Homepage. It's by no means finished yet, but I just want to show you what it's going to look like. If you have any comments, please send them to me!! It's a service for you all, so you gotta like it! :-)

For those who don't know, the URL of the main page is:

http://www.cs.vu.nl/~ipoorten/Atari.8bit.Homepage/index.html

Thanks for your interrest,

Ivo van Poorten

PS. Next Thursday will be my first birthday !!! :-) (Hmmm, I'm sounding like the Artist Formerly Known as Prince who will be celebrating his second birthday on June the 7th :-) :-)

4255. Re: PC XFORMER and GEMULATOR info on the Web

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-19 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <3pjdg6$lts@crl2.crl.com>
Source record: 91598

Darek Mihocka (brasoft@coho.halcyon.com) wrote:
: Branch Always Software is now on the World Wide Web. You can access our
: home page at "http://www.halcyon.com/brasoft/". You can connect now and
: immediately download the latest freeware version of PC Xformer, the
: Atari 800XL emulator for MS-DOS, Windows, and OS/2 Warp.

Just tried your page and got there, but getting error 404 on all your
links (file not found or is unreadable).

4256. Re: When did Atari kill the 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-19 00:00:00 UTC
From: jlodoen@shell.portal.com
Message-ID: <3pjku3$1m7@jobe.shell.portal.com>
Source record: 91599

gbennett@friendly.sim.es.com (Greg Bennett) writes:

>In article <maury-1205951657500001@edwarda.interlog.com>, maury@softarc.com (Maury Markowitz) writes:
>> In article <lKLsvQ7Yamva083yn@ibm.net>, rlcolli@ibm.net (Ryan 'Gozar' Collins) wrote:
>>
> [BASIC discussion deleted]
>> And don't remember that it took three releases of the BASIC to get a
>> SINGLE bug worked out of it. Or that it was BY FAR the slowest basic in
> ^^
>> the home computer world. All in all, quite a poor showing.
> ^^^^^^^^^^^^^^^^^^^^^^^^^

>I beg to differ, I believe the slowest basic language belongs to the
>TI99/4a. It's interpreter interpreted basic to ANOTHER interpreted
>language, then finally to the machine code. I ran some time tests
>with the TI many years ago against my TIMEX SINCLAIR 1000 (which also
>has a VERY slow basic, and the SINCLAIR beat the TI if I ran it in
>fast mode (ie. screen blanked out while it was thinking)

True. Here's a benchmark Compute! ran when talking about the
new MSX computers (1985).

```
100 PRINT "CREATING ARRAY"
110 DIM A(150)
120 FOR J=1 TO 150
130 A(J)=151-J
140 NEXT J
150 PRINT "SORTING"
160 EX=0
170 FOR K=0 TO 149
180 IF A(K)=A(K+1) THEN T=A(K):A(K)=A(K+1):A(K+1)=T:EX=1
190 NEXT K
200 IF EX<>0 THEN GOTO 160
```

```
IBM PC 5:45
Goldstar MSX 6:20
Apple II Plus 6:24 \_
Apple IIc 6:33 / |
Commodore VIC-20 6:34 |
IBM PCjr 6:59 |
Commodore 64 7:02 |
Commodore 8032 7:16 |--- What caused these differences?
TRS-80 Color Computer 8:01 |
Commodore 16 8:35 |
```

```
Commodore Plus/4 8:36 |
Atari 800XL 8:55 \_|
Atari 800 9:00 /
TI-99/4A 12:58!
```

4257. Help on joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-19 00:00:00 UTC
From: Lisa's pet <honge@creighton.edu>
Message-ID: <Pine.HPP.3.91.950519174830.28003L-100000@bluejay.creighton.edu>
Source record: 91600

I just fished a 400. The joystick port looks similar to the one on
Amiga's. Can I use joysticks sold for Amiga to use on the 400 without
triggering a nuclear bomb detonation somewhere in my house?

****
```
_____________________________________________________________
/ | \
| H. Young | "If it's not a Sony, it's a |
| Biology BS '95 | darn good trick." |
| Creighton University | |
| honge@creighton.edu | Darwin of Borg: |
| zenon@ibm.net | "Creationism is irrelevant. |
| (ABC) 592-5944 | Evolution is inevitable. |
| No postage required | Resistance is futile. You |
| Save the trees--Eat the beavers! | will be assimilated." |
\_____________________________________________________________/
```
****

4258. Sparta Compatibility Problems

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-20 00:00:00 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9505211403.AA00744@emh.kunsan.af.mil>
Source record: 91506

The following is reposted with permission... lotsa good stuff in here!
This message is from John Picken to me, concerning FlickerTerm's Sparta-related problems. It has been slightly edited for relevancy.

..... BEGIN INCLUDED TEXT!!!!

From: ud264@freenet.victoria.bc.ca (Ted Skrecky)
To: ehalliwe@emh.kunsan.af.mil
Subject: JKP SPEAKS!
Reply-To: ud264@freenet.victoria.bc.ca
Status: RO

First, if your program runs correctly under MyDOS and is not using OS or extended (SDX) RAM, then your org is almost certainly not a problem. Memlo under MyDOS is considerably higher than with Sparta even after the addition of a RD handler and TD line. Sparta itself, does not use any RAM outside it's assigned ranges with the possible exception of calls to the floating point routines.

Rick's explanation of the usefulness of INITAD is 100% correct but a bit terse. You load a segment of code, load INITAD, do your first bit, and then repeat the sequence as often as you wish, using the same RAM if desired. I've written multi-segment COM files which work entirely in the printer and cassette buffers using the same technique and Sparta itself boots in this way. RUNAD is obviously less understood by many as I've seen people load it several times in a single file, eg.

```
*= $xxxx
INIT1
code
RTS
RUN1
code
RTS
*= RUNAD
.WORD RUN1,INIT1
; end segment
*= $xxxx
INIT2
code
RTS
RUN2
code
RTS
*= RUNAD
.WORD RUN2,INIT2
```

```
.END
```

The first segment will load, INIT1 will execute and return to DOS to load the next segment. Once loaded, INIT2 executes and returns to DOS to JMP (RUNAD) which points to RUN2. The code at RUN1 never gets executed. The above code could be replaced with the following and would execute identically:

```
*= $xxxx
INIT1
code
RTS
*= RUNAD
.WORD RUN2,INIT1
; end segment
*= $xxxx
INIT2
code
RTS
RUN2
code
RTS
*= INITAD
.WORD INIT2
.END
```

The point is, it doesn't matter when you load RUNAD, only what last value you stick into it. Whereas INITAD will always cause execution of the code pointed to as soon as the vector is loaded. DOS checks INITAD for (usually) a non-zero value after each load segment.

Sparta always handles INITAD correctly but seems to ignore RUNAD and prefer to jump to the load address of the first byte of the file. So the guy who mentioned using an RTS as the first byte and INITAD to point past it was on track. With my own files, I generally use LDA #$60 and STA START as the first ops of the final run code. Either technique fixes a problem you run into with Sparta: a tendency to rerun the same file after an RTS. This can usually be cured by a JMP (DOSVEC) exit but ensuring an RTS at the original org adds safety.

I puzzled over the same exit problem you encountered and came up with the same solution, exit via JMP when working under Sparta. It's taken a lot of disassembly and head scratching but I think I know the reason: Sparta installs a custom E: Get Byte routine for its command line interface. On boot or reset, it copies the OS device table into DOS, points HATABS to the copy and replaces the Get vector with its own.

Any program which closes and opens the E: device will toast the address in HATABS as the OS will point it back into ROM. Obviously a JMP (DOSINI) or JMP (DOSVEC) will fix it as DOS would always have to reset things after exiting BASIC, TextPro, etc. while a RTS leaves DOS looking for input from the wrong code and buffer address.

Generally, I find it simplest to use a standard programming format for
all programs designed to run under any DOS:

```
*= $xxxx
INIT1
;
; intro blurb, etc.
;
RTS
;
*= INITAD
.WORD INIT1
;
*= $yyyy
INIT2
;
; real init stuff, syntax, etc.
;
RTS
;
*= INITAD
.WORD INIT2
;
*= $zzzz
RUNIT
LDA #$60 Insert an RTS at the
STA $xxxx file's original org.
;
; Code to identify dos and set a flag
; for exit and other uses such as
; accessing Sparta's OS RAM vectors
;
MAIN
;
; Code to nuke Intels, Tramiels, etc.
;
EXIT
LDA DOSFLAG
BEQ XSPARTA
RTS
;
XSPARTA
JMP (DOSVEC)
;
*= INITAD Use this for non-Sparta
.WORD RUNIT compatibility
```

Use of INITAD for the final run address allows the program to be appended
in an autorun for any DOS while stuffing an RTS into the first byte
ensures that when Sparta attempts to rerun it, it's harmless. Under
Sparta, the JMP (DOSVEC) will not terminate a batch file, DOSINI
probably does. Under most other DOS a JMP (DOSVEC) would send you to

DUP.SYS while going through DOSINI would take you to an RTS.

You can safely, and probably should, use the JMP exit with BW-DOS and DOSXL as many of their COMs work correctly under Sparta. Note that any DOS I've ever looked at, always stuffs $FF into the stack pointer when you call it via DOSVEC so you can ignore the stack.

To date, I have found none of the foregoing to be inapplicable with SDX.

I haven't gone heavily into identifying other DOS types but:

a. the Sparta manual mentions that many COMTAB offsets apply to DXL which might help differentiate it from DOS 2;

b. BW-DOS will look like Sparta 3.2d in $700-$701 but $703-$704 will be ASCII "BW";

c. the first (12 I think, 10 at least) bytes of Sparta 2.3 consist of a jump table of addresses on page 7 in .word order;

d. with Sparta 3.2+ I've been using SMEMLO (COMTAB+30) to pick up 3.2g; any 3.2 except "g" will have an msb of $18, "g" will be $17 (only matters if you're worried about D9:)

I hope this helps as I'm looking forward (once I get a new pair of glasses) to Flick80 with a capture buffer.

Best wishes
John Picken

--
Clay Halliwell | ATARI XL/XE DO + THE
ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
Lonersoft ... Solutions you don't want, for problems you don't have!

4259. ATaei

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-20 00:00:00 UTC
From: tom.brammer@mercopus.com
Message-ID: <10685.862.uupcb@mercopus.com>
Source record: 91507

DOES anyone want to buy a atari 130xe, many games, diskdrive, tape,
touch tablet(w/out the program that makes it run).....
$30 or best offer.....

+---+
| Mercury Opus BBS - St. Petersburg, Florida, USA - +1-813-321-0734 |
| 2000 Conferences - 100,000 Files - One of America's Top 100 BBS Systems |
+---+

4260. Wanted: R-Time8 or equivalent

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-20 00:00:00 UTC
From: mbates@netcom.com
Message-ID: <mbatesD8wDpu.1s3@netcom.com>
Source record: 91508

Yes, I would like one of these puppies. I am hoping I am not dreaming.

I am also looking for a copy of SpartaDOS X.

Thanks
-Marlin

4261. Re: 1450XLD - What Happened?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-20 00:00:00 UTC
From: btomlin@crl.com
Message-ID: <3pmlp6$68d@crl10.crl.com>
Source record: 91509

Steve G. (steveg@phantom.com) wrote in comp.sys.atari.8bit:
>Robert Rumpf (rumpf.1@osu.edu) wrote:
>: I'm looking for information on the 1450XLD 8-bit Atari developed. I know
>: that a few prototypes were made, but the big production run wasn't
>: implemented. What happened? And if anyone has one of these they're
>: looking to get rid of, I'm interested...

>What happened? Atari screwed themselves over, that's what. It's called
>"lack of common sense".

Also, The Crash happened. The 1450XLD was displayed at the Summer 1983
(?) CES. That CES probably had more "orphan" machines than any other CES.

4262. Re: DiskComm converter

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-20 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3pjbk8$cq3@nic-nac.CSU.net>
Source record: 91510

DCM2DSK is available via FTP (or BART e-mail server or Gopher) at UMich. If you have Gopher access, use it. If you have FTP access, use it. If you just have e-mail / Usenet news, you're stuck relying on one of us or on the UMICH BART e-mail server.

The FTP address is: atari.archive.umich.edu amiga.archive.umich.edu works well, too, except it acts funny when you do "cd". Also, it's much more available than "atari" and the other ports into UMich. ALSO, there are mirrors!

The Gopher address is: gopher.archive.umich.edu Under "Merit Archives"

From either of those, go to "atari" then to "8bit" and finally to "Sio2pc". The file is "dcm2dsk2.zip". Actually, forget that, I'll e-mail it to you, but from now on, don't rely on us! Rely on the facilities available!! :)

And one more thing- Darek Mihocka is the author of PC Xformer (and the standard retail price is about $30), unless you really meant "Mike."

Lllllllater!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick
Keeper of the Unofficial Atari 8-bit New User, Emulator Help FAQ
Author of the PC Xformer 3.0 User's Manual

4263. Re: WANTED: SpartaDos X or something.

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-20 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3pjcb1$d82@nic-nac.CSU.net>
Source record: 91511

Toby, SpartaDOS 3.2g should be available at:

ftp atari.archive.umich.edu/atari/8bit/FTe
amiga.archive...
gopher gopher.archive...Merit Archives/atari/...

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4264. Koala<->GIF

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-20 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3pjd5j$gkn@charm.magnus.acs.ohio-state.edu>
Source record: 91512

In article <3phaga$3it@nic-nac.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>GIFNCODE by Jeff Potter converts plain Graphics 8, 9 and 15 images and
>Koala-style compressed Graphics 15 images into GIFs.

OK, how about the other direction?
(I know, I'm just never satisfied :-)

Bonus points for a converter that I can run on the Unix machine where
my Web files are. :-)

I'll have to take another look at the file formats to see how I would
go about writing such a beast.....

Heh, it'd be really great if we could have TIFF->Koala and
Postscript->Koala.
--
------------ R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

4265. Re: Koala<->GIF

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-20 00:00:00 UTC
From: bosco@host.yab.com
Message-ID: <3pjg0b$o5t@news.yab.com>
Source record: 91513

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
: In article <3phaga$3it@nic-nac.csu.net>,
: William Kendrick <kendrick@zippy.sonoma.edu> wrote:
: >GIFNCODE by Jeff Potter converts plain Graphics 8, 9 and 15 images and
: >Koala-style compressed Graphics 15 images into GIFs.

: OK, how about the other direction?
: (I know, I'm just never satisfied :-)

Whoa! Haven't you heard of the APAC/COLOR/J-VIEW array of programs from Jeff Potter? These will convert .GIF files to GR.8,9, & 15 as well as special software programming that presents up to 4096 colors (depending on the original .GIF).

John Collins
Phx, AZ

4266. Re: 1450XLD - What Happened?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-20 00:00:00 UTC
From: steveg@phantom.com
Message-ID: <3pjkf9$3i4@dockmaster.phantom.com>
Source record: 91514

Robert Rumpf (rumpf.1@osu.edu) wrote:
: I'm looking for information on the 1450XLD 8-bit Atari developed. I know
: that a few prototypes were made, but the big production run wasn't
: implemented. What happened? And if anyone has one of these they're
: looking to get rid of, I'm interested...

What happened? Atari screwed themselves over, that's what. It's called
"lack of common sense".

4267. Re: Does X-former 3.0 work with most software?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-20 00:00:00 UTC
From: Sean Lester <locke@bev.net>
Message-ID: <3pjmbm$oh9@solaris.cc.vt.edu>
Source record: 91515

Gee....we're running identical systems with identical configurations
and trying to emulate identical .exe's. Are you seeing a pattern
here?

I couldn't get any of the exe's to work either. If someone figures
out what's going on please let me know.

Since I have Win95 and I've just ordered Xf3.0, I'll let you know
next week how well it runs.

4268. Re: When did Atari kill the 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-20 00:00:00 UTC
From: rkim@mars.uucp
Message-ID: <3pjram$mef@nic-nac.CSU.net>
Source record: 91516

Part of the problem was that all values were single-precision. There
was no integer data type in ATARI Basic. Any float operation was bound
to be slower than an integer type. The float used the OS FP routines,
not the fastest in the world.

Did you see the values for the Atari version of Microsoft Basic? Definately
faster. And of course there was Basic XL...

Rich K.

4269. Re: Koala<->GIF

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-20 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3pk5vq$sfv@nic-nac.CSU.net>
Source record: 91517

WHOA... Come on! JView and APACView view GIFs, you KNEW that, right!? :)

Or did you just mean GIF -> Koala..

Is there no Graphics 15 <-> Koala converter!? I mean, there SHOULD be!!!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4270. Re: Help on joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-20 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3pk6ek$sou@nic-nac.CSU.net>
Source record: 91518

Let's just say that it all started with the Atari 2600, went on to the Atari 8-bit computers, to the Commodores, to the Sega Masters Systems, to the Amigas, to the Atari STs, and to the Sega Genesises..

The only major differences in compatibility that I know of are the new Sega 6-button controllers which you can't use on some games, and which require you to use the "mode" button they have to be able to run them on quite a few older games...

So, if you can use it on a Sega, you can use it on ANY of the other machines (at least when it comes to joysticks).

If you can use it on an Atari 2600, you can use it with ANY of the other machines (except the Sega, unless you're playing Sonic the Hedgehog, where all three buttons are "jump" :))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4271. Re: Question to the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-20 00:00:00 UTC
From: DAG.HUGDAHL@flight.org
Message-ID: <925_9505230106@flight.org>
Source record: 91519

Quoting From: kendrick@zippy.sonoma.edu (William Kendrick)

WK>It's a hard call.. :) As I said, too little experience (I need to get
around
WK>to trying the beta SoundTracker's MOD->MD8 converter, but like i said, it's
WK>incompatible with anything else (FAMPY and I think also the newest SoundTr.)

Thanks anyway. I haven't tried any of the MD8 players yet, but I
may just try them one at a time...

-Dag-

---
* PabQwk 2.0 #23 * Geordi: "Wes, no! Don't drop that antimatter^bottle!&%$@^
NO CARRIER
---------------------------- -//- ----------------------------
Internet: DAG.HUGDAHL@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------

4272. ICD carts

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-20 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <50ycrtt.jeking7@delphi.com>
Source record: 91601

Just out of curiosity, how many of you have carts (ICD, CSS, etc..)
plugged into your 8bit that require a rubber band to keep the two
halves together?

Sold an Rtime8 to a fellow who is completely complaining because I mailed
him an R8 that had a rubber band wrapped around it. Offered to refund
his paltry $25.00 and he refused, but continued to fire off mail messages
about how I "deceived" him on the condition of the Rtime8.

I dont know about you folks, but if I were THAT dissatisfied, I'd take
the time to mail the cart back (less than $2.00 to ship) and get my
money back.

I know for a fact that CSS mails off their MUX carts with a rubber
band holding the two shells together, and that at least %60 of the
carts I've purchased have come in that condition as well.

Is it just me - or is it unusual to find an ICD carts in that condition?
Especially considering that R8's need to be opened periodically to
replace the battery or increase/decrease the clock speed.

Any feedback on this thread appreciated.. I'm tired of this idiot ranting
at me in mail. Wont post who it is - but YOU know who you are! SHEESH!
--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

4273. Re: Chaining 3 Adaptecs

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-20 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <525dDZj.jeking7@delphi.com>
Source record: 91602

Got it! Jumpered B/C and it came up as LU2 just find.

umm, thats FINE! (Delphi's editor sucks for fixing typos)

Thanks for the help!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

4274. ATR8000 CP/M disk & manual

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-20 00:00:00 UTC
From: ag608@freenet.toronto.on.ca
Message-ID: <D8v5u5.4y1@torfree.net>
Source record: 91603

Greetings,

I've recently come across a 64k atr8000. However the original
cpm disk and cpm manual are long gone along with the original owner. The
person who bought this persons other ATR, got two cpm disks but only sent
me a terminal disk but no cpm.

I need to get a copy of the cpm manual or a photocopy and I'm
willing to pay the cost of copying & mailing. I need the cpm disk as
well, I'd prefer to download a discommed file if possible.

Thanx,
James

--
=-=-=-

4275. Re: XL Friend! WOW!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-20 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <5W6fLPt.jeking7@delphi.com>
Source record: 91604

Actually, if memory serves, XL FRIEND was created right here in the US
about 2 years ago. I downloaded it (by itself) off of the STARNET
BBS, I believe.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

4276. Re: ICD carts

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-20 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995May20.123606.4175@wariat.UUCP>
Source record: 91605

(JE King asks about carts with a rubber band.)
I don't have a rubber band on my RT8, but I have wires coming out of it
going to a standard battery holder for 2 AA bateries. Got tired of
messing with the internal 3v cadmium or whatever was in there. How I
have easily replacable batteries that last a Looooooooong time.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

4277. Re: Chaining 3 Adaptecs

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-21 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <3pm43v$mbv@blackice.winternet.com>
Source record: 91520

> James King <jeking7@delphi.com> writes:
> Got it! Jumpered B/C and it came up as LU2 just find.
>
> umm, thats FINE! (Delphi's editor sucks for fixing typos)
>
> Thanks for the help!
>
>>>>

Just a quick note of caution: Do NOT try to use
LUN 7. This is reserved for the Originaltor, meaning the
BlackBox or MIO or whatever you are using for a SCSI
Interface. It is always 7.

Rich Mier

4278. Re: Help on joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-21 00:00:00 UTC
From: jjessop@ix.netcom.com
Message-ID: <3pmoj1$1k5@ixnews3.ix.netcom.com>
Source record: 91521

In <Pine.HPP.3.91.950519174830.28003L-100000@bluejay.creighton.edu>
Lisa's pet <honge@creighton.edu> writes:
>
>I just fished a 400. The joystick port looks similar to the one on
>Amiga's. Can I use joysticks sold for Amiga to use on the 400 without
>triggering a nuclear bomb detonation somewhere in my house?
>

Ummm.....Why not plug it in and find out :)

>**
> ____
>/ | \
>| H. Young | "If it's not a Sony, it's a |
>| Biology BS '95 | darn good trick." |
>| Creighton University | |
>| honge@creighton.edu | Darwin of Borg: |
>| zenon@ibm.net | "Creationism is irrelevant. |
>| (ABC) 592-5944 | Evolution is inevitable. |
>| No postage required | Resistance is futile. You |
>| Save the trees--Eat the beavers! | will be assimilated." |
>____/
>
>**
>
>

4279. Re: When did Atari kill the 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-21 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <pG0crh7.ransom22@delphi.com>
Source record: 91522

Jeff M Lodoen <jlodoen@shell.portal.com> writes:

>IBM PC 5:45
>Goldstar MSX 6:20
>Apple II Plus 6:24 _
>Apple IIc 6:33 / |
>Commodore VIC-20 6:34 |
>IBM PCjr 6:59 |
>Commodore 64 7:02 |
>Commodore 8032 7:16 |--- What caused these differences?
>TRS-80 Color Computer 8:01 |
>Commodore 16 8:35 |

>Commodore Plus/4 8:36 |
>Atari 800XL 8:55 _|
>Atari 800 9:00 /
>TI-99/4A 12:58!

The problem with those benchmark tests was explored by Bill
Wilkinson in one of his Insight: Atari columns for Compute!. Essentially,
the problem is that the program used to benchmark is the same for all of
them. While this seems fair on the surface, each computer does certain
things in certain ways better than other computers and/or languages.
Thus, a given program is bound to run faster on one computer than
on others, because it will be somewhat more of an optimal listing for
one than for others.
Bill wrote a program that did the same thing as Compute!'s benchmark
program, but optimized it for the Atari, and ended up with faster times
than those for the IBM PC. Of course, it can be argued that, if the
program were optimized to take advantage of the IBM Pc's strong points,
it too might have a faster benchmark time.
The bottom line is, benchmark tests are inherently flawed. They
are worthless for purposes of comparison to see which interpreter/computer/
compiler is the fastest.

-Joe
--

---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

4280. Buyer Be Wary: JEKING7@delphi.com

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-21 00:00:00 UTC
From: steveg@phantom.com
Message-ID: <3pmgmu$elo@dockmaster.phantom.com>
Source record: 91523

A make-your-own-opinion "warning":

I recently purchased an RTime cartridge from JEKING7@delphi.com. When we were negotiating price/etc, I was told that the cartridge was in "good condition". I paid the price ($25) and, over a week later, got the cartridge.

My first observation was that the cartridge was being held together with a rubber band. This was a bit depressing as I don't consider a rubber band repair to be indicative of "good condition". After telling him this in mail, I was told that (in essence) "all RTime cartridges" are like this. He also went on to tell me that I should be happy; when he bought the cartidge, he had to solder in a new battery holder to make it work.

I asked him what his rationale was. He had told me the cartridge was in "good condition", yet it was home-solder-repaired and held together with a rubber band (and a prayer, presumably). The response I got back from him was less than positive, loaded with vile language with a heavy "in your face" attitude. (That's when I got fed up with his attitude and told him he was a real fucking asshole.)

To his credit, be did offer to refund my money. As I've had a hard time finding one of these cartridges and I didn't want to be stiffed for the shipping (not to mention that considering his generally negative attitude, I sincerely doubted I'd see my money back anyway), I declined, noting that I hoped the cartridge actually worked (my 8-bit is in NJ, I'm in NY and won't have a chance to try it out until next weekend).

So that's it. If anyone decides to deal with this person, please be sure you know _exactly_ what you're buying. His definition of "good condition" is, IMO, quite different from what everyone else's definition is.

4281. Re: Help on joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-21 00:00:00 UTC
From: steveg@phantom.com
Message-ID: <3pmgnl$elo@dockmaster.phantom.com>
Source record: 91524

Lisa's pet (honge@creighton.edu) wrote:
: I just fished a 400. The joystick port looks similar to the one on
: Amiga's. Can I use joysticks sold for Amiga to use on the 400 without
: triggering a nuclear bomb detonation somewhere in my house?

Same joystick. Go for it.

4282. WANTED: Temple of Apshai Trilogy

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-21 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <3pnr5m$4l@stratus.skypoint.net>
Source record: 91525

I'm looking for the Temple of Apshai Trilogy on disk. Any pointers on where I can find this would be appreciated.

Thanks!

Scott

4283. Re: WantedToBUy: SIO2PC cable PLEASE!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-21 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <3pnrb4$4l@stratus.skypoint.net>
Source record: 91526

Marlin Bates (mbates@netcom.com) wrote:
: I would like to buy or find out where to buy an SIO2PC cable. Thanks
: -Marlin

Me too. I've been moving my collection of 8-bit games to my PC for
safekeeping, and it's really slow going using my 1200-baud SX212 modem.
I'd like to *buy* one as opposed to attempting to *build* one, since I am
NOT any kind of a hardware hacker....

Thanks!
Scott

4284. Re: RS232 comms with 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-21 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3po1o0$pgi@charm.magnus.acs.ohio-state.edu>
Source record: 91527

In article <3ph9v2$1i8@alterdial.uu.net>,
Sloopy Malibu <sloopy@alaska.magpage.com> wrote:
>what you are looking for is a 'Rverter' it was made by supra it hooks to the
>SIO port and gives you a standard serial.....if you cant find one but can get
>access to a erprom prgrammer the atari SIO is basically a 9600 baud 8n1 serial
>line (but at TTL voltage levels and a command line) if you build a board to do
>the voltage conversion the rest is basically software....

No eprom is necessary. All you need is the voltage conversion and
some tri-state logic. There's a file at the umich archive (in the
Modifications directory, I think) called atserial, which describes how
to build an Rverter-compatible interface.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

4285. WTB: game carts/disk collections for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-21 00:00:00 UTC
From: dduck@diku.dk
Message-ID: <3po5m0$jl3@odin.diku.dk>
Source record: 91528

Hello all!

I've just aquired an old Atari 800, which turns out to have become my primary games machine. I'd like to get more games for it, but there are some problems.

1) I live in Denmark, and the Atari 8-bits never really took off here.

2) Buying individual carts has HUGE monetary overhead. I'll have to pay shipping, exchange etc. which comes to at least 10$ pr. cart (!)

So, what I'd like to buy is collections, so as not to pay too much overhead. As the danish currency (Kroner) is currently strong, I'll be able to pay a good price.

Please send me offers here, or email me as dduck@diku.dk

4286. Re: Buyer Be Wary: JEKING7@delphi.com

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-21 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3po78q$do1@nic-nac.CSU.net>
Source record: 91529

It sounds like you may be getting "good" confused with "mint" when it comes to a product's condition.

If it doesn't WORK, then (unless the P.O. boo-booed) he's at fault for saying "good." But, looking at the one super cartridge I have (Diamond GOS), it looks like they aren't the best built things, ESPECIALLY considering you have to.. you're SUPPOSED to open them (RT8's).

Not to stick up for James or anything. :) I mean, I didn't see what he wrote you.. I'm sure if he used vile language, you have all the right to be p.o.'d at him.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4287. Who's got Sir Galahad & Holy Grail?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-21 00:00:00 UTC
From: dderhak@xmission.com
Message-ID: <3pocdg$sot@news.xmission.com>
Source record: 91530

I'm looking for the old 8-bit game called "Sir Galahad and
the Holy Grail." It's an PD game that came from APX.
It's kinda dorky, but also fun. Has anyone still got it?
My Atari disks are so old some of them have gone bad, and
that was one of them I lost.
Thanks -

Atari fan - Dean
dderhak@xmission.com

Silence is often misinterpreted, but never misquoted.
Silencio es a menudo mal interpretado, pero nunca mal citado.

4288. Re: Buyer Be Wary: JEKING7@delphi.com

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-21 00:00:00 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <xA99LB9.ftooned@delphi.com>
Source record: 91531

Steve,

If it makes you feel better... I'll send you some "brand new"
plastic cases so that you won't need to rubber-band the R-Time 8 together.
Just E-Mail me with your mailing address, and I'll get to it as soon as I
can. $25 is a good price, and things shouldn't get out of hand over something
as silly as some cartridge plastic. (The cases tend to do that when they've
been opened a couple times, and obviously in Jims case the battery needed
to be changed.)

Take care, Mike (FTe)

4289. WTB: Atari 130XE in good condition.

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-21 00:00:00 UTC
From: "John R. Little" <jlittle@engr.csulb.edu>
Message-ID: <Pine.NXT.3.91.950521155542.796A-100000@piggy.cecs.csulb.edu>
Source record: 91532

I've got a friend interested in replacing his broken 130XE and wanted me
to post a message for him. If you are interested in selling one, let me know
with the details and I'll transfer the message to him.

Thanks,
John

4290. Help on fixing a 130XE...

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-21 00:00:00 UTC
From: "John R. Little" <jlittle@engr.csulb.edu>
Message-ID: <Pine.NXT.3.91.950521160014.796B-100000@piggy.cecs.csulb.edu>
Source record: 91533

If anyone has any ideas on why my friend's 130XE died on him, it would be greatly appreciated. When the power is turned on the screen turns green and then freezes. He thinks it may have been "fryed" in an electrical storm but not sure. What is a fair price to pay to get it fixed?

Also, if anyone has knowledge of common malfunctions or failures on the 130XE, it might be of help.

Thanks in advance for your help,
John

4291. Re: Buyer Be Wary: JEKING7@delphi.com

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-21 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <139090@cup.portal.com>
Source record: 91534

Steve, you know what it really sounds like is just a matter of different interpretations of 'good condition'. It's something we are all going to have to deal with as stuff ages. Eventually I think 'good' is liable to slip all the way to mean 'it works sometimes'. I frequently repair an 8 bit or two & it seems like just about everyone is showing the signs of oxidation. Maybe this should be added to the FAQ. Something like:
busted
shaky=>it seems to be trying to work
good=>it works fine but not cosmetically perfect
excellent=>works fine & looks new
Busted speaks for itself. At least thing we'd all be on a level playing field.

4292. Re: Buyer Be Wary: JEKING7@delphi.com

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-21 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <5M09b1y.jeking7@delphi.com>
Source record: 91535

A true moron -- as noted in my most on CSA8. You refuse to accept a refund, yet continue to bitch and moan.

Look moron up in the dictionary, and it'll surely have your picture associated with it.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

4293. where can I find software??

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-21 00:00:00 UTC
From: Aaron Brown <brown60@potsdam.edu>
Message-ID: <3pmhtf$qhk@ns1.potsdam.edu>
Source record: 91536

I noticed that someone was talking about ftping
software from xmission...

what is xmission, and what is the ip address?

Thanks,
Aaron

4294. Re: Atari 800 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-22 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <D8zJ84.JnL@iglou.com>
Source record: 91456

The Atari 13-pin interface uses a special protocol which can't be easily
connected to any other kind of computer (except maybe an ST running the
Transformer 8-bit emulator).

--
Bill Marcum bmarcum@iglou.com
Louisville: We've got bourbon that will knock you on your butt.

4295. Re: Buyer Be Wary: JEKING7@delphi.com

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-22 00:00:00 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <3pr82k$7bc@nyheter.chalmers.se>
Source record: 91457

In article <5M09b1y.jeking7@delphi.com>,
James King <jeking7@delphi.com> wrote:
>
>Look moron up in the dictionary, and it'll surely have your picture
>associated with it.

Naturally you are entitled your opinion of other people.
But I think that you could spare the rest of us those opinions.
Esp. when it comes to 'hes a moron' type of crap.
We have all seen the posts and can draw our own conclusion from them.

> @ @ @ James King - jeking7@delphi.com @ @ @

Just because US military utilises a strict command and obey tactic,
don't meen that it's succesfull compared to other ei. solve the problem
type of command tactic. Check out some references of WWII.
James, calm down and dont jump to conclusions so fast.

WFR: Fredrik Lundholm
d1dol@dtek.chalmers.se

4296. Re: Buyer Be Wary: JEKING7@delphi.com

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-22 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <ZcxesoM.ransom22@delphi.com>
Source record: 91458

Steve G. <steveg@phantom.com> writes:

>So that's it. If anyone decides to deal with this person, please be sure
>you know _exactly_ what you're buying. His definition of "good condition"

Wel, that ("please be sure you know _exactly_ what you're buying)
is a good policy no matter WHO you are dealing with, especially if the
transaction takes place in such a fashion that you can't see the
merchandise until it's "too late".
F'rinstance, if I'd been buying that RT8 cart, and asked the
condition, I'd have assumed "good condition" meant it was in working order,
with only minor cosmetic damage. That's MY definition of "good condition".
But, in dealing with folks on the 'net, I've found that my definition isn't
everyone else's definition. I've gotten Traveller (a role-playing game,
now out of print for 8 years) material that was stated as being in
"good condition" that had ripped covers, writing (in pen!) on the pages,
etc.
I chalked that up to experience, and now I always ask for specifics
on everything I buy that is of importance to me.
I suggest you treat your experience similarly. I seriously doubt
James King was trying to defraud you. His definition of "good condition"
and yours were just different.
In short, define your terms before you make the sale. :)

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

4297. Re: My 800 only has *ONE* cart slot!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-22 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995May22.201817.3290@wariat.UUCP>
Source record: 91459

(R.A.Kennehan says his 800 only has left slot.)
It is no loss. Only the 'Monkey Wrench' used that slot as far as I
know. Maybe somebody pulled it out, or the left one busted and they
swapped them.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

4298. Re: Koala<->GIF

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-22 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <139135@cup.portal.com>
Source record: 91460

At least for schematics, there's an old <~6 years?> DDJ article on an auto router that did it all with just 30 or so redefined characters on an IBM. A few years later I duplicated most of the character set on the Atari & loaded it into my own playfield editor. It seemed to work fine for some simple schematics I tested it on, matter of fact, I was thinking about writing a simple schematic program for my own use, but after I hit on this combination I abandoned it. The 8 bit was a little more limited then the DDJ article, something like a max of 2 traces per character vs 3 for the IBM, but I think with my editor I could do a max of 28 pin devices. The disk with the character set went south, but it wouldn't be that hard to duplicate. The resulting screens look like my ASCII schematics I post from time to time. If anyone is really interested in this application for passing schematics around let me know & I should be able to duplicate a cheesy effort in a couple of months.
Rick

4299. Re: 130XE keyboard woes

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-22 00:00:00 UTC
From: gholder@emory.edu
Message-ID: <3prtkd$4ij@moe.cc.emory.edu>
Source record: 91461

gederek@sdrc.com (Derek Muktarian) wrote:
>Hi!
>
>I recently bought a 130XE at a garage sale. To my dismay, it has a problem with
>its keyboard - the 2,w,s, and x keys do not work, nor do the function keys along
>the top of the keyboard.
>
>After a bit of tinkering, I've concluded that both the keyboard and computer are
>perfectly fine, and that there are two contacts out of the 24 on the ribbon
>interface that are not making good contact when slotted into the computer board.
>I've been able to take wadded pieces of aluminum foil and wedge them between
>these two contacts and the contacts on the slot, and the keyboard works fine.
>
>My problem, then, is what to do to acheive good contact for these two lines.
> ....

Believe it or not, you're (probably) lucky if the problem is indeed with the ribbon/
slot connection. XEs are notorious for keyboard problems--they where very cheaply
made, especially the early ones (at least Atari CLAIMED to have improved them
later). Ironically, though, I prefer the "feel" of the XE keyboard over any other
computer I've ever used. Usually, the problem was dust getting into individual
key contacts, and/or the carbon contact for an individual key wearing out. To
fiddle with either of these problems required removing the approx. 20 (!!) tiny screws
on back of the keyboard unit. On my 3rd or 4th time around on this with my first
130XE I finally threw up my hands and paid the $20 for a new keyboard.

Don't take my suggestions as gospel, but I wouldn't worry too much about what you
try on the slot cleaning, as long as it is not likely to be TOO destructive or abrasive; or
in the case of cleaner fluids not likely to short out the connection. There are at least a
couple of Radio Shack cleaning sprays--I had trouble with the one labelled "Tuner
Cleaner", because the lubricant it included in it tended to short things out if I didn't
scrupulously wipe it off of what I used it on. Just take reasonable care and work your
way up from very fine abrasives.

Before you go at it, however, you might try building up the back of the connector with
something like tape to add pressure against the contacts on the other side (that is, if
it is a one-sided ribbon connector, as I recall). Or, if your little foil wedges make it
work,
why not redo them carefully and see how long that keeps you going?

Gary Holder

4300. Re: 6502 Overflow flag

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-22 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <D8z5LM.401@aston.ac.uk>
Source record: 91462

```
;So say you do an ADC in which the contents of a location are added to the
;number in the accumulator, and the result is greater that 128, then the
;overflow flag would be set.

Overflow can only occur if you add two numbers of the same sign, e.g. 1+127.
Overflow cannot occur if you add two numbers of different signs
```

4301. Re: PC XFORMER and GEMULATOR info on the Web

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-22 00:00:00 UTC
From: Denver Leonard Giles <dlg2@coventry.ac.uk>
Message-ID: <Pine.ULT.3.91.950522152645.17345B-100000@rowan>
Source record: 91463

On 19 May 1995, John M. Vogel wrote:

> Darek Mihocka (brasoft@coho.halcyon.com) wrote:
> : Branch Always Software is now on the World Wide Web. You can access our
> : home page at "http://www.halcyon.com/brasoft/". You can connect now and
> : immediately download the latest freeware version of PC Xformer, the
> : Atari 800XL emulator for MS-DOS, Windows, and OS/2 Warp.
>
> Just tried your page and got there, but getting error 404 on all your
> links (file not found or is unreadable).
>

I have just tried to use the site and decided to try and change the URL
slightly. If you miss out the second brasoft directory name, you can
reach the documents. eg: "http://www.halcyon.com/brasoft/pcxf30a.html"
instead of the "http://www.halcyon.com/brasoft/brasoft/pcxf30a/html" that
the page points you to.

==
Denver Leonard Giles | \\\\\ ///// | All I learned at school
E-Mail dlg2@cov.ac.uk | O O | was how to bend
Student - MIS (N201) | / | not break the rules
Coventry University | /_ |
Priory St, CV1 5FB, England | _____/ | MADNESS - Baggy Trousers

4302. Looking for Atari7800 console

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-22 00:00:00 UTC
From: stellan.streiffert@hj.se
Message-ID: <3pplno$1d0@nyheter.chalmers.se>
Source record: 91537

I want to buy an atari 7800 console. If you&#65533;ve got one e-mailme.

```
:-)
/Stellan
stellan@abc-data.se
```

4303. Re: Buyer Be Wary: JEKING7@delphi.com

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-22 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <BO7csMN.jeking7@delphi.com>
Source record: 91538

The thing is - the Rtime8 I sold this guy works perfectly, now has a clipped in, soldered in battery (when I got the Rtime8, the battery was held in with electrical tape).

The only flaw was that the pins holding the cart together were broken (due to it being opened up a couple times) - and had a rubber band wrapped out to to keep it together.

It's just unreal to me - that even after multiple offers of a refund, this moron has the gall to post such a slanderous message on CSA8!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

4304. Re: Buyer Be Wary: JEKING7@delphi.com

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-22 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <BOzfMYC.jeking7@delphi.com>
Source record: 91539

Rich Mier <rbmier@winternet.com > writes:

> He, J. King, is correct. Good condition IS if it still HAS the
>case. Never mind that it is held together with a rubber band. I've
>had to replace the batteries in many of them and with almost everyone,
>I've had to use a rubber band to hold them together after openning
>them once.

Thank-you for the support. I knew I wasnt the ONLY person out there
that had ICD style carts that required a rubber band to hold the
shells together. Heck, even CSS sells their MUX carts with a rubber
band already wrapped around the shells.. I know - I bought THREE
and they all came that way!

Mind boggling that after at least 3 offers to refund his money, he
still posts this reputation-blasting message!
--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

4305. Re: where can I find software??

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-22 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <JOz-k0E.jeking7@delphi.com>
Source record: 91540

Xmission is my service provider. I setup a pretty huge FTP site there
specific to Atari 8bit computers.

You may leech files to your hearts content by ftp'ing to:

ftp.xmission.com /pub/users/j/jeking

Once online, send me some mail letting me know what you think of the
ftp site.

I have a few bugs with files in uppercase - and those will be fixed
today, I hope.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

4306. Pictures

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-22 00:00:00 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3pq6a4$3a5@dux.dundee.ac.uk>
Source record: 91541

The response to my post here for help on uploading GIFs has been pretty disappointing either way. Is anyone actually interested in me digitising any more pictures of 8 bit Ataris and related peripherals?

You can't live in a global society without getting your hands dirty somewhere along the line.

Graeme Fenwick:-

email gfenwick@mcs.dundee.ac.uk
homepage http://www.mcs.dundee.ac.uk:8080/~gfenwick/index.html
---

4307. Re: Buyer Be Wary: JEKING7@delphi.com

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-22 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <3pop3c$n9s@blackice.winternet.com>
Source record: 91542

> steveg@phantom.com (Steve G.) writes:
>
> A make-your-own-opinion "warning":
>
> I recently purchased an RTime cartridge from JEKING7@delphi.com. When we
> were negotiating price/etc, I was told that the cartridge was in "good
> condition". I paid the price ($25) and, over a week later, got the cartridge.
>
> My first observation was that the cartridge was being held together with
> a rubber band. This was a bit depressing as I don't consider a rubber
> band repair to be indicative of "good condition". After telling him this
> in mail, I was told that (in essence) "all RTime cartridges" are like
> this. He also went on to tell me that I should be happy; when he bought
> the cartidge, he had to solder in a new battery holder to make it work.
>
> I asked him what his rationale was. He had told me the cartridge was in
> "good condition", yet it was home-solder-repaired and held together with a
> rubber band (and a prayer, presumably). The response I got back from him
> was less than positive, loaded with vile language with a heavy "in your
> face" attitude. (That's when I got fed up with his attitude and told him he
> was a real fucking asshole.)
>
> To his credit, be did offer to refund my money. As I've had a hard time
> finding one of these cartridges and I didn't want to be stiffed for the
> shipping (not to mention that considering his generally negative attitude, I
> sincerely doubted I'd see my money back anyway), I declined, noting that
> I hoped the cartridge actually worked (my 8-bit is in NJ, I'm in NY and
> won't have a chance to try it out until next weekend).
>
> So that's it. If anyone decides to deal with this person, please be sure
> you know _exactly_ what you're buying. His definition of "good condition"
> is, IMO, quite different from what everyone else's definition is.
>
>>>>

He, J. King, is correct. Good condition IS if it still HAS the
case. Never mind that it is held together with a rubber band. I've
had to replace the batteries in many of them and with almost everyone,
I've had to use a rubber band to hold them together after openning
them once.
R.Mier

4308. 1050 help!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-22 00:00:00 UTC
From: <>
Message-ID: <3pp4fu$8ao@stud.Direct.CA>
Source record: 91543

I just pulled my 8bit out of the closet and i'm now reliving some of the fun of simpler days. 8-] I got a second 1050 drive from a local thrift store for $5 and i can't remember how to set the switches in the back so that the computer sees it as a second drive. Can anyone out there look this up and reply to this message here? My e-mail program is really screwed up so if you reply by e-mail i won't get it.

Thanks a lot. 8-]

4309. Re: where can I find software??

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-22 00:00:00 UTC
From: <>
Message-ID: <3ppc51$daq@stud.Direct.CA>
Source record: 91544

In <3pmhtf$qhk@ns1.potsdam.edu>, Aaron Brown <brown60@potsdam.edu> writes:
>I noticed that someone was talking about ftping
>software from xmission...
>
>what is xmission, and what is the ip address?
>
>Thanks,
>Aaron
>

I don't know what xmission is. But one of the places i ftp software for the 8bit is.

src.doc.ic.ac.uk /pub/computing/systems/umich/8bit

You should find all you need there. In fact i'm ftping as i write this. My other computer is a fast pc system running os/2. Kinda neat multitasking a telephone line!

L8ter 8-]

4310. Re: where can I find software??

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-22 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ppdis$b9i@nic-nac.CSU.net>
Source record: 91545

```
The Atari archive at xmission:

ftp: ftp.xmission.com
cd: users/j/jeking/8bit

go from there!

Kept by James King...

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick
```

4311. WANTED: Dealers for SwapMeet: Pacific NorthWest!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-22 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <3pr7j9$pq9@kelly.teleport.com>
Source record: 91546
Cross-posted to: alt.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.mac.wanted,comp.sys.tandy,comp.sys.ti,or.forsale

The Next Monthly SwapMeet will be on Monday, June 5th at 7 P.M.

WANTED: Dealers to sell at Upcoming Swap Meets. Dealerships sought
fall into such Categories as Computer Dealers, all kinds. All kinds of
Computer HardWare, SoftWare, Peripherals & Accessories for ALL Computer Makes
and Types.

Also Sought are Dealers in Video Gaming Equipment, such as Video Game
Consoles, Cartidges, Video Game CD Players and Video Game CDs. ALL Video Game
Makes and Types. ALL Video Game Consoles, Cartridges, CDs, Peripherals &
Accessories.

Also Wanted are Dealers in ALL Types of Electronics.

WANTED are Dealers in Ham Radio, CB Radio, Music CDs and other
Recorded Music. Stereo Equipment also Wanted.

Also Wanted are VCR's, Video Tapes (NO PIRATED MEDIA OF ANY KIND,
PLEASE!!), TVs and Satelite Gear.

This is an ALL Computers, Game Machine and Electronics Swap Meet!!

Small Businesses, and all Dealers Welcome and Wanted!!

NO PIRATED ITEMS PLEASE!! NO PIRATED ITEMS PLEASE!! NO PIRATED ITEMS PLEASE!!

NO ADMISSION CHARGE!!! PLENTY OF FREE PARKING!!! NO ADMISSION CHARGE!!!

TABLES $10! CALL FOR RESERVATIONS! REMAINING TABLES, FIRST COME, FIRST SERVE!

Swap Meet Location in Portland, Oregon. USA. At 1819 N.W. Everett St.
at the NorthWest Service Center On the First Monday of each Month.

Please Direct all replies including about the Swap Meet and/or Table
Rentals to bensmith@teleport.com in E-Mail or Call Ben Anytime at
(503)256-9974. (VOICE/VOICE MESSAGING).

The Next Monthly SwapMeet will be on Monday, June 5th at 7 P.M.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Ask about our Atari Catalogs, available through E-Mail from the address below!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks

4312. Raffle & ALL Computer & Electronics SwapMeet: Pacific NorthWest!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-22 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <3pr81a$qtr@kelly.teleport.com>
Source record: 91547
Cross-posted to: alt.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.mac.wanted,comp.sys.tandy,comp.sys.ti,or.forsale

ACE of America, an All Computers and Electronics User Group, with a special emphasis on Atari. At ACE Swap Meets you might find Atari, Apple, Macintosh, Commodore, Amiga, IBM & Clones, Nintendo, SNES, Sega Genesis, Jaguar, Game Boy, Game Gear and Lynx. You could also find the following items to go with your system, such as Printers, MoDeMs, Monitors, Hard Drives, Disk Drives, Power Supplies, MIDI Devices, Mice, Joysticks, CD Roms, Cables, supplies and Accessories.

ALL COMPUTERS, GAME MACHINES AND ELECTRONICS ARE WELCOME!!

ACE will be holding a combination RAFFLE & SWAP MEET on Monday, June 5th at 7 P.M. It will be an ALL Computer & Electronics Swap Meet with various Raffle Prizes. Funds raised by the Raffle will help us to continue presenting these Swap Meets. Donations of Raffle Prizes will go towards this or Future Raffles. Raffle tickets will be 2 for a $1. And members of ACE will receive their first $1 worth of Raffle tickets FREE! And the final prize of this Raffle will be $25 in cash from the Money Raised by the Raffle. Prizes will be laid out for all to see. Winners will get their choice of available Prizes on display, with the Cash Prize held til the last Drawing. Drawings once started will be every 10 Minutes. Prizes will vary depending on Donations, so to Help make this Raffle a Success, Please be Generous with your Donations. To Donate, call (503)256-9974.

Monthly Swap Meets are Held on the First Monday of each Month from 7 PM. Swap Meets are Held at 1819 NW Everett at the NW Service Center 3 Blocks North of the corner of 18th and W Burnside in Portland, Oregon. USA! Table space is $10. Tables provided as long as they last. Show up early to get a good table, like 6:30 PM.

The Next Monthly Swap Meet will be Monday, June 5th at 7 P.M.

FREE ADMISSIONFREE ADMISSION**FREE ADMISSION**FREE ADMISSION**

PLENTY OF FREE PARKINGEVERYONE WELCOME**PLENTY OF FREE PARKING**

RAFFLE TICKETS 2 FOR A $1EVERYONE WELCOME**RAFFLE TICKETS 2 FOR A $1**

FOR INFO INCLUDING RAFFLE OR RESERVING TABLES: CALL BEN AT (503)256-9974!!

SWAP MEET & RAFFLE SPONSORED BY ACE OF AMERICA!!

The Next Monthly Swap Meet will be Monday, June 5th at 7 P.M.

This Message is distributed throughout the Pacific NorthWest, everyone reading and their Brother is welcome to come and Attend!!

Please Direct all Replies to bensmith@teleport.com in E-Mail or call
Ben anytime at (503)256-9974.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Ask about our Atari Catalogs, available through E-Mail from the address below!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks

4313. Buyer Be Wary: JEKING7@de

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-22 00:00:00 UTC
From: DAG.HUGDAHL@flight.org
Message-ID: <926_9505230106@flight.org>
Source record: 91548

Quoting From: steveg@phantom.com (Steve G.)

SG>My first observation was that the cartridge was being held together with
SG>a rubber band. This was a bit depressing as I don't consider a rubber
SG>band repair to be indicative of "good condition". After telling him this
SG>in mail, I was told that (in essence) "all RTime cartridges" are like
SG>this. He also went on to tell me that I should be happy; when he bought
SG>the cartidge, he had to solder in a new battery holder to make it work.
SG>
SG>I asked him what his rationale was. He had told me the cartridge was in
SG>"good condition", yet it was home-solder-repaired and held together with a
SG>rubber band (and a prayer, presumably). The response I got back from him

I don't think it is all Jame's fault either. I have an SDX cart. that
I originally bought new from ICD and have taken very good care of, but it
doesn't take very much to get it to come apart. I haven't taken it completely
apart but I imagine that taking the Rtime8 apart to solder in a new battery
would not help the case a bit. ICD could have come up with something a
little bit more durable. Too bad it wasn't something along the lines of
the early Atari carts (metal and a philips head screw)...

-Dag-

---
* PabQwk 2.0 #23 * Jim, I'm a doctor, not a tagline!
---------- -//- ----------
Internet: DAG.HUGDAHL@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

4314. R-TIME 8 & SPARTADOS X

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-22 00:00:00 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <A75B020010@east-01.novell.leeds.ac.uk>
Source record: 91549

I believe both the R-TIME 8 and SPARTADOS X carts are no available
again. The man to contact is Mike at Fine Tooned Engineering

ftooned@delphi.com by e-mail

I believe they are $45 to $50 each but they are available.

Hope that helps those who have been looking

Richard Gore
chmrig@leeds.ac.uk

4315. Re: Koala<->GIF

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-22 00:00:00 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D8zy2K.4Hr@itex.jct.ac.il>
Source record: 91550

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
: In article <3phaga$3it@nic-nac.csu.net>,
: William Kendrick <kendrick@zippy.sonoma.edu> wrote:
: >GIFNCODE by Jeff Potter converts plain Graphics 8, 9 and 15 images and
: >Koala-style compressed Graphics 15 images into GIFs.

: OK, how about the other direction?
: (I know, I'm just never satisfied :-)

JVIEW, by Jeff Potter converts any GIF into .R .G .B files, or into
single Gr.8/9/15 files, or even into ColrSquashView RGB compacted files
(the first and third are for 64-color and 4096-color modes).

It also displays the GIFs in any of the above modes.
(That is: Gr.8/9/15 with mutli-color on or off for each.)

Satsfied? (:

-itay

Itay Chamiel bruck@brachot.jct.ac.il Pull down the blinds and run for cover

4316. My 800 only has *ONE* cart slot!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-22 00:00:00 UTC
From: rak982o@nic.smsu.edu
Message-ID: <3pqbos$url@nic.smsu.edu>
Source record: 91551

I recently bought an Atari 800 at a flea market (for $8...a real steal!) and
I discovered that the right cartridge slot has no card edge connector. Does
anyone else have this problem? Is this a manufacturing mistake? If not,
then *WHY* would Atari do this?

- Rich
rak982o@nic.smsu.edu

4317. Re: 1050 help!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-22 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3pqh0j$57e@charm.magnus.acs.ohio-state.edu>
Source record: 91552

In article <3pp4fu$8ao@stud.direct.ca>, <dritter@direct.ca@Direct.CA> wrote:
> I got a second 1050 drive from a local thrift store for $5 and i
>can't remember how to set the switches in the back so that the computer sees it
>as a second drive.

If it's already set to be drive 1, just move the switch you can see to
the other position. (Sorry I don't remember the specifics.)
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

4318. WANTED: Temple of Apshai Trilogy

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-22 00:00:00 UTC
From: Michael.Fitzpatrick@flight.org
Message-ID: <ded_9505221225@flight.org>
Source record: 91553

Try Video-61 in Stacy MN. He is an Atari Software dealer. The address is:

22755 Congo St N.E.
Stacy, MN 55079

Sorry, I don't have the phone #.
---------- -//- ----------
Internet: Michael.Fitzpatrick@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

4319. Re: Koala<->GIF

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-22 00:00:00 UTC
From: potter@escmail.orl.mmc.com
Message-ID: <3pqk85$fpe@theopolis.orl.mmc.com>
Source record: 91554

In article <3plgmp$ksa@charm.magnus.acs.ohio-state.edu>, rfunk@magnus.acs.ohio-state.edu (Rob Funk) writes:
|> Lemme back up a second. It was suggested that we use Koala format as
|> a standard for diagrams. I can very easily scan or draw diagrams into
|> TIFF, GIF, and some other formats, but not Koala. (Okay, I could draw
|> with BBK Artist, but how about scanning?) So I would need to convert
|> the file to Koala format before posting it anywhere.

A few years ago, I created a program to read, display, and print out certain TIFF files (notably bilevel line diagrams). I predictably named it TIFFREAD, but I never distributed it. If you could, please email a UUEncoded (small, <50K) file to my CIS address, and I'll see if it still works, with your flavor of TIFFs.

|> I admit, though, that I haven't been keeping up with the latest
|> versions of Jeff Potter's programs. Last I saw was APACView and
|> ColorView, around when Colorview first came out. I'll have to check
|> out the latest...

Look for my JVIEW (atari/8bit/Graphics/jview.arc at the umich archive).

--
Jeff Potter
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

4320. Indus GT and Parallel Printer Interface FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-22 00:00:00 UTC
From: lenn@expert.cc.purdue.edu
Message-ID: <3pqrav$dal@expert.cc.purdue.edu>
Source record: 91555

For Sale:

Indus GT Disk Drive + Cable + Power Supply + Docs - $30
Support Double Density, Enhanced Density, Single Density

MPP 1150 Parallel Printer Interface for Atari 8bits with pass-thru - $10

You pay shipping.

Jody Lenn

--
Jody M. Lenn Umich Atari Posse:
lenn@expert.cc.purdue.edu lenn@atari.archive.umich.edu
lenn@terminator.rs.itd.umich.edu
Elevation 28,800 BPS (V.34) GEnie: j.lenn1@genie.geis.com

4321. **Atari 8 bit HW for sale**

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-23 00:00:00 UTC
From: aj445@cleveland.Freenet.Edu
Message-ID: <3psch3$501@usenet.INS.CWRU.Edu>
Source record: 91464

I have the following Atari 8 Bit items for sale to the highest offer. I would naturally prefer that the interested parties be within driving distance, so that they could actually SEE and operate any system that they are interested in (I'm in N.E. Ohio). However, I realize that that would be severely limiting the pool of prospective buyers. Be assured that all items are in perfect working order. All memory upgrades were done by myself, as well as any mods and normal maintenance. This is a shortened list, as many of the original items are no longer available.

Atari 130xe (320k) SuperVideo 2.1
Atari 1200xl (1meg) SuperVideo 2.1
Atari 600xl (64k) SuperVideo 2.1
Atari XEGS (128k)
Atari 800 (48k)
Atari 800 (188k)
Percom SS/DD disk driv
Atari 810 disk drive (Happy enhanced)
Avatex 1200 baud modem
Basic XE cart.
Commodore 1802 monitor

I will personally check out any item prior to shipment. I'm a Sr. Electronic technician, and hold an Extra Class FCC Amateur Radio license. These items were well cared for. As mentioned, I'd prefer a local buyer, but I will ship to continental U.S. locales. If you are SERIOUSLY interested in any item, you may contact me at:

aj445@po.cwru.edu
cooncat@ix.netcom.com
kb8eb@wa8bxn.#neoh.oh.usa.na (packet radio)

4322. Re: Buyer Be Wary: JEKING7@delphi.com

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-23 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <3psfgp$ao3@news.xmission.com>
Source record: 91465

Fredrik Lundholm (d1dol@dtek.chalmers.se) wrote:

: Naturally you are entitled your opinion of other people.
: But I think that you could spare the rest of us those opinions.
: Esp. when it comes to 'hes a moron' type of crap.
: We have all seen the posts and can draw our own conclusion from them.

Youre damned right, I'm entitled to my opinions.

I'm angry because I offered to resolve the problem for this guy by refunding his money (MULTIPLE TIMES) - and make good for him, yet he continued to post such a slanderous message in CSA8.

Does that seem fair to you? Is it fair for somebody to slander me AFTER I've already tried to make the deal good for him? What more can I do besides offer to refund his money?

My final mail reply from him was something like "you're a xxxx, and I'm NOT sending the cart back because I dont trust you to refund my money".

ARGH!@!!!!!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

4323. Re: 130XE keyboard woes

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-23 00:00:00 UTC
From: ab557@um.erisoft.se
Message-ID: <3psihk$5k@antares.lu.erisoft.se>
Source record: 91466

Try some sandpaper! take a small piece and rub gently (up/down) in the slot. I too believe that the slot is the crook, and I have done the sandpaperthing successfully on my Spectrum myslef (similar kind of slot).
Good luck!

+----------------------+---+
|Snail-mail work: |E-mail work: adam.bergstrom@um.erisoft.se |
| Adam Bergstr&#65533;m +-------------------------+--------------------+
| Erisoft AB |Memo work: eri.epl.eplabm |Snail-mail home: |
| Pendelgatan 2 +-------------------------+ Adam Bergstr&#65533;m |
Box 4205	Telehone:	Granlidsv&#65533;gen 9B
S-904 06 Ume&#65533;	Work: +46 (0)90 153136	S-910 20 H&#65533;rnefors
Sweden	Home: +46 (0)930 20810	Sweden
+----------------------+-------------------------+--------------------+
| Opinions expressed are my own, not my employer's. |
+---+

4324. 8bit files

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-23 00:00:00 UTC
From: callum@hk.super.net
Message-ID: <3psm63$6sb@tst.hk.super.net>
Source record: 91467

I've just got some 8bit files from the xmission site. The XFD ones work fine I can't get the others E.G. spelunkr.dcm or boulder.ash to work. Is there something else I have to do? I've tried loading DOS and then using the L option but DOS comes back with a BAD LOAD message for all of them. Any pointers appreciated.

CP.

4325. 8-bits still alive

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-23 00:00:00 UTC
From: Jack Everett <76564.15@CompuServe.COM>
Message-ID: <3prrjr$7ic$1@mhadg.production.compuserve.com>
Source record: 91468

Great to know others are interested it The 8-bit machines. My 800 was smoked up in a fire and stolen from storage. I'm looking to purchase a 128 if the seller ever remembers to bring it to the office. May need help with it since it will be a "new" machine to me.

--

4326. Re: 8bit files

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-23 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3pt6m4$s0e@nic-nac.CSU.net>
Source record: 91469

.DCM files, like .XFD and .ATR files, are disk images. There's a big difference between .DCMs and the other two (other than that it is much older, more standard, and the _official_ Atari disk image format).

Atarians without PC's need to get DiskCommunicator 3.2, the program which makes and extracts .DCM files.

Atarians with PC's (either running Xformer or SIO2PC) need to get (to save themselves from HOURS of annoyance) DCM2DSK for their PC. It converts .DCMs into .ATRs.

And finally, Atarians with PCs who are using only SIO2PC, not Xformer, and are trying to get .XFDs up and running should load up QBASIC and prepend the 1st 16 bytes out of a standard Single Density (90K) .ATR onto the beginning of the .XFD. (The data format is identical, but ATRs are more versitile since they have a header; THEY can be from 128bytes to 16MBs in size!)

DCM2DSK (dcm2dsk2.zip) is available both at xmission and UMich near SIO2PC and/or Xformer.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4327. Info on HD for 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-23 00:00:00 UTC
From: esmith@netaxs.com
Message-ID: <3pt6r1$nca@netaxs.com>
Source record: 91470

Just trying to get some info on any HD setup for the 8 bit system that was or is out there. I was told that there was a setup for the old Atari to run a system of a HD and tape backup system. But do not know of this system. I heard of the MIO, but it is not the samething as the one that was mentioned to me back awhile ago. If anyone know of this please leave me a message with the correct info. Thanks.

Ed

--
+-------------------------------------+
| Edward M. Smith (esmith@netaxs.com) |
+-------------------------------------+

4328. Re: 320k XE for sale/trad

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-23 00:00:00 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <3pt3ge$b90@theopolis.orl.mmc.com>
Source record: 91471

In article <3pepcm$1vf@charm.magnus.acs.ohio-state.edu>, rfunk@magnus.acs.ohio-state.edu (Rob Funk) writes:
|> Or could somebody write a koala<->GIF converter? :-)

My JVIEW can go from GIF to monochrome GR.15 (not Koala compression).
My GIFNCODE can go from Koala to GIF (4 colors).

Both are in the umich archive (atari/8bit/Graphics).

--
Jeff Potter
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

4329. Re: FS:Atari 400/800/1200/Mags/Books/Carts/MORE

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-23 00:00:00 UTC
From: Kit Kimes <kimes@iwtqg.att.com>
Message-ID: <D91KAs.DK8@jackson.napervilleil.attgis.com>
Source record: 91472

```
#==========SteveR, 5/13/95==========
#
#Magazines
#---------
#ANALOG - March 1984 - 100 pages (NO cover/WORN) $10.00

[Much deleted]

Are the old magazines worth anywhere near what Steve is asking?

I just dumped a bunch of old Analogs and Antics because I figured
it would cost more to ship them than people would be willing to
pay. I still have several years though, so if you are interested in
old Atari magazines, email me and I'll tell you what I have.

Kit Kimes
AT&T Resource Link (under contract to ATT-GIS)
Naperville, IL USA
kimes@iwtqg.att.com or
KitKimes@AOL.COM
```

4330. Re:8bit files

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-23 00:00:00 UTC
From: talbotb@ibm.net
Message-ID: <3ptguc$ehi@news-s01.ny.us.ibm.net>
Source record: 91473

```
In message <3psm63$6sb@tst.hk.super.net> - callum@hk.super.net (Callum Prentice
) writes:
:>
:>I've just got some 8bit files from the xmission site. The XFD ones
:>work fine I can't get the others E.G. spelunkr.dcm or boulder.ash to
:>work. Is there something else I have to do? I've tried loading DOS and
:>then using the L option but DOS comes back with a BAD LOAD message for
:>all of them. Any pointers appreciated.
:>
:>CP.
:>
:>

Where is the xmission site please?

==========================================
Brett Talbot, Scottsdale AZ
talbotb@ibm.net / 72407.147@compuserve.com
TEAM OS/2
==========================================
```

4331. Re:8bit files

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-23 00:00:00 UTC
From: talbotb@ibm.net
Message-ID: <3pth0c$ehi@news-s01.ny.us.ibm.net>
Source record: 91474

```
In message <3psm63$6sb@tst.hk.super.net> - callum@hk.super.net (Callum Prentice
) writes:
:>
:>I've just got some 8bit files from the xmission site. The XFD ones
:>work fine I can't get the others E.G. spelunkr.dcm or boulder.ash to
:>work. Is there something else I have to do? I've tried loading DOS and
:>then using the L option but DOS comes back with a BAD LOAD message for
:>all of them. Any pointers appreciated.
:>
:>CP.
:>
:>

I found xmission, but I could not locate the directory
with atari stuff in it. Could you tell me?

===========================================
Brett Talbot, Scottsdale AZ
talbotb@ibm.net / 72407.147@compuserve.com
TEAM OS/2
===========================================
```

4332. Re: Indus GT drives

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-23 00:00:00 UTC
From: drichard@isle.waterloo-rdp.on.ca
Message-ID: <D91Eyu.255@isle.waterloo-rdp.on.ca>
Source record: 91475

Rich Mier (rbmier@winternet.com) wrote:

: Power for the Indus GT 8Bit Floppy Drives is 12 V. AC.
: I use a Power pack from an Atari 5200. DO NOT use the Power
: Packs for a 1050. They are only 9 V. AC. The only other problem
: you might see is if they are VERY old, pre DOS 2.5 and then only if
: you are trying to read a Enhanced Density Floppy. If they fail to read
: it, the PROM needs ungrading. BTW if they have 'Future Systems'
: on the bottom tag they have the new PROM.

No.. The power is 12v DC.. (At least on the one I have... Plugged an
AC supply into it, and boom.. :-( ) Unless they changed this, or someone
upgraded yours, then the supply has to be DC volts.

4333. Re: Buyer Be Wary: JEKING7@delphi.com

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-23 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <139156@cup.portal.com>
Source record: 91476

James; you can relax. We've all known you for years, Steve's difference of opinion with you and harsh tone of his message has in no way influenced my opinion of you. I doubt if it's had an impact on anyone else other then establishing what you mean by good condition. If anybody bought an R-time cart in 'good' condition we would certainly know what we'd be getting by now with all the multiple posts describing in exacting detail the condition of cart in question<g>. Just ignore it & it will go away as another non event in comp.sys.atari.8bit. You've probably done a couple of dozen deals over the net, this is the 1st time I've ever seen a complaint so I know at least 95% of the time people are happy dealing with you. That's a pretty fine record.
Rick

4334. Re: My 800 only has *ONE* cart slot!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-23 00:00:00 UTC
From: tosk@clark.net
Message-ID: <3prio2$u9@clarknet.clark.net>
Source record: 91477

In <1995May22.201817.3290@wariat.UUCP>, Russ.Gilbert@apk.wariat.org (Russ Gilbert) writes:
>(R.A.Kennehan says his 800 only has left slot.)
>It is no loss. Only the 'Monkey Wrench' used that slot as far as I
>know. Maybe somebody pulled it out, or the left one busted and they
>swapped them.
>--

I used to have a program called Cart Copy that used the right cart slot
to copy cartridges to diskette. If anyone has this program could they contact
me. I sold the Atari 800 I had a while ago and only recently purchased another
one.

Thanks

Tosk@clark.net

4335. 130XE keyboard woes

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-23 00:00:00 UTC
From: gederek@sdrc.com
Message-ID: <3prbae$92j@info1.sdrc.com>
Source record: 91478

Hi!

I recently bought a 130XE at a garage sale. To my dismay, it has a problem with its keyboard - the 2,w,s, and x keys do not work, nor do the function keys along the top of the keyboard.

After a bit of tinkering, I've concluded that both the keyboard and computer are perfectly fine, and that there are two contacts out of the 24 on the ribbon interface that are not making good contact when slotted into the computer board. I've been able to take wadded pieces of aluminum foil and wedge them between these two contacts and the contacts on the slot, and the keyboard works fine.

My problem, then, is what to do to acheive good contact for these two lines. I've cleaned the ribbon contacts with both alcohol and a baking soda/water mixture, without success. There's no visible signs of dirt or damage to the ribbon, so I'm thinking that the contacts in the slot must be dirty.

So now, the big question, how do I clean the contacts down inside the slot? I've got two ideas - compressed air (which would run approx $10) and some spray cleaner that Radio Shack sells ($15). Has anyone out there had similar experiences? I'd like to get a good idea of what has worked for others before I start dropping more dough on this thing. Any input would be greatly appreciated. Thanks!!

Derek Muktarian
derek.muktarian@sdrc.com

4336. Re: My 800 only has *ONE* cart slot!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-23 00:00:00 UTC
From: heller@blue.crayola.cse.psu.edu
Message-ID: <3prpkr$ptn@psuvax1.cse.psu.edu>
Source record: 91479

Kennehan Richard A (rak982o@nic.smsu.edu) wrote:

: I recently bought an Atari 800 at a flea market (for $8...a real steal!) and
: I discovered that the right cartridge slot has no card edge connector. Does
: anyone else have this problem? Is this a manufacturing mistake? If not,
: then *WHY* would Atari do this?

Somebody might have removed it for some strange reason. =)

: - Rich
: rak982o@nic.smsu.edu

4337. Re: 850 interface?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-23 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <3prrql$c4@stratus.skypoint.net>
Source record: 91480

I picked one of these up this weekend. Hope this isn't a FAQ, but:

What kind of power supply does this thing take?

Thanks!
Scott

4338. Re: *Wanted: OLDER HOME VIDEOGAME SYSTEMS.. =)*

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-23 00:00:00 UTC
From: aquarius@netcom.com
Message-ID: <aquariusD90qvB.Js9@netcom.com>
Source record: 91481

**(OREGON AND VANCOUVER, WASHINGTON STATE RESIDENTS WHO ARE CURRENTLY
IN TOWN, RESPOND ONLY, PLEASE!!)**

Hi,

"I am looking for ALL, OLDER (NON-NINTENDO/SEGA) VIDEOGAME CARTRIDGES and
HOME VIDEOGAME SYSTEMS.. HOPEFULLY the thought of tossing out these poor
little things hasn't crossed your mind!" <aaack!> =(

*Like These:

-ATARI: 2600/5200/7800
-COLECOVISION
-INTELLIVISION
-ODYSSEY
-VECTREX
-ATARI COMPUTER (cartridges)
-COMMODORE 64/128 (cartridges)
-APF
-BALLY ASTROCADE
-EMERSON ARCADIA
-FAIRCHILD "CHANNEL F"
-MICROVISION
-RCA STUDIO II
-SPECTRAVISION
-ANY OTHER WEIRD SYSTEMS
NOT ON THIS LIST..

"What do I do, Chris?"
(Please read the following carefully..)

1.) Please send an EMAIL-LIST of what you have, ie. TYPE of system(s),
HOW MANY cartridges? the cartridge NAMES.. Do they include BOXES,
MANUALS, OVERLAYS, GAME PIECES, etc? Please include CONDITION of
the items (working?)

2.) Sorry, I am not looking to pay exorbitant amounts for items, garage
sale and thrift shop prices at the most, But if you have any doubts,
please still contact me..

3.) Please be willing to sell INDIVIDUAL COMPONENTS (cartridges, etc),
I don't always need everything! =) But, if the price is right, I WILL
buy the collection..

4.) Please Check your E-mail OFTEN for replies and other
arrangements, I check and respond to mine daily/nightly..

5.) I PREFER to buy within PORTLAND, OREGON and other close-in areas, but will travel short distances..

*Besides Email, I can ALSO be reached at (503)297-6568 (if not there, please leave a message)..

*"Games? What Games?
I Don't Need No
Stinking games!!"

-Chris.. =)
(503)297-6568

--
aquarius@netcom.com

4339. Re: My 800 only has *ONE* cart slot!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-23 00:00:00 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <hU2fEgC.ftooned@delphi.com>
Source record: 91482

Kennehan Richard A <rak982o@nic.smsu.edu> writes:

>anyone else have this problem? Is this a manufacturing mistake? If not,

Hi Rich,

Believe it or not... It was intentional!

When the prices of ROMS dropped and everyone was just putting 16K into
the left slot, Atari decided to drop the right cartridge connector because
of lack of "Right Cartridges" (except for Monkey Wrench, Austin Franklin 80,
and the R-Time 8's that I know of) due to the fact that it was being used
with software to "duplicate the carts". My first 800 was the same way,
and it's really easy to just solder in the edge card socket...

Hope this helps, Mike

4340. Re: 8bit files

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-23 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ptjq7$8ol@nic-nac.CSU.net>
Source record: 91483

```
xmission site:
ftp ftp.xmission.com/users/j/jeking/8bit

kept by james king

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick
```

4341. 8bit files

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-23 00:00:00 UTC
From: sdudley@brbbs.brbbs.com
Message-ID: <USE2PCB976884016@brbbs.brbbs.com>
Source record: 91484

callum@hk.super.net (Callum Prentice) writes:

-> I've just got some 8bit files from the xmission site. The XFD ones
-> work fine I can't get the others E.G. spelunkr.dcm or boulder.ash to
-> work. Is there something else I have to do? I've tried loading DOS and
-> then using the L option but DOS comes back with a BAD LOAD message for
-> all of them. Any pointers appreciated.
->
-> CP.
->
->

Unfortunately I can't be of much help here, but I was wondering if you would tell me the FTP address for "the xmission site"? I would like to be able to find some games for my old Atari 800XL.

Thank a bunch, wish I could help with your problem.

Sean

4342. Re: 130XE keyboard woes

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-23 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995May23.193807.4280@wariat.UUCP>
Source record: 91485

(Gees, I forgot. Somebody talking about 130xe keyboard.)
I suspect the problem is not the contacts in the connector on the
mother board, but the 'etching' or painted conductor, on the mylar
(some kind of plastic Ben Poehland would know exactly.) I had a
similar problem. Found these neat little mylar strips with thin metal
'pins' or almost little tiny knives on each end. I cut off the plastic
that fed into the connector, stuck some cut off pieces of these strips
(the strips have 20 'pins', the connector is 24, so I use 4 strips of
6. The 'knives' push up between the plastic coating and the plastic
that has the 'etched' lines on them. The other side just sorta 'plugs'
into the strip connector. I made a 'clamp' to make the pins stuffed
into the plastic tight and haven't had a problem. These 'strips' were
found at a surplus electronics store for about $1 apiece.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

4343. Re: 130XE keyboard woes

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-23 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995May23.200911.7189@wariat.UUCP>
Source record: 91486

(R.G. responds to R.G. responding to Darek Muktarian about 130xe keyboards.) ((Muktarian? Is that anything like an Atarian?)):)<---
Oh, yes. If your functions keys aren't working, you probably should get a new keyboard (ATV has 'em and maybe B&C and Best). The things I called 'etchings' or painted on conductor gets oxidized and/or the rubber 'cups' or 'footies' get oxidized or both and I don't think even a new 'mylar' is good, or maybe a new set of 'rubbers'. Better yet, I think you can still get a 'transkey', which allows you to hook up a standard IBM keyboard to some a8s, maybe even the 130xe.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

4344. Re: 8bit files

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-23 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <3pu0vb$7bu@crl5.crl.com>
Source record: 91487

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: xmission site:
: ftp ftp.xmission.com/users/j/jeking/8bit

: kept by james king

: -bill!

Actually, it's /pub/users/j/jeking/8bit

John
jvogel@crl.com

4345. Re: ICD carts

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-23 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995May23.230155.18885@wariat.UUCP>
Source record: 91488

(Steve G. and J. King go at each other.)
I wish this whole thread would end. There are plenty of morons (did
you see 'Forrest Gump'?) and bastards (do you really want to put down
children born out of wedlock? There're a lot of them.) I only regret
having added to this thread.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

4346. Re: PCXF 4.0 req. Win95?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-23 00:00:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet.org_2fc12135_Per.Erik.Peterson@asb2.ct.se>
Source record: 91489

```
In The spring 16.05.95 Wrote Vladimir Jancarek following stuff...
>> Yes, it does suck!!!! I've been using os/2 for about 5 months now,
>> and it completely blows Windows 3.1 out of the water, and after seeing
>> some of the press about Win95, it blows it out of the water too!! I
>> wasn't planning on upgrading to Win95 either.

Is this the platform for this type of discussion.??

-=> Wfr.!! Per-Erik "Pekka" Peterson.!! <=-

( UUCP Dialup connection )
```

4347. Re: XL Friend! WOW!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-24 00:00:00 UTC
From: Marek Wojciechowski 19-93 Bp4 <mw@altis>
Message-ID: <Pine.SOL.3.91.950524115033.16548A-100000@altis>
Source record: 91406

There is an information in the XLF documentation that it uses RAM
banks from under ROM (so it will not work e.g with Turbo Basic XL) and quite
smart way of initialization to restore information that has been stored
in the notepad before reset.

Btw. as I know XL Friend is a part of Quick Assembler Package together with
Bug Hunter (very nice debuger for Atari XL/XE) so I am not sure whether it
can be distributed free :) .

Marek Wojciechowski

4348. Re: When did Atari kill the 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-24 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <139255@cup.portal.com>
Source record: 91407

As far as the faster times go for different flavors of Atari, the OS was rewritten so some problems with the screen routines were straightened out. I believe they were specifically the screen scroll & screen clear code. If you ran the same test with no screen I/O you probably wouldn't see a difference. As far as the rest of the test go, I never underestimate the power of a rigged demo to show exactly what you want it to show. For instance, if Atari would have adopted the Fast FP routines that are in the Newell ROMs all the test would have been about 30% faster. I'd bet they just figured FP is not used by your average PAC MAN clone so they left it alone. Another author who fooled around with Atari basic was Bill Broderstein<sp?>. He redid the way Basic searches for line numbers & I think at least one or two other hacks like fast screen scrolling to speed it up. The tradeoff was you lose some of the reasons why you use Atari Basic over others in the first place. Bill Wilkinson mentioned a few of these in his column, simple stuff like being able to press the BREAK key then type CONT to restart your program. Hitting reset & having your program still there, try that on an [ST, IBM, ...]. Atari Basic saves a lot of variables & lists so it can do this, that takes time.
Rick

4349. Re: binary load analyzer

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-24 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <139259@cup.portal.com>
Source record: 91408
Body handling: HTML body converted to readable text

PC: Just a guess, but probably a good one. Xmodem as it is implemented
on an Atari fills the last bytes of the final block with characters.
I'd bet that's what you may be picking up but it is a little suspect.
I forgot how these bytes are encoded to pad out the 128 byte block, but
I thought it was something like:
Let's say you have 65 real data bytes as the last 128 byte Xmodem block,
it would be sent as [65 data bytes, 63 'A'] followed by checksum/acks.
If it had 67 data bytes it would be [67 data bytes, 61 'C's]. It's non
standard on the Atari & I've seen this show up on some lame-o transfer
programs I did when I mixed other computers with the Atari, they weren't
expecting a non-standard terminating block or were just done wrong on
the other equipment so they saved the entire final block. Once it got
in the file, it was there to stay unless I wanted to get down & dirty like
you're doing.
BTW: These files should *NOT* run reliably on an 8 bit except by pure chance.
Well, if the last bytes of the real code are RUN vs INIT they shouldn't
anyway. You & the guy who posted the accurate description of RUN/INIT
vectors have it right with the following addendum. After every block of
a file is loaded INIT address is checked to see if it has changed &
now contains an INIT vector. The RUN vector isn't checked until EOF. With
the files your found DOS will never check for a RUN address since there
are more bytes in the file. DOS now assumes the next 4 byte are
more load addresses. In the 'A' example DOS would start loading the
appended bytes at 65+256*65. If the computer survives this, DOS will
then go through RUN vector.
Rick

4350. New Blood

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-24 00:00:00 UTC
From: Paul 'Mclane' Irvine <mclane@dellos.demon.co.uk>
Message-ID: <9505241927.AA0004r@dellos.demon.co.uk>
Source record: 91409

First time post in here people, so keep calm...:-)

Been looking some help if thats OK with you guys...

My current machine is an Amiga (back off PC owners) and so far all I can find
Netwise is PC extractors/compressors etc. So shure I can get the files but cant
do a thing with them...Are there any Amiga -> Atari proggys about??
I do have a 850 , but dont have the connection details otherwise I would port
the files down.

2nd and last query (and most stupid) What are the file formats that are used
on the sites. IE what progs will I need for the Atari side for extacting the files
.
Simple to you guys, But Im used to playing/programming direct on the machine
So now that I can see a few new (?) bits of software I want to get at em..

Hope You all can help, Machine wise (8bit) I can hold my own with most, but
seeing those great old games as .XDMs(?) etc on my HD and not knowing how
to get them off is Killing me...

Paul "Moleater" Irvine

4351. 800xl w/modem

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-24 00:00:00 UTC
From: 137dickey@west.cscwc.pima.edu
Message-ID: <1995May24.114326@west.cscwc.pima.edu>
Source record: 91410

I was curious as to how one would hook up an Atari 800xl to an external modem? I have an Avatex 1200hc which I borrowed from my school and I'd like to use it with my 8-bit system. Is there something that goes into the cartridge slot or does it "daisy chain" to the system like the drives? What sort of interface would I need to hook it up?

loren dickey
137dickey or ldickey@west.cscwc.pima.edu

4352. Re: 800xl w/modem

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-24 00:00:00 UTC
From: rumpf.1@osu.edu
Message-ID: <199505241932.PAA26923@postbox.acs.ohio-state.edu>
Source record: 91411

In article <1995May24.114326@west.cscwc.pima.edu>,
137dickey@west.cscwc.pima.edu wrote:

> I was curious as to how one would hook up an Atari 800xl to an external
modem?
> I have an Avatex 1200hc which I borrowed from my school and I'd like to use it
> with my 8-bit system. Is there something that goes into the cartridge slot or
> does it "daisy chain" to the system like the drives? What sort of interface
> would I need to hook it up?
>
You'd need an Atari 850 interface, which allows you to hook all sorts of
stuff up to the classic 8-bits. I'm looking for one of these myself...but
they aren't all that hard to find.

Bob Rumpf (rumpf.1@osu.edu) OSU Molecular Genetics: "We MAKE Friends"

*** Magic: The Gathering: It's not just a hobby anymore... ***
http://calvin.biosci.ohio-state.edu/~rrumpf/rrumpf.html

4353. Atari 800 Serial Bus Protocol

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-24 00:00:00 UTC
From: bernd@wema10.elektro.uni-wuppertal.de
Message-ID: <3pvsag$44a@wmwap1.math.Uni-Wuppertal.DE>
Source record: 91412

Is there anybody who can tell me something about the serial bus of the
Atari 800? I knew already that the baudrate is 19200 I knew the pinout of
the connector and that it works with TTL level. The most important information
I need now is the software-protocol.

Greetings to everybody

bernd

4354. secret stuff INSIDE the 800!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-24 00:00:00 UTC
From: rak982o@nic.smsu.edu
Message-ID: <3q0aht$1vk0@nic.smsu.edu>
Source record: 91413

I opened up my Atari 800 a few days ago, and found lots of interesting stuff! Did you know that there is a 4 slot expansion card area underneath the hood? Also, there is a WIDE card interface on the back of the motherboard...probably meant for an expansion that Atari never meant to use...almost like enginerring snuck it in and didn't tell anyone. Also, the CPU is mounted on an expansion card! I also discovered some MONSTER sized capacitors inside...what would they need those for? They also used a TON of aluminum in it also. I think this system was very well designed for its time period.

4355. Re: repair help

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-24 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <3q082a$dt@blackice.winternet.com>
Source record: 91414

> synner@coho.halcyon.com (Ben Lincoln) writes:
> Hello... I'm having a problem with a 130XE... Two rows of keys
> (vertically-- the two that begin with 8 and 9) don't work. Is there a
> chip that could be responsible for this? I tried cleaning both the ribbon
> connector and the port... is it just a dead keyboard? Any help is
> appreciated, but response by e-mail would be best.
>
> --
> Ben Lincoln +/\s Synner@Halcyon.com
>>>>

Look at the previous messages "Re: 130XE Keyboard Woes"
More than likely the connector is not the problem, but rather somewhere on
the mylar there is an open foil. If you have the skill to take the keyboard
apart and locate the open, it can be fixed. I've used a special 'Paint' made
by Locktite that is for repairing the electric rear window defrosters of cars.
It's sold in Automotive stores and is not cheap. Around $12 for .05 oz.
Locate and paint the open or crack in the foil with this 'Stuff', wait a
little bit and then use a tootpick to clean between the foils so there are
no shorts. The paint 'runs' alot. I've fixed at least a dozen XL and XE
keyboards with this stuff. I'm on my second bottle in 6 years.
Another thing I just ran into last week. The foils that actually
contact the connector were plain worn out. Used a sissors to snip off
about 3/16" from the mylar. 800XL keyboard works fine now. Be
careful, make a god straight cut.

Rich Mier

4356. Desperately seeking SIO2PC cable!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-24 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <3q0d33$37c@stratus.skypoint.net>
Source record: 91415

I'm *not* a hardware hacker, and need to buy one of these cables. What's the best, fastest source for these? The FAQ didn't seem too specific on this point.

Thanks,
Scott

4357. Re: Upgrading 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-24 00:00:00 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9505242314.AA15396@zippy.sonoma.EDU>
Source record: 91416

```
You do know about:
Gumby
Black Box
MIO
MIO 2
Sweet 16
Mars8
Newell RAM upgrades
Intel Outside
Transkey

right? :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick
```

4358. Re: Upgrading 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-24 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3q0ehc$960@nic-nac.CSU.net>
Source record: 91417

```
You do know about:
Gumby
Black Box
MIO
MIO 2
Sweet 16
Mars8
Newell RAM upgrades
Intel Outside
Transkey

right? :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick
```

4359. Umm...Question on Xformer...

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-24 00:00:00 UTC
From: toby@cyberspace.com
Message-ID: <3q0gqj$46h@case.cyberspace.com>
Source record: 91418

I have the 256 color demo deal from Analog, it runs on my 8bit, but under the emulator, it doesn't. What gives? (I sorta know the answer and the answer is that xfmr runs in 16 color DOS mode, so it *CAN'T* do that. Replies welcome.

4360. Re: secret stuff INSIDE the 800!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-24 00:00:00 UTC
From: jlodoen@shell.portal.com
Message-ID: <3q0jch$bp7@jobe.shell.portal.com>
Source record: 91419

rak982o@nic.smsu.edu (Kennehan Richard A) writes:

>I opened up my Atari 800 a few days ago, and found lots of interesting stuff!
>Did you know that there is a 4 slot expansion card area underneath the hood?

Not really a secret, there were several add on cards. But, using Atari hardware limited its use (OS/CPU card and 3 16K RAM cards filled them), did they combine them into one 48K card in the later days?

Anyway, 32K cards from 3rd parties came out. People filled the now unused slot with 80-column video cards and extra RAM and RAM disks.

>Also, there is a WIDE card interface on the back of the motherboard...probably
>meant for an expansion that Atari never meant to use...almost like enginerring
>snuck it in and didn't tell anyone.

Just for testing, never meant for use. I have read Atari planned a parallel interface for faster disk access, but FCC certification made it too hard to add. Is this a remnant of those plans?

>Also, the CPU is mounted on an expansion card! I also discovered some MONSTER
>sized capacitors inside...what would they need those for?

The power supply sends the computer AC, I assume you're looking at the "power supply board" (right side, from the front), most computer's PSs do the AC/DC conversion. Why was Atari different.

I have an article titled "Anatomy of an Atari" from Antic with some details.

4361. Re: Buyer Be Wary: JEKING7@delphi.com

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-24 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <5E--EoV.lmcclure@delphi.com>
Source record: 91420

In a message dated 5-22-95, James King said:

It's just unreal to me - that even after multiple offers of
a refund, this moron has the gall to post such a slanderous
message on CSA8!"

By definition, slander is a *falsehood* that damages one's reputation.
After reviewing the message in question, I do not see anything that you
have not confirmed yourself; the fellow even went so far as to note that
you offered a refund (and stated the reasons he declined).

The only part that might be in question is the conversation between he
and you, as we did not witness that. As an example, the part where
Steve G. said:

"The response I got back from him was less than positive,
loaded with vile language with a heavy "in your face"
attitude."

I would have put the benefit of the doubt in your favor on this point,
except that in your message, you end with calling the guy a moron,
which lends credibility to his statement quoted above.

In any case, the whole thing appears to boil down to different
interpretations of "good".

I myself learned the hard way to make certain that few avenues of
"interpretation" are left open in deals.

In one case, I advertised a 5.25" 60meg Mitsibushi hard drive and OMTI
ST506-to-SCSI card in trade for a 1meg memory card for an Apple IIgs.
After sending the drive to someone who responded, he replied upon
recieving it with "where is the rest of it"? He had "interpreted" that
the words "hard drive" implied the precense of a case and power supply.

To his credit, he paid the return shipping, so I was only out the money
to ship it out, and the waste of time. I made certain that the next
time I advertised it, that I used the words "hard drive MECH", and
verified with the person I was to ship it to that the it was the drive
and card only...nothing else.

In another case, I advertised wanting to buy a Quantum LPS105S.
Someone responded. When the drive arrived, I found it was a 105S (the
older half-height version). Before replying, I checked my mail again,
and sure enough, the fellow had only referred to it as a "105S", never a
"LPS105S", so I got what he offered. I had "interpreted" his response to
my ad for wanting a LPS105S as meaning that was exactly what he was

offering.

On another topic, I never got a response from you concerning the power supply with the 800XL you traded me having insufficient voltage output.

4362. Indus GT Drives - Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-24 00:00:00 UTC
From: "John R. Little" <jlittle@engr.csulb.edu>
Message-ID: <Pine.NXT.3.91.950524190604.11338B-100000@piggy.cecs.csulb.edu>
Source record: 91421

There seems to be a bit of confusion about this.

In case anyone is interested, I have an original power supply with the
"Future Systems" label on the top. The back cover reads:

Output: 11.5V DC 1.95 AMP

Hope this helps...

John

4363. Re: secret stuff INSIDE the 800!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-24 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995May24.213923.17465@wariat.UUCP>
Source record: 91422

(Kennehan looked inside his 800.)
I think the '4 slot expansion' area is for the OS card and memory
modules. The rear slot has Antic and GTIA on it, this slot is not
normally accessable, the '4 slots' are accessable if you remove the
'lid'. The big capacitors to the right rear (as you face the machine.)
are part of the power supply. I really agree about the design being
very well done for its time. There was discussion about the 130xe
keyboard. If 130xe had the kind of keyboard 'ribbon' and connector the
800 has, there would be no problems in that area. I guess the 800
keyboard does break once in a while, but it is surely built better than
any xl/xe machine, IMO. The overall 'modular' design of power supply
board, mother board and separate OS, RAM and CPU boards really makes
isolating a problem much easier. The heavy metal everthing is
surrounded by was early problems, or anticipated problems, getting FCC
approval for RF interference. The 800 really is RF quiet. I've heard
HAM radio people love the 800/400 for doing things because of the total
absense of RF interference. I think the 800 was meant to sell for $800
dollars and the xl/xe machines came down in quality and a more 'mass
production' mentality took over. The early xls had completely socketed
boards. My first 800xl has a printed circuit board keyboard with real
copper/brass contacts inside the keys.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

4364. Re: Upgrading 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-24 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995May24.214946.17465@wariat.UUCP>
Source record: 91423

```
Bill
Bill
You are doing those double posts again.
You are doing those double posts again.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
**********************************************************************
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
**********************************************************************
```

4365. Re: Something else to bug Mr. King

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-24 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <3q0vdl$gg8@crl12.crl.com>
Source record: 91424

Sean Lester (locke@bev.net) wrote:
: As if Mr. King didn't have enough problems. Here I come to be really
: petty and ask what may turn out to be a stupid question.

: Is it just me or is 90% of Mr. King's XMission site completely
: useless? My strict definition of useless is only a few of the disk
: images work correctly while the rest don't function at all.
: About two weeks ago I spent a few hours downloading the entire 8-bit
: software site only to discover that 1 out of every ten disk images
: are truly functional.

I don't know if it's the files or the emulator itself. I'm using the
2.52 version and it doesn't seem to be able to run most stuff. I'd
be able to better check if I could figure out how to convert the .xfd
files to real atari disks and try them out on the actual 8-bit hardware,
which I do have. I also need to know how to do the same for .dcm files.
I usually get the files to my 8-bit by uploading the files from my pc
to my unix account at 14,400, then switch to the 8-bit and download the
files from unix at 300 baud (xm301) - it takes awhile <g>

Any suggestions? I'm not at all familiar with programs (for 8bit or pc)
that do conversions on .dcm and .xfd files.

John
jvogel@crl.com

4366. Re: Something else to bug Mr. King

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-24 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <3q10ph$gpc@crl12.crl.com>
Source record: 91425

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: .dcm IS the standard disk image format on the Atari.. to make real physical
: disks out of them you of course need an Atari and a drive, and then get a
: copy of "DiskCommunicator 3.2".

Bill,

So where can this be obtained? Is this the same thing as DCM2DSK? One
more question: is this program for the 8-bit or the pc?

Thanks for your help. I'd like to try these on the 8-bit. XFD sounds a
bit more complicated, so will have to wait on that.

John
jvogel@crl.com

4367. The Key To Organizing Your Health Records

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-24 00:00:00 UTC
From: 2164041.42663942
Message-ID: <3pujon$k3e@baygull.rtd.com>
Source record: 91490
Cross-posted to: control,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.announce

THE KEY TO ORGANIZING YOUR HEALTH RECORDS

"If you care about yourself and your children, you will do everything you can to know your family's medical history. It can save your life, and the lives of those who are dear to you." -- Dr. Aubry Milunsky, Director, Boston University's Center for Human Genetics (Life Magazine, March, 1995).

Your Lifetime Health Planner offers the simplest, most effective way to take charge of your health. Enter important facts about your health history, keep a record of the names of medications and their effects, document each doctor visit and diagnosis. You will have the information you need, and in the event of an emergency, so will your family.

Your Lifetime Health Planner, 198 pages in a compact, loose-leaf binder, contains a variety of sections which include "Doctor Visits," "Medications," "Family Health History," and "Doctors and Specialists." The Planner is a must for the busy executive who needs to stay organized, for seniors who are receiving care and for newborns who need a record of their health care.

Parents Magazine recommended the Planner to its readers (April, 1994) and MCI called it "a useful resource in managing your personal health records." Margie Smotherman, Coordinator, Employee Health and Wellness, Blue Shield/Blue Cross of Iowa, said: "The employees felt that these (Planners) were great tools to not only record their pertinent numbers, but to plan for doctor's visits."

To get your copy, send a check or money order for $19.95 (plus shipping and handling) to :

Your Lifetime Health Planner
1955 W Grant Rd., # 230
Tucson AZ 85745
USA

Shipping and handling charges: $4.95 US; $8 Canada/Mexico; $14 Europe; $18 Asia/Pacific Rim.

Include your name, address and telephone number.*

Visa/MasterCard orders, call 520-798-1530.

*Large corporate discounts available for orders of 1,000 copies or more.

Your Lifetime Health Planner
1955 West Grant Road, #230

Tucson, AZ 85747

Enclosed is $_____ for _____ copies of Your Lifetime Health Planner.

Please ship to:

YOUR NAME _____

YOUR ADDRESS _____
Street

_____
City State Zip or Postal Code Country

YOUR TELEPHONE NUMBER _____

4368. binary load analyzer

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-24 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <3puquk$21d@dartvax.dartmouth.edu>
Source record: 91491

I've written a simple C program that analyzes Atari 8-bit binary load files. It displays the regions of memory that the file will load to--quite simple.

In doing this, I found some very interesting facts after testing a number of files:
* The run address is not always the last thing in the file.
* Some files have multiple init addresses.
* Some files have garbage at the end of the last sector, typically a string of bytes all with the same value (non-zero).

So how exactly does this all work? My guess at this point is:
* When an init address is specified, the load program immediately calls the subroutine, then returns to loading the file.
* When a run address is specified, the load program waits until the entire file is loaded to run it.

Are there any other subtle things to watch for?

Eventually, I may have the program remove trailing garbage, and move the run address to the end of the file, fixing problems with broken loaders.

And yes, I'll release the source code. (Someone else can compile a PC version.)

--PC
--
Windows: I'm not a real operating system, but I play one on a PC.

4369. Re: ICD carts, James King, slandering.. OK! WHO CARES!?!?!?!?!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-24 00:00:00 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <3pv16q$5i8@ns.mcs.kent.edu>
Source record: 91492

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: Am I the ONLY one here who can REALLY care less about this drivel now?

As for me, I really CAN'T care less about this drivel. Its at absolute ground zero in my book.

As for the impact of the defamatory messages against jeking -- I've known jeking to be a productive user and contributor to this group for many years and my opinion of him has not been affected in any way what so ever.

I share with you and many other users, the thought that this drivel should die "Real Soon Now"(tm).

--BRiT

4370. Re: When did Atari kill the 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-24 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <D92vw6.Hzp@aston.ac.uk>
Source record: 91493

```
;Commodore 8032 7:16 |--- What caused these differences?
;TRS-80 Color Computer 8:01 |
;Commodore 16 8:35 |
;Commodore Plus/4 8:36 |
;Atari 800XL 8:55 \_|
;Atari 800 9:00 /
;TI-99/4A 12:58!

I noticed that a simple loop in GR.0

10 FORI=1TO1000
20 ?I
30 NEXTI

is twice as fast on a 800XL than on a 400/800. Not sure as to the
exact reasons why but it's clearly to do with the OS and not the
hardware.
```

4371. Re: ICD carts

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-24 00:00:00 UTC
From: steveg@phantom.com
Message-ID: <3ptvhg$9ub@dockmaster.phantom.com>
Source record: 91494

James King (jeking7@delphi.com) wrote:
: Sold an Rtime8 to a fellow who is completely complaining because I mailed
: him an R8 that had a rubber band wrapped around it. Offered to refund
: his paltry $25.00 and he refused, but continued to fire off mail messages
: about how I "deceived" him on the condition of the Rtime8.

First I get some bogus mail in my mailbox from you saying that I've "slandered" you, which I haven't. Then I get a trio of messages in my mailbox that contains enough vile fifth-grade-quality profanity to make a harpy proud. Now I see that you're radically stretching the truth in public - not to mention outright lying.

First, let's get a few things straight right off the bat. Pay attention, as many of these things have already been explained to you in mail more than once.

FACT: I *NEVER* COMPLAINED that the RTime you sold me was held together with a rubber band. My complaint centered upon the FACT that you told me the cartridge was "in good condition", which in most people's estimation, I believe, entails a cartridge that is at least in one piece. Furthermore, you also told me that you had to solder the battery holder back onto the cartridge in order to make it work. Again, this hardly constitutes a "good condition" cartridge. If you had said to me, "hey Steve, this cartridge works, but it's a little beat up; I had to solder the battery holder back on, and it's being held together with a rubber band, but it still works" then I'd have been thoroughly satisfied (though I probably would have offered you a lower price than I did). However, you did not. Anyone - even you, I think - can see how this constitutes a deception.

Let's make an example. Let's say, for example, that I had a Dodge Daytona "in good condition" for sale, and you were in the market for one. You bought the car from me and, on the way home, discovered that the head gasket was damaged. You call me up and complain, telling me that I said the car was "in good condition". I come back with "well, the Chrysler 2.2l engine is notorious for head gasket failure and lots of these cars have that problem, so yours is no worse off than anyone else's", would that totally justify everything I told you and make you feel better about your transaction? No, of course not. (BTW, the 2.2l head gasket is a true issue, at least as prove-able as your claim to "defective" ICD carts.) The issue at hand is NOT, and has NEVER BEEN, the condition of the cartridge. The issue has ALWAYS been what you told me versus what turned out to be the truth. In our case, the two were mutually exclusive.

FACT: I never "continued to fire off" messages to you about this. My first question to you was asking what your justification was for the

APPARENT deception - a word which you conveniently missed. You replied to that message without responding to the question; your answer was, in essence, "well, everyone else's RTime is like this, so it's just the same". No reason why you told me this was a "good condition" cartridge. I again asked you for your justification; the response I got back to you was positively laden with obscenities and profanities. That's when I called you a fucking asshole and let it go at that.

Yes, you did offer me a refund. I declined for several reasons, one of which was that, considering your piss-poor attitude and your 0-for-1 record for telling me the _whole_ truth, I sincerely doubted I'd see my refund.

: I dont know about you folks, but if I were THAT dissatisfied, I'd take
: the time to mail the cart back (less than $2.00 to ship) and get my
: money back.

If I were dealing with someone whom I felt I could trust, I would as well. You've shown me nothing of the sort. At least now I can say that I have a cartridge. Hopefully it even works.

: I know for a fact that CSS mails off their MUX carts with a rubber
: band holding the two shells together, and that at least %60 of the
: carts I've purchased have come in that condition as well.

So? That has NOTHING to do with our transaction.

: Any feedback on this thread appreciated.. I'm tired of this idiot ranting
: at me in mail. Wont post who it is - but YOU know who you are! SHEESH!

If you deem someone whom you outright lied to an "idiot", then I have nothing but the greatest contempt for you. Screw you, you lying bastard. Who needs you.

4372. Re: Buyer Be Wary: JEKING7@delphi.com

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-24 00:00:00 UTC
From: steveg@phantom.com
Message-ID: <3ptvp9$9ub@dockmaster.phantom.com>
Source record: 91495

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: It sounds like you may be getting "good" confused with "mint" when it comes
: to a product's condition.

Not at all. "Mint" equates to "factory perfect". "Good" equates to
"not factory perfect, but not falling apart either". What I received was
clearly falling apart.

: If it doesn't WORK, then (unless the P.O. boo-booed) he's at fault for saying
: "good." But, looking at the one super cartridge I have (Diamond GOS), it
: looks like they aren't the best built things, ESPECIALLY considering you
: have to.. you're SUPPOSED to open them (RT8's).

Don't know if it actually works 'till this weekend, when I'll be heading
back to NJ where the computer is set up.

: Not to stick up for James or anything. :) I mean, I didn't see what he
: wrote you.. I'm sure if he used vile language, you have all the right to
: be p.o.'d at him.

If you'd like, I'll dredge up his Epiphony to Sailors-On-Leave and post
it for you. I s'pose it could be considered quite poetic, if you're drunk
or something.

4373. Re: Buyer Be Wary: JEKING7@delphi.com

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-24 00:00:00 UTC
From: steveg@phantom.com
Message-ID: <3ptvqt$9ub@dockmaster.phantom.com>
Source record: 91496

F Tooned (ftooned@delphi.com) wrote:
: If it makes you feel better... I'll send you some "brand new"
: plastic cases so that you won't need to rubber-band the R-Time 8 together.
: Just E-Mail me with your mailing address, and I'll get to it as soon as I
: can. $25 is a good price, and things shouldn't get out of hand over something
: as silly as some cartridge plastic. (The cases tend to do that when they've
: been opened a couple times, and obviously in Jims case the battery needed
: to be changed.)

Thanks for the offer. The issue at hand is not the matter of the
cartridge being in multiple pieces, but rather the fact that he misled me
to the realistic condition of it.

4374. Re: Buyer Be Wary: JEKING7@delphi.com

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-24 00:00:00 UTC
From: steveg@phantom.com
Message-ID: <3ptvt8$9ub@dockmaster.phantom.com>
Source record: 91497

James King (jeking7@delphi.com) wrote:
: A true moron -- as noted in my most on CSA8. You refuse to accept a refund,
: yet continue to bitch and moan.

If you were trustworthy enough to actually send the refund, I certainly
would accept it. But trust is not something likely associated with you.

: Look moron up in the dictionary, and it'll surely have your picture
: associated with it.

Same old fifth grade repitoire. Grow up.,

4375. Re: 130XE keyboard woes

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-24 00:00:00 UTC
From: Sean Lester <locke@bev.net>
Message-ID: <3pu4f9$lqd@solaris.cc.vt.edu>
Source record: 91498

Well, I had a similar experience with my 800XL. As a matter of fact, I seem to remember that identical keys went bad on mine as well.

Unfortunately, my solutions were the same as yours. None of them worked for more than 2 to 3 weeks. If you wad up aluminum foil, the foil pushes the metal contact away from the mylar. The foil also will scratch off the metalic paint.

Mu ultimate solution? Either get a new keyboard (before you irreversibly damage the interface to the motherboard) or get a new computer(easier said than done!). That's what I ended up doing!

4376. Re: FS:Atari 400/800/1200/Mags/Books/Carts/MORE

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-24 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3pu74h$gt8@charm.magnus.acs.ohio-state.edu>
Source record: 91499

In article <D91KAs.DK8@jackson.napervilleil.attgis.com>,
Kit Kimes <kimes@iwtqg.att.com> wrote:
>#ANALOG - March 1984 - 100 pages (NO cover/WORN) $10.00
>
>[Much deleted]
>
>Are the old magazines worth anywhere near what Steve is asking?

If they are, I have a gold mine in the garage.

But I certainly wouldn't pay $10 for one magazine, especially with no
cover. $2 max, but $1 or less sounds better to me.

I can see some rare ones going for more than $2, but still not $10.
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

4377. ICD carts, James King, slandering.. OK! WHO CARES!?!?!?!?!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-24 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3puga1$ss9@nic-nac.CSU.net>
Source record: 91500

Am I the ONLY one here who can REALLY care less about this drivel now?
I mean, sure it seemed kinda important in the beginning.. then it became
a little heated and a big interesting, now it's just a pain the rear..

I don't care what either of you have to say to each other, nor do I care
what either of you think of each other.

Take it to e-mail, or better yet, forget it, just don't talk to each other
any more (at least for a while) so neither of you end up with a nervous
breakdown!

thank you!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4378. Re: PC XFormer 3.01

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-24 00:00:00 UTC
From: cp576@cleveland.Freenet.Edu
Message-ID: <3puh4d$8pf@usenet.INS.CWRU.Edu>
Source record: 91501

in Xformer 2.0 and 2.5, DLI's occur to early. With character modes it should occur on the last line and a store into WAITSYNC should delay it to the next character line, but the DLI kicks in on first pixel line.

If character set data is updated it will not be updated on the screen unless chbase is changed, or a PM is moved on the same line, you update some characters on the line or use the page-up, page-down commands.

Ken Siders

4379. Re: PC XFormer 3.01

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-24 00:00:00 UTC
From: cp576@cleveland.Freenet.Edu
Message-ID: <3puhhb$93h@usenet.INS.CWRU.Edu>
Source record: 91502

I posted a couple bugs, but the control characters don't show
because they are highlighted by player-missile graphics which
are not properly displayed in graphics 0 (or 8). This will
cause a major problem with any program using players for a cursor
also.

Ken Siders

4380. repair help

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-24 00:00:00 UTC
From: synner@coho.halcyon.com
Message-ID: <3puba3$7sm@news1.halcyon.com>
Source record: 91503

Hello... I'm having a problem with a 130XE... Two rows of keys
(vertically-- the two that begin with 8 and 9) don't work. Is there a
chip that could be responsible for this? I tried cleaning both the ribbon
connector and the port... is it just a dead keyboard? Any help is
appreciated, but response by e-mail would be best.

--
Ben Lincoln +/\s Synner@Halcyon.com
"All the kids'll eat it up, if it's packaged properly."
---Nirvana, "Aero Zeppelin"

4381. Re: comms progs

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-24 00:00:00 UTC
From: winston@merk.com
Message-ID: <D92LJt.B06@merk.com>
Source record: 91504

On Thursday, May 18, 1995 at 19:51:34 +1200 (1:51am EDT ?),
Thor and Valkyrie <thorvalk@earthlight.co.nz> wrote:

T> Have a question,
T> Is there a comms program out there that I could ftp for a friend with
T> a 1200 modem and a 130 atari,with which he can connect to internet.

Does your friend want good VT100 emulation, or good file transfer
capabilities ?

Kermit-65 and BOBTERM spring to mind. Also, it depends on the modem.
TERM80 is a good choice for an SX212 modem (I think TERM80 does VT100).
There is ICE-T. There is FlickerTerm. There is OmniComm. There is the
old program VT-Squared. If you want 40-column VT100 there is Chameleon by
John Palevich. What is the interface being used, an ATARI 850, a P:R:, SIO
direct connect ? Is his InterNet provider a full UNIX site or is it
gatewayed ? The answer you seek depends on many variables.

4382. Computer stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-24 00:00:00 UTC
From: NEUS@timsg.csc.ti.com
Message-ID: <3q087a$rt4@mksrv1.dseg.ti.com>
Source record: 91505
Cross-posted to: ti.forsale,comp.sys.cbm,dfw.forsale,tx.forsale,misc.forsale.computers.other.software,misc.forsale.computers.pc-specific.software,comp.sys.atari.8bit

I have just returned from an archeology expedition deep in the back of my computer hutch. I have found the following items that I don't need. Surely somebody does! All prices are flexible, make an offer if you think my price is too high. Shipping will be paid by the purchaser: $2.00 for the first item, $1.00 each additional (unless otherwise noted). Software comes with original box, disk, and documentation unless otherwise specified. All prices are US dollars. Will consider trades for Commodore books or hardware.

*** Prices reduced!! Need to get rid of this stuff!! Make offers!! ***

Commodore Games

Microleage Football (Disk--Microleague Sports) $6.00
-Football Simulator.
John Madden Football (Disk--Electronic Arts) $6.00
-Football Simulator.
War In The South Pacific (Disk--SSI) $6.00
-Three WWII Pacific Ocean battle simulations.
Elite - Gold Edition (Disk--Firebird) $6.00
-Space rogue game...trade between planets and
equip your ship for battle. 3D graphics!
Gunship (Disk--Micro Prose) $FREE
-AH-64 Apache Attack Helicoptor simulation. Have
disk, keyboard overlay, box. Manual is required
for copy protection (AS IS).
F16 Combat Pilot (Disk--Electronic Arts) $FREE
-F16 combat simulation. Have disk, box. Manual is
required for copy protection (AS IS).

Commodore Applications:

Hes-Writer 64 (Catridge--Human Engineered Software) $FREE
-Text editor/word processor. No box or dox.
($1.00 S/H)
Sideways (Disk--Timeworks) $8.00
-Prints following spreadsheets sideways:
Better Working, Calc Now, Cal-Kit, Creative Calc,
Multiplan, Practicalc, Syncalc, Trio, and any SEQ
file. Works on Commodore, Epson, Okidata and a few
other printers. Supports both 64 & 128.
News Maker (Disk--Free Spirit) $8.00
-Desktop publishing for C= 128 w/RGBI monitor. Box
is worn.

IBM Software:

Central Point Backup 6.0 (Central Point Software) $6.00
-Older version but, as far as I can tell, the only
change in the newer versions (7.x) is the user
interface. Backup to tape or floppy ($3.00 S/H).
Desqview 2.4 (Quarterdeck) $8.00 Sale Pending
-DOS multitasker. Use w/QEMM for best results.
DR DOS 6.0 (Digital Research) $6.00
-MS DOS clone. Does everything DOS 5.0 does plus
some of DOS 6.x's (drive compression, memory
management, undelete utilities, etc.). A VERY
nice alturnative to MS DOS & takes half the space.
($3.00 S/H).

Books:

Card ?+G Printer Interface Instruction Book $FREE
-Instruction book for Card ?+G parallel interface
by Cardco for Commodore 64/128 ($1.00 S/H).
C2N Cassette Unit Operating Instructions $FREE
-Instructions for Commodore "Datasette" ($1.00 S/H).
Atari BASIC (XL Edition) $5.00
-BASIC instruction manual on Atari XL series

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==ooO=(_)=Ooo==============

Mike Neus "Error reading FAT record. Try the SKINNY one?"
NEUS@TIMSG.CSC.TI.COM Visit the TI home page at http://www.ti.com

4383. Re: Something else to bug Mr. King

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-25 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <3q39he$2ea2@seminole.gate.net>
Source record: 91356

In article <3q101t$lrr@nic-nac.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>We DO need an ATR -> DCM converter and a real-life XFD <-> ATR converter.

Well I offered to write an atr/dcm/xfd converter, but no one has come up with specs for the dcm format. As far as I know the xfd format is only single density, but I have seen an enhanced density format, I guess it is determined by the size of the image, where atr uses a 16-byte header to determine the size of the image and the density. ATR seems to be a better format than XFD, it can be variable up to the limitations of the Atari OS, which I believe is 16MB. I tried contacting the author of dcm2dsk, but he wouldn't/couldn't give me any information on the dcm format, and I send a message to Bob Puff but haven't recieved a response, he was offering some information to another participant in this newsgroup, but maybe he didn't want to be bothered and decided not to respond. But he did note that the dcm format was no big secret, but it isn't exactly well known, I have never found a reference to the format, nor have I ever seen the source to the program that creates the images (Disk Communicator) like I have seen the source to MyDOS. I wish I could get in touch with Bob or someone who knows something about this format.

>The XFD standard should be _dropped_ _completely_!

I see no real need for the format, except for backward compatibility, I personally would appreciate it if any disk images put onto archive sites were in dcm format, or at the second alternative the atr format.

BTW, I did talk to the author of dcm2dsk regarding a dsk2dcm converter, but he felt that this wasn't something that people wanted. I suppose it is a possibility that my message to Bob went to /dev/null, I can always try it again.
--
Chad Wagner
eg435@cleveland.freenet.edu

4384. Free to good home: Atari Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-25 00:00:00 UTC
From: krieg@allmalt.cs.uwm.edu
Message-ID: <3q2aso$f2b@uwm.edu>
Source record: 91426
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

These magazines are free, but shipping must be paid by the receiver.

I have a complete set of ST-Log and all of the Analog magazines back to issue
#9 or so. I also have a fair number of Antics (mostly early stuff from
'82-'85, or so). There are also some Atari Explorer, Antic's ST magazine
(whose name escapes me), and a few European ST magazines.

Let me know if you are interested and I can compile a list.

If you are in the Milwaukee area, you can pick them up for free.
--
= o = Andrew Krieg - Software Engineering Consultant =
= | = E-mail: krieg@allmalt.cs.uwm.edu or =
= o / | \ o = krieg@ct.med.ge.com =
= |-/ \-| = WWW: http://www.cs.uwm.edu/public/krieg/index.html =

4385. Caution: Nothing to do w/ atari but please help me w/ newsgroups!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-25 00:00:00 UTC
From: ATOTH@vax.clarku.edu
Message-ID: <1995May25.074105.15165@black.clarku.edu>
Source record: 91427

I m using the crappy school vax system. I have lots of mail usually, but I erase it regularly. However I have these ancient mail messages that look something like this: 45%fdafetc.mai;1 (reade the junk before the .mai as a lot of letters that identify the mail message. these files have totally eaten up my disk quota. I can't erase them, it says I'm not authorized to do so. I can't wait for them to go away because I still have messages from April sitting around. If anyone can help me out I would really appreciate it. there was some mail I was planning on extracting and send to te usenet but I can't due to lack of disk space. Thanks for any help you can provide and sorry this wasn't Atari related.

Oh, I can relate this to Atari. Does the 8-bit version of Millepede support a trackball? Anyway, I will find out soon enough when I get my copy.

-alex toth@worldweb.net

IMPORTANT NOTE: Please use the address above and NOT the address from the header. Thanks, it will save me a lot of trouble!

DO NOT DEAL WITH THIS PERSON: rolf@armory.com aka "Don" (be careful of sellers in the Santa Cruz area, as this man may have many accounts)

4386. Re: ICD carts

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-25 00:00:00 UTC
From: James King <jeking7@delphi.com>
Message-ID: <JM78MIs.jeking7@delphi.com>
Source record: 91428

Gads.. Just when I thought this thread had finally died out!
--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

4387. [--- OASIS BBS ---]

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-25 00:00:00 UTC
From: winston@merk.com
Message-ID: <D94u0H.Mux@merk.com>
Source record: 91429

A Polish Atarian recently requested a copy of the OASIS demonstration BBS, "OASIS JUNIOR 3", from myself. He also suggested that it be placed in the Merit Archives. This leads me to the following two questions: 1.) Isn't the OASIS demo. BBS in the archives already ? 2.) Are there any OASIS Sysops out there in netland ? The reason that I ask is that the running demo. of OASIS JUNIOR 3 that I have has doc.s that focus on how to get the BBS up and running, but don't explain other things such as what the OASIS "PAL" is typically used for. Sometimes file exceptions are triggered such as "Missing MVP.SUP" (which doesn't seem to cause any problems). Also, there are questions that come to mind, such as: Can the HELP menu be resident while the HELP text files are not ? What is the name of the 'Z' file ? et cetera. As I realize that the Merit Archives are a world resource, would one just dump a "working copy" of a program to the Archives ? I assume that an actual OASIS BBS Sysop who has used OASIS IV in the past would know what all of the various pieces of code required are for the demo and what it is that they do. I am loath to just stuff a "working copy" into the archive without having actual experience running the code suite. Should it be done anyway ? Anyone have any opinions on this one way or another ?

4388. Re: Desperately seeking SIO2PC cable!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-25 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <139298@cup.portal.com>
Source record: 91430
Body handling: HTML body converted to readable text

Have you tried Nick Kennedy himself yet? I seem to be one of the few
people that regularly hack the SIO2PC cables, but under normal
circumstances i.e. I have a life/have never been paid a nickel for
one I think it's understandable, it takes me up to two months to get
around to finishing one.
I kept thinking the last 4 years or so someone would jump in and start
making the cables for a resonable price, but I keep hearing prices like
$50 which is what Nick charges (or used to charge himself) & at least
he included that at that price the shareware fees were covered also.
I've been dancing around the commercial thing on the Internet also.
I'm thinking I could make them for $25, you'd still be responsible
for the shareware fee of $10, & I could get my turn around time down
to less then 2 weeks. The construction of the ones I make is not really
robust, a $2 Radio Shack box & soldering that could best be described
as amaturish, but they do work & I've never heard of one breaking yet.
If you're interested I'd like to set it up on one of my other accounts.
I just spent a 1/2 hour looking through my mail for the address of the
guy who was going to trade me some tea for a cable & apparently I deleted
it. Something that would work for me is send E-mail with your
address to ricortes@garg.com & you pay a couple of weeks after recieving
it.
If it works out I'll throw my hat into the vendor FAQ ring so I won't
have to take up bandwidth like this again.

4389. 8-bit files from Mac -> Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-25 00:00:00 UTC
From: rumpf.1@osu.edu
Message-ID: <199505251546.LAA15175@postbox.acs.ohio-state.edu>
Source record: 91431

Okay, so there's tons of 8-bit files on the internet for my 8-bit Atari.
Question is how do I get them *to* the Atari from my Mac? Thanks for any
help...

Bob Rumpf (rumpf.1@osu.edu) OSU Molecular Genetics: "We MAKE Friends"

*** Magic: The Gathering: It's not just a hobby anymore... ***
http://calvin.biosci.ohio-state.edu/~rrumpf/rrumpf.html

4390. FS: Atari 8-bit printer package

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-25 00:00:00 UTC
From: krieg@allmalt.cs.uwm.edu
Message-ID: <3q2aee$eql@uwm.edu>
Source record: 91432

Make an offer. I just want to get rid of this before I move.

Star SG-10 printer - Does tractor feed or friction feed for stationary and envelopes. Uses charater sets to allow graphics printing. Originally considered "the" printer for Atari computers. Original box, packaging and manual included. *NOTE* - will also work with ST computers with a standard parallel cable.

Dust cover specifically designed for the SG-10.

Desktop printer stand - Elevates printer on desk so paper can be stacked under it.

Printer interface - Parallel printer interface which allows other devices to daisy chain off of it.

--
= o = Andrew Krieg - Software Engineering Consultant =
= | = E-mail: krieg@allmalt.cs.uwm.edu or =
= o / | \ o = krieg@ct.med.ge.com =
= |-/ \-| = WWW: http://www.cs.uwm.edu/public/krieg/index.html =

4391. Re: Something else to bug Mr. King

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-25 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <3q1s6r$fjl@news.xmission.com>
Source record: 91433

Sean Lester (locke@bev.net) wrote:
: As if Mr. King didn't have enough problems. Here I come to be really
: petty and ask what may turn out to be a stupid question.

: Is it just me or is 90% of Mr. King's XMission site completely
: useless? My strict definition of useless is only a few of the disk

If that's the case, perhaps I should delete everything and save myself an extra $20.00/month (which is what all that space (50meg) is costing me by my service provider.

On a less hostile note (grin), I created most of the image files myself and know they work. At least, I know they ran under PcXformer 2.0 on my 486 66.

I have, however - found that there are several BAD copies of DCM2DSK.EXE floating around. I had one copy that would TRY to convert most .DCM files but bomb and lock-up about HALFWAY through the process. Grabbed another copy from elsewhere and havent had any problems since.

<as an aside: What a crappy week it';s been. First I get flamed for a lousy $25 Rtime8 sale, then I have some guy from a .GR site that is flaming me in email for posting a SIMM for sale in CSA8, then this stuff about how my FTP site is "useless and a waste of space"

Guess I just cant win this week. Glad I'm going on vacation. I need a break, badly! Between this stuff on CSA8 and mail - and my job as a local government MIS manager, I've had enough!>

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

4392. Re: Something else to bug Mr. King

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-25 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <3q1sfq$fjl@news.xmission.com>
Source record: 91434

Sean Lester (locke@bev.net) wrote:
: As if Mr. King didn't have enough problems. Here I come to be really
: petty and ask what may turn out to be a stupid question.

: 1)UnGnuZip the file I want. (It's a long story about the UnGnuZip part.)

Unless folks are willing to send me some money to offset the cost of buying extra HD space from my service provider, I HAVE to GNUZIP all files to conserve disk space, thereby saving money. I have a Delphi account (average of $20/month), a GEnie account (average of $30/month) and an Xmission Internet (shell/PPP) account (average of $29/month). I'm glad my wife has tolerated all this expense THIS long.

: Several other people have posted to this newsgroup with the same
: problems. SO WOULD SOMEONE AT LEAST HAVE THE DECENCY TO HELP US
: OUT INSTEAD OF LETTING US FLOUNDER? PLEASE?

How does the old addage go... "those who help themselves" <grin>

: Some of the programs Mr. King has on this site can not be found
: elsewhere, so I would greatly appreciate any help anyone could
: give me. (I've scoured the FAQ's, but to no avail.)

And there are hundreds more forth coming, unless all this crap continues - then I'll just purge everything and start cancelling several of my expensive accounts and save myself $50-100/month!

<not a direct flame at you - just kind of burned out of all this complaining toward my general direction>

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

4393. ATARI Driving Controllers

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-25 00:00:00 UTC
From: jeep@tc.fluke.COM
Message-ID: <D955s0.Cnx@tc.fluke.COM>
Source record: 91435

What is with the ATARI Driving Controller? This is the controller that looks just like an ATARI Paddle controller, except that there is a little top view of a race car on it. Also only one controller is used per joystick port unlike the paddle controller where two controllers join a single connector. Anyway was there ever a game that worked with this controller? It does not work with the ATARI Poll Position cartridge. I have to use a normal joy stick. Could I re-wire it to work like a joy stick. Right now when I turn the knob, the car speeds up or slows down.

--

jeep@tc.fluke.COM Dale Chaudiere (206) 356-5894
Fluke Corporation
P.O. Box 9090, M/S 273G
Everett, WA 98206 USA

4394. Re: ATARI Driving Controllers

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-25 00:00:00 UTC
From: btomlin@crl.com
Message-ID: <3q2lt7$n52@crl10.crl.com>
Source record: 91436

Dale A. Chaudiere (jeep@tc.fluke.COM) wrote in comp.sys.atari.8bit:
>of a race car on it. Also only one controller is used per joystick port
>unlike the paddle controller where two controllers join a single connector.
>Anyway was there ever a game that worked with this controller? It does not
>work with the ATARI Poll Position cartridge. I have to use a normal joy stick.

The ONLY game to ever use it was 2600 Indy 500 (Sears Race). It uses a
quadrature signal (like a mouse) to give 16 phase changes per 360 degree
rotation. I still need to add a Driving Controller test to the 2600
controller tester cartridge i'm working on.

4395. Re: atari 800 demo scene?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-25 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3q2q58$9f2@ccshst05.cs.uoguelph.ca>
Source record: 91437

```
: Having used and enjoyed c64s for several years I wish to purchase another 8
: bit computer. At the moment it is a toss up between atari 800 and amstrad cpc.
: Is there a demo scene on atari 800? I would like to learn to code whichever
: machine I buy, and start producing demos... I know the Amstrad scene is still
: kicking but what about Atari? Any sceners out there? Let me know

Atari 8-bit demos were unbeaten until the Amiga and ST came along
... and they still continue to wow today! Some of the demos I liked were:

1. The Small Demo
2. The Dark Shadow
3. Boink
4. Boink2
5. Colorview (not a demo, but let's you view digitized color pictures!)

and my old favorite:
6. Death Of An Apple. Not much technically, but still produces a smile!

>> Mark <<

--
===============================================================================
Mark Rathwell The University Of Guelph

mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"I buy 'Rolling Stone' all the time. It's good to swat flies with."
- Peter Cetera
===============================================================================
```

4396. Re: Upgrading 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-25 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3q2ukb$736@dux.dundee.ac.uk>
Source record: 91438

dritter@direct.ca@Direct.CA wrote:
: I was wondering if anyone else has thought about what could be done to upgrade
: the 8bit. A friend and I have spent considerable time discussing this. What we end
: up with is usually a totally new computer. For instance I'm sure everyone would
: like to add a harddrive and high speed modem. Or more ram. But would it be a
: good idea to change the cpu to something like a 68000? At what point is it too
: much upgrading? I've often wanted to have an optional better graphics mode.
: Something like 320x200 in 16 colors.

I few years ago there was a 16 bit CPU add on for the 800XL. As for the
graphics, well atari allegedly had a 3D vector graphics chip nearly
complete. This is accoring to Mapping on the Atari.

Rod

--
Rod McCall, Junior Honours Computer Science & Accounts
Dundee University, Scotland
Home page: http://www.mcs.dundee.ac.uk/~rmccall/
Atari page: http://www.mcs.dundee.ac.uk/~rmccall/atari.html
Former President of University of Dundee Dramatic society (wish I hadn't been!)

4397. Re: 1050 help!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-25 00:00:00 UTC
From: bober@pinn.nacjack.gen.nz
Message-ID: <znr801440607k@pinn.nacjack.gen.nz>
Source record: 91439

In article <3pp4fu$8ao@stud.Direct.CA> dritter@direct.ca@Direct.CA writes:

>
> I just pulled my 8bit out of the closet and i'm now reliving some of the fun of
>
> simpler days. 8-] I got a second 1050 drive from a local thrift store for $5
> and i
> can't remember how to set the switches in the back so that the computer sees it
>
> as a second drive.

Drive 1 Both switches to left.
Drive 2 White left.Black right.
Drive 3 Both switches to right.
Drive 4 Black left.White right.
If you are feeling adventurous you can fit a switch on the front panel
to select either drive 1 or 2.My 1050,s also have a dual coloured led
fitted to show drive number selected.
Whoops,think I might have sent this to Rob.Sorry about that Rob :-).

4398. Re: atari 800 demo scene?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-25 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3q33ts$5l5@nic-nac.CSU.net>
Source record: 91440

Mark:

THOSE DEMOS ARE >NOTHING!< They are WEAK compared to the AWESOME works of:

ABBUC
POKEY
High Tech Team
Slight
Hard Software
Shadows

Specifically:

the HobbyTronic and Halle Project demos (yearly demos, speaking
of which where is Halle Project 1995 !?!?!?), by ABBUC/POKEY and others,

The BIG Demo (mainly cracked musics from games, some small graphics demos,
two digitized songs and a HUGE (64K!) scroller!), by the no-longer
existant High Tech Team (although at least Frankenstein is still around)

The AWESOME Bitter Reality Demo by Slight!

The great "Veronika" and superb "Cool Emotions" demos by Hard Software!

The awesome "Sweet Illusions" demo by Shadows.

Finally, I forgot who made this!!! The Intel Outside demo is awesome too!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4399. Re: PCXF 4.0 req. Win95?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-25 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3q346t$5rr@nic-nac.CSU.net>
Source record: 91441

I was just looking the the Branch Always Software newsletter for May 1995
that just arrived, and it at LEAST mentioned this:

People not upgrading to Win95 can STILL use GEMULATOR (at least) under
Win 3.1[1] by using Win32s, which he distributes freely.

Also, OS/2 Warp comes with it (Win32s) built-in.

Perhaps PCXf4.0 can use it too???

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4400. Re: Something else to bug Mr. King

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-25 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3q34e9$5ub@nic-nac.CSU.net>
Source record: 91442

JAMES! (AND EVERYONE ELSE!)

There arw TWO versions of DCM2DSK.. The original, and v.2. (DCM2DSK2.ZIP).

v.2. has a "thanks for bug info to bill kendrick" :) :) :)
and it works fine on non-screwed-up DCMs (it sometimes dies on messed up
ones I guess) (also, neither version supports multiple-file DCMs that
I know of :( )

v.1. died a lot... I told the author (Jason Duerstock) and I guess
he fixed (most?) of what was wrong...

I STILL want to see ATR2DCM (and DCM2DSK STILL should be called DCM2ATR!;
he chose against it because of the (rarely every mentioned!) ATR hardware
thingies I know nearly zilch about :))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4401. Re: Desperately seeking SIO2PC cable!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-25 00:00:00 UTC
From: bosco@host.yab.com
Message-ID: <3q0o5h$bb0@news.yab.com>
Source record: 91443

Scott Butler (sydtech@skypoint.com) wrote:
: I'm *not* a hardware hacker, and need to buy one of these cables. What's
: the best, fastest source for these? The FAQ didn't seem too specific on
: this point.

: Thanks,
: Scott

4402. Something else to bug Mr. King

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-25 00:00:00 UTC
From: Sean Lester <locke@bev.net>
Message-ID: <3q0r39$p9r@solaris.cc.vt.edu>
Source record: 91444

As if Mr. King didn't have enough problems. Here I come to be really
petty and ask what may turn out to be a stupid question.

Is it just me or is 90% of Mr. King's XMission site completely
useless? My strict definition of useless is only a few of the disk
images work correctly while the rest don't function at all.
About two weeks ago I spent a few hours downloading the entire 8-bit
software site only to discover that 1 out of every ten disk images
are truly functional.

Now this in no way is a post to flame Mr. King or to accuse him of
violating my right to have working disk images. I have no such
rights. I simply want to know if I've got my thumb up my ass and
am unable to properly execute the images.

Please allow me to elaborate on the procedure I must go thru.

1)UnGnuZip the file I want. (It's a long story about the UnGnuZip part.)
2)If it is dcm, use dcmtodsk v3.2 to turn it into a .atr or .xfd.
3)I still haven't figured out the right way to deal with those damned
.exe's and .com's
4)Run xformer v3.0a and watch the pretty emulated Atari blue screen.

Several other people have posted to this newsgroup with the same
problems. SO WOULD SOMEONE AT LEAST HAVE THE DECENCY TO HELP US
OUT INSTEAD OF LETTING US FLOUNDER? PLEASE?

Some of the programs Mr. King has on this site can not be found
elsewhere, so I would greatly appreciate any help anyone could
give me. (I've scoured the FAQ's, but to no avail.)

4403. WTB: Black box

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-25 00:00:00 UTC
From: mbates@netcom.com
Message-ID: <mbatesD944Bv.29I@netcom.com>
Source record: 91445

I am looking either for a black box or for a source. Thanks for any and all information!

-Marlin

4404. Re: Something else to bug Mr. King

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-25 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3q0vql$ll7@nic-nac.CSU.net>
Source record: 91446

(1) Since when is there a dcm2dsk 3.2? The lasted I knew of was v.2, and it only does dcm -> atr.

(2) Are you downloading in binary mode? Also, when you FTP from James' ftp directories, you don't need to get them as .gzipped files, if you noticed the readmes all over the place!

(3) I've downloaded a HELL of a lot of stuff from James (most of which I've junked.. I'm not *that* much into Pinball (CSet) games and weeny small hard to play adventure games :)). Almost EVERYthing I've tried works fine...

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4405. Re: Something else to bug Mr. King

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-25 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3q101t$lrr@nic-nac.CSU.net>
Source record: 91447

.dcm IS the standard disk image format on the Atari.. to make real physical disks out of them you of course need an Atari and a drive, and then get a copy of "DiskCommunicator 3.2".

To convert .ATRs to .XFDs, be sure they're the right size (I think XFD can only be 90K? (standard 810 Single Density, Single Sided)) then remove the 16byte header.

To convert .XFDs to .ATRs, find an .ATR of the same size and density and paste its 16byte header onto the front of the .XFD data.

Finally, to get DCMs to ATRs (the only other thing I know you can do), just run DCM2DSK on the DCM.

We DO need an ATR -> DCM converter and a real-life XFD <-> ATR converter.

The XFD standard should be _dropped_ _completely_!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4406. Re: Upgrading 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-25 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3q10q6$m8n@nic-nac.CSU.net>
Source record: 91448

Here's what my problem was, I was posting to c.s.a.8 and it said
"Article throttled
No space"

and asked if I'd like to Spell-Check, Edit, Send, Abort again.

I edited it, went to the "Cc:" (Carbon Copy) line and added
"comp-sys-atari-8bit@cs.utexas.edu" to it..

Then I went to send it, thinking it'd e-mail it and get an error posting
again.

It didn't, it e-mailed it and it POSTED it successfully. :) Hence, two
posts for the price of one. (One via the cs.utexas.edu e-mail-to-news
server and one via the news server I'm on.)

<sigh>

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4407. Re: secret stuff INSIDE the 800!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-25 00:00:00 UTC
From: jjessop@ix.netcom.com
Message-ID: <3q11mu$lor@ixnews3.ix.netcom.com>
Source record: 91449

In <3q0aht$1vk0@nic.smsu.edu> rak982o@nic.smsu.edu (Kennehan Richard A) writes:
>
>
>I opened up my Atari 800 a few days ago, and found lots of interesting stuff!
>Did you know that there is a 4 slot expansion card area underneath the hood?
>Also, there is a WIDE card interface on the back of the motherboard...probably
>meant for an expansion that Atari never meant to use...almost like enginerring
>snuck it in and didn't tell anyone. Also, the CPU is mounted on an expansion
>card! I also discovered some MONSTER sized capacitors inside...what would
>they need those for? They also used a TON of aluminum in it also. I think
>this system was very well designed for its time period.
>

Nothing really secret but maybe some interesting history!

1: The edge connector fingers on the rear of the motherboard were for test purposes but never used. The original 800/400 was tested and burned in while connected to a mainframe (Data General Eclipse) via the 4 joystick ports and SIO with a special Diag Cart.

2: The very strict FCC class B standards of 1978 accounted for the large Aluminum casting (and tons of filter caps) with the RF modulator built in. The standards were relaxed in 1980 hence the C64 and later XL series.....much cheaper to produce.

3: The large filter caps on the power supply board are pretty standard fare for a clean DC supply from an AC input via a bridge rectifier.

4: As for the cards, the OS was designed and expected to be upgradeable (It was written in only 4 weeks!). The RAM needless to say was expandable due to its very high costs in 1978. The CPU card was never intended to be changed, it was put on a card so it could be mounted vertical and save space in the footprint. The CPU was placed under the RF casting and unaccesable for that very reason.

If only the first year of production would have had Gold vs Tin-Lead fingers on the cards! The original 800/400 was a very robust and reliable design design not counting the Tin-Lead fingers. Too bad the

same could not be said for the first 810's....

Jerry

4408. Re: Umm...Question on Xformer...

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-25 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3q125u$mvu@nic-nac.CSU.net>
Source record: 91450

Nnnnnnno... Xformer runs in 320x200x256 mode ... ALWAYS.

The problem might be with DLIs or something.. exactly what does the demo
do, technically? Can you e-mail me a copy? (I don't know if you can
look at a screen and say "Well, they used a VBI to do that effect, and that's
really character set graphics, and those are a bunch of dynamic DLIs" like
I claim to <smirk>)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4409. Re: 800xl w/modem

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-25 00:00:00 UTC
From: gholder@emory.edu
Message-ID: <3q165j$gat@moe.cc.emory.edu>
Source record: 91451

137dickey@west.cscwc.pima.edu wrote:
>
>I was curious as to how one would hook up an Atari 800xl to an external modem?
>I have an Avatex 1200hc which I borrowed from my school and I'd like to use it
>with my 8-bit system. Is there something that goes into the cartridge slot or
>does it "daisy chain" to the system like the drives? What sort of interface
>would I need to hook it up?
>
Robert Rumpf's answer is correct, an 850 interface is the "official" Atari hardware for connecting to a modem. However, there are numerous other options (though they are likely more difficult to find). The general answer is yes, you need some kind of RS-232 interface. The 850 daisy chains to the serial port. There was one, I believe which went into the cartidge port. There was another which used the joystick ports. Most common, though, was an interface much simpler than the 850 (which has 4 RS-232/modem ports and a Centronics parallel printer port) called the R-Verter. It plugs into the serial port and has one RS-232 port. Plans for building a copy of one (an original one would be quite hard to find) are available in the UMICH archive site, under the name BOBVerter, I believe. The parts (aside from a sacraficed serial port cable) would likely cost less than $15.

Of course, I hope you realize this is just the first part of using a modem--you will also need terminal software. This would consist of a R:-device handler appropriate to the interface you end up with, and a term program capable of using that handler. Everything you need should be available from the archive site, or from the suppliers mentioned in the Vendors list.

Gary Holder

4410. Sweet16 ware?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-25 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3q1b2p$sdb@nic-nac.CSU.net>
Source record: 91452

```
Is there any software yet that supports the Sweet16 upgrade?
(I'm still waiting for mine, and also a nice high-level language for it,
heheh...)

I'd like to see Object-Oriented Action!... we could call it:

Objection!

:)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

(and I'm serious, too (in both matters... wanting the language and wanting
it named that, hehe))
```

4411. atari 800 demo scene?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-25 00:00:00 UTC
From: st952e2c@pilot.stu.cowan.edu.au
Message-ID: <3q19kp$o65@bluering.cowan.edu.au>
Source record: 91453

Hi guys n gals

Having used and enjoyed c64s for several years I wish to purchase another 8 bit computer. At the moment it is a toss up between atari 800 and amstrad cpc. Is there a demo scene on atari 800? I would like to learn to code whichever machine I buy, and start producing demos... I know the Amstrad scene is still kicking but what about Atari? Any sceners out there? Let me know

Simon
Style/Chrome64
st952e2c@pilot.stu.cowan.edu.au

4412. Re: atari 800 demo scene?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-25 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3q1d50$8u@nic-nac.CSU.net>
Source record: 91454

Yeah, I know nothing about the Amstrad, but the Atari's sound and graphics capabilities (esp. the graphics, esp. compared to the C=64) are fabulously shown off in some demos, esp. some of the newer ones.

They of course mainly (like 99.99%) come from Europe (specifically Poland and Germany mainly) so if you know German or Polish, it'll help for reading the scrollers, but I mean, who cares about the scrollers when you've got an AWESOME plasma graphic and great music going on!? :)

co are worth !!
f u ome ers w ! :)
O r s sc ll at ng
se ro chi

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4413. FS: OLd Atari Magazines, and Books

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-25 00:00:00 UTC
From: stever@on-ramp.ior.com
Message-ID: <stever.704.001AE1EE@on-ramp.ior.com>
Source record: 91455

--All Prices are in US Funds. Cartridges and Prices Change WEEKLY-

-*W A N T E D*- All Video game Magazine before 1986

ALL TRADES WILL BE CONSIDERED (I'm looking for Atari 2600 carts)
>>>>>>>>>(make me an OFFER if you think something is priced too high)<<<<<<<<<
(Also Please decide and E-mail me right away of what you
want, because it might be sold the next day)
I WOULD LOVE TO TRADE FOR RARE ATARI 2600 CARTS

Every Item below is from a collector I know That needed some money
for bill. I kept everything I needed, the rest is for sale below.
I started selling my extras on Internet since October 1994.
Am I a Dealer or a Collector selling extras, WHO CARES, You Decide,
I've got extra carts, and you need them, so E-Mail me.

E-mail Stever@on-ramp.ior.com for Classic Cart list of:
Atari 2600/5200/7800, Coleco, INTV, Ody2, and MUCH MORE
Or my Atari home computer list Atari 400/600/800/1200 stuff

Books

AtariBASIC Referance Guide for Experienced Programmers (2)
14 Pages
$5 Plus $1 Shipping

Atari Graphics 49 Pages
$5 Plus $2 Postage

Compute!'s Second Book of Atari
250 Pages
$10 Plus $3 shipping

Compute!'s First Book of Atari Graphics
247 Pages, a Compute! Book
$10 Plus $3 shipping

Compute!'s Second Book of Atari Graphics
220 Pages, a Compute! Book
$10 Plus $3 shipping

Disk Guide for Atari 400/800
64 Pages

Inside Atari DOS
110 Pages, a Compute! Book
$10 Plus $3 shipping

The AtariBASIC SOURCE BOOK (2)
296 Pages 'a COMPUTE! Book Publication'
$10 Plus $3 shipping

The Elementary APPLE
250 Pages for your Apple Computers
$8 Plus $3 shipping

Machine Language for Beginners (2)
350 Pages 'a Compute! Book Publication'
$10 Plus $3 shipping

MAPPING the Atari
251 Pages, a Compute! Book
a Comprehensive guide for prgrammers
$15 Plus $3 shipping

Programmer's Reference Guide for Atari 400/800
494 Pages
$10 Plus $3 postage

SpartaDOS X
1/2 inch thick, referance Book for SpartaDOS
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4414. Re: 850 interface?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-26 00:00:00 UTC
From: sloopy@alaska.magpage.com
Message-ID: <3q42rr$5q4@alterdial.UU.NET>
Source record: 91357

Scott Butler (sydtech@skypoint.com) wrote:
: I picked one of these up this weekend. Hope this isn't a FAQ, but:

: What kind of power supply does this thing take?

: Thanks!
: Scott

9V AC supply... same one for the 400,800,1200xl,810,1050, and several other pieces of equipment...

sloopy.

4415. Re: Atari 800 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-26 00:00:00 UTC
From: sloopy@alaska.magpage.com
Message-ID: <3q42b2$5q4@alterdial.UU.NET>
Source record: 91358

Bill Marcum (bmarcum@iglou.iglou.com) wrote:

: The Atari 13-pin interface uses a special protocol which can't be easily
: connected to any other kind of computer (except maybe an ST running the
: Transformer 8-bit emulator).

: --
: Bill Marcum bmarcum@iglou.com
: Louisville: We've got bourbon that will knock you on your butt.

(sorry about mailing that to ya (typo:)

i dunno what this is in response to but it is untrue.... hooking up and atari
13 pin SIO is easy to another machine....once you do the voltage conversions
its just a matter of hooking the rts to the command line and hit it high when
you want to send a command....

sloopy.

4416. Re: atari 800 demo scene?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-26 00:00:00 UTC
From: bosco@host.yab.com
Message-ID: <3q3a0d$2cf@news.yab.com>
Source record: 91359

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: : Having used and enjoyed c64s for several years I wish to purchase another 8
: : bit computer. At the moment it is a toss up between atari 800 and amstrad cpc.
: : Is there a demo scene on atari 800? I would like to learn to code whichever
: : machine I buy, and start producing demos... I know the Amstrad scene is still
: : kicking but what about Atari? Any sceners out there? Let me know

: Atari 8-bit demos were unbeaten until the Amiga and ST came along
: ... and they still continue to wow today! Some of the demos I liked were:

: 1. The Small Demo
: 2. The Dark Shadow
: 3. Boink
: 4. Boink2
: 5. Colorview (not a demo, but let's you view digitized color pictures!)

: and my old favorite:
: 6. Death Of An Apple. Not much technically, but still produces a smile!

: >> Mark <<

: --
: ===
: Mark Rathwell The University Of Guelph

: mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

: "I buy 'Rolling Stone' all the time. It's good to swat flies with."
: - Peter Cetera
: ===

4417. Re: atari 800 demo scene?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-26 00:00:00 UTC
From: bosco@host.yab.com
Message-ID: <3q3a8l$2cf@news.yab.com>
Source record: 91360

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: Mark:

: THOSE DEMOS ARE >NOTHING!< They are WEAK compared to the AWESOME works of:

: ABBUC
: POKEY
: High Tech Team
: Slight
: Hard Software
: Shadows

: Specifically:

: the HobbyTronic and Halle Project demos (yearly demos, speaking
: of which where is Halle Project 1995 !?!?!?), by ABBUC/POKEY and others,

: The BIG Demo (mainly cracked musics from games, some small graphics demos,
: two digitized songs and a HUGE (64K!) scroller!), by the no-longer
: existant High Tech Team (although at least Frankenstein is still around)

: The AWESOME Bitter Reality Demo by Slight!

: The great "Veronika" and superb "Cool Emotions" demos by Hard Software!

: The awesome "Sweet Illusions" demo by Shadows.

: Finally, I forgot who made this!!! The Intel Outside demo is awesome too!

: -bill!
: kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
: William (Bill) Kendrick / | \ ** New Breed Software **
: http://zippy.sonoma.edu/~kendrick

4418. Re: Something else to bug Mr. King

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-26 00:00:00 UTC
From: Sean Lester <locke@bev.net>
Message-ID: <3q3ba4$206@solaris.cc.vt.edu>
Source record: 91361

kendrick@zippy.sonoma.edu (William Kendrick) wrote:
>
>
> (1) Since when is there a dcm2dsk 3.2? The lasted I knew of was v.2, and it
> only does dcm -> atr.
Sorry, got the version numbers mixed up. I've got the latest one.

> (2) Are you downloading in binary mode?
Binary? What's binary? (For the joking impaired,
this IS a joke.)

> Also, when you FTP from James'
> ftp directories, you don't need to get them as .gzipped files, if you
> noticed the readmes all over the place!

Uhhhh... I get the feeling you didn't read my post closely. I had
indicated the Gzip problem was a long story because I didn't want to
say what I'm about to say.

My crappy FTP program would not let me type in the name of the file to
download w/o the .gz extension. I don't know why it wouldn't let me
do this. It kept on returning File not Found errors. Ultimately, I
switched to another FTP program that will let me leave out the .gz
extension, but I am not about to spend another 3 hours downloading 5+
MB of Atari files.

I was simply including the Gzip procedure to help in troubleshooting.

> (3) I've downloaded a HELL of a lot of stuff from James (most of which I've
> junked.. I'm not *that* much into Pinball (CSet) games and weeny
> small hard to play adventure games :)). Almost EVERYthing I've tried
> works fine...

I'm glad you can get your programs to work. I was simply trying to
ask for help, not for a critique on my choice of entertainment. I am
sure Mr. King considers his collection valuable, or he wouldn't spend
the $30/month necessary to maintain it.

Locke

4419. 8bit Planetarium Program

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-26 00:00:00 UTC
From: atariman@aol.com
Message-ID: <3q3mhg$ga1@newsbf02.news.aol.com>
Source record: 91362

I would like to know if anyone has a "fix" for my Planetarium disk. I would like to run it under PC Xformer 3 but since it's protected, I can't run it. I could trade my original for your broken version if you wish. Send Email to AtariMan@aol.com

4420. Re: Info on HD for 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-26 00:00:00 UTC
From: bjcorr@delphi.com
Message-ID: <9505260049591.DLITE.bjcorr@delphi.com>
Source record: 91363

>Just trying to get some info on any HD setup for the 8 bit system that
>was or is out there. I was told that there was a setup for the old Atari
>to run a system of a HD and tape backup system. But do not know of this
>system. I heard of the MIO, but it is not the samething as the one that
>was mentioned to me back awhile ago. If anyone know of this please leave
>me a message with the correct info. Thanks.
>
>Ed
>
>--
> +-------------------------------------+
> | Edward M. Smith (esmith@netaxs.com) |
> +-------------------------------------+
>
>
>
You might be refering to a system like my Corvus HD with a mirror card in
it that allows backup via VCR. The Corvus is only 7meg (my model anyway)
and it simulatesup to 8 drives each holding one of 46 single density or 23
double density virtual disks that you can swap in or out as you choose. It
runs via joyports 3&4 (800's and 400's only) but is suprisingly fast.
bjcorr@delphi.com

4421. Bobterm

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-26 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <3q3rkf$q67@navajo.gate.net>
Source record: 91364

I am wondering if there is any way to raise the buffer size on Bobterm. 12K just doesn't cut it. Is there some sort of RAM upgrade that it works with?

Disk writes every 12K slows down the transfer quite a bit and I think it would be more efficent if the buffer is larger.

--

Chad Wagner
eg435@cleveland.freenet.edu

4422. Re: Bobterm

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-26 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995May26.104453.6092@wariat.UUCP>
Source record: 91365

```
(C. Wagner asks if a way to get bigger download buffer in BobTerm.)
The much easier thing would be to upgrade your a8 and use a RAM disk.
Or get MIO and use its RAM disk.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
**********************************************************************
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
**********************************************************************
```

4423. Re: Desperately seeking SIO2PC cable!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-26 00:00:00 UTC
From: craig@mccabe.com
Message-ID: <3q4vqj$jqh@clarknet.clark.net>
Source record: 91366

In article <139298@cup.portal.com>, Rick_Michael_Cortese@cup.portal.com writes:
|> Have you tried Nick Kennedy himself yet? I seem to be one of the few
|> people that regularly hack the SIO2PC cables, but under normal
|> circumstances i.e. I have a life/have never been paid a nickel for
|> one I think it's understandable, it takes me up to two months to get
|> around to finishing one.
|> I kept thinking the last 4 years or so someone would jump in and start
|> making the cables for a resonable price, but I keep hearing prices like
|> $50 which is what Nick charges (or used to charge himself) & at least
|> he included that at that price the shareware fees were covered also.

[snip]

I have been investigating the posibility of having the sio2pc board
professionally etched (wiring the board is the pain) and then selling
both kits (all the pieces and the board you solder it together) and
complete cables.

However, to make this at all profitable (or at least to keep it from costing me
too much) I would need to be able to guarantee at least 50 sales to justify
having the board etched. My estimate is that a kit would cost $12-$15 and an
assembled version would be enough more to justify my time. (or I will sell
the kit to other people to build)

I really don't want to make any money on this I am more interested in getting
as many people using the SIO2PC as possible to insure its continued support.

Send me email if you would be interested in this.

--
Craig P. Forbes McCabe & Associates
5501 Twin Knolls Road, Suite 111
craig@mccabe.com Columbia, MD 21045

4424. Re: Atari 800 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-26 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <139372@cup.portal.com>
Source record: 91367

Sloopy; it is a little more complicated then that. For one thing the data
is inverted from RS232. The way RS232 works is it always expects a 'START'
bit. RS232 then uses this change in logic state to center the sampling
of the data i.e. @ 1200 baud you get a bit every .05 seconds. When RS232
sees the start bit, it immediately waits .075 seconds the samples the data
line or sets the transmission line as the case may be. The data lines are
then sampled every .05 seconds so the sampling takes place exactly in the
middle of the data bit timing. And don't forget the data would be inverted,
you'd have to EOR #$FF all the data to convert it to it's real state. If
you didn't do the inversion you'd probably get what RS232 would consider
a steam of $FF's when nothing is being sent. OK, maybe all this could be
taken care of with some wild programming, but this is one of the reasons
I consider myself a hardware guy vs a software guy. I could do the same
thing with a chip in an hour, but I'd bet the programming to overcome
the other problems would take hours to beat.
Rick

4425. Re: Something else to bug Mr. King

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-26 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <139373@cup.portal.com>
Source record: 91368
Body handling: HTML body converted to readable text

Well I should have changed the title of the message, but anyway. Chad,
You left out the 'D' in "Atari OS" since it is a DOS limitation. I'm
almost to the point of saying maybe another format is due, but a well
documented one vs Discomm which nobody seems to know much about or
isn't talking. I've heard this is the same reason why xmodem became
the tranfer method of choice. It was one of the least suited for the job,
but everybody else got greedy & petty. Saw visions of getting a royalty
off of every file transferred so they charged up the kazoo & keep their
transfer protocols secret or patented or copyrighted. I guess Discomm is
shareware so the authors are protecting their interest. I've got a copy,
but I've only used it once so never registered it. We really don't need
a huge amount of compression. I'd be in favor of a non shareware disk
transfer program no matter how bad as long as it was documented. Something
simple that everybody knows, like the Micro Illustrator picture compression
format would be fine with me. Ditto for header bytes, just something simple
like .byte density .word total sectors would be all that's
necessary in the header.
Rick

4426. Re: Caution: Nothing to do w/ atari but please help me w/ newsgroups!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-26 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <D9757n.GKL@iglou.com>
Source record: 91369

If your VAX system is anything like Delphi, you should read and delete
mail messages using the MAIL program.

--
Bill Marcum bmarcum@iglou.com
Louisville: We've got bourbon that will knock you on your butt.

4427. Re: When did Atari kill the 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-26 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2605951400140001@edwarda.interlog.com>
Source record: 91370

In article <3pjku3$1m7@jobe.shell.portal.com>, jlodoen@shell.portal.com
(Jeff M Lodoen) wrote:
> >> And don't remember that it took three releases of the BASIC to get a
> >> SINGLE bug worked out of it. Or that it was BY FAR the slowest basic in
> > ^^
> >> the home computer world. All in all, quite a poor showing.
> > ^^^^^^^^^^^^^^^^^^^^^^^^
>
> >I beg to differ, I believe the slowest basic language belongs to the
> >TI99/4a.

I stand corrected on this issue, the 8-bit was not as slow as the
SLOWEST. Kinda like "it sucks less".

And it STILL took too long to fix the &%#$&*^%$ two-line lockup.

Maury

4428. Re: Indus GT drives

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-26 00:00:00 UTC
From: classics@en.com
Message-ID: <3q57al$rp2@antares.en.com>
Source record: 91371

Daryl Richards (drichard@isle.waterloo-rdp.on.ca) wrote:
: Rich Mier (rbmier@winternet.com) wrote:

: : Power for the Indus GT 8Bit Floppy Drives is 12 V. AC.
: : I use a Power pack from an Atari 5200. DO NOT use the Power
: : Packs for a 1050. They are only 9 V. AC. The only other problem
: : you might see is if they are VERY old, pre DOS 2.5 and then only if
: : you are trying to read a Enhanced Density Floppy. If they fail to read
: : it, the PROM needs ungrading. BTW if they have 'Future Systems'
: : on the bottom tag they have the new PROM.

: No.. The power is 12v DC.. (At least on the one I have... Plugged an
: AC supply into it, and boom.. :-( ) Unless they changed this, or someone
: upgraded yours, then the supply has to be DC volts.

Yup, its DC alright. The drive itself contains 2 7x05 voltage regulators
and just about any DC supply over 5v w/ enough current should handle
the job. I ran mine quite nicely off a +5v bench supply while servicing
it for a couple days.

Steve

4429. Re: ICD carts, James King, slandering.. OK! WHO CARES!?!?!?!?!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-26 00:00:00 UTC
From: classics@en.com
Message-ID: <3q588d$rp2@antares.en.com>
Source record: 91372

: William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: : Am I the ONLY one here who can REALLY care less about this drivel now?

For what I have read the cart seemed to be in pretty good condition, new battery, etc. If he wanted it to look 'neat' he could have just superglued the damn thing together, but he left it open so the battery could be replaced again if required.

I think Steve should either take the refund or quit whining, if he wanted a perfect, new and untouched r-time he should have said just that. All the r-time carts i have seen were in FAR worse condition than that!

Steve

4430. Atari 810 & 'THE CHIP'

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-26 00:00:00 UTC
From: classics@en.com
Message-ID: <3q58n6$rp2@antares.en.com>
Source record: 91373

I recently obtained an 810 drive with an interesting modification
to its side board. Its has 3-4 jumpers installed in the rear
of the board, and an EPROM labeled 'THE CHIP' where one of the
normal 810 rom's would be.

Funny thing is I cant get the drive to do anything special! :(I wont
accept a command to go to double density and the copy of the
Archiver software I have here wont run on it.

Anyone have any idea what this modification was for and where
I can get some software that supports it?

Steve

4431. TECH: SIO Status reqponse

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-26 00:00:00 UTC
From: classics@en.com
Message-ID: <3q595k$rp2@antares.en.com>
Source record: 91374

Can someone give me some information on the response the disk drive
provides to the SIO STATUS command?

When the computer is turned on, the first command sent over the
SIO bus is a status frame for drive 1 that looks like this:

$31 (Drive #1)
$53 (Status)
$00 (Aux 1)
$00 (Aux 2)
$xx (Checksum)

I need to know how to formulate a proper reply to this, from what I have
seen from observing Nick's Sio2pc a status reply from a single density
drive looks like this:

$41 Ack
$43 Complete
$??
$??
$??
$??
$xx (Checksum) (I can calculate this)

What I *REALLY* need to know is what the bytes $??
signify! :(The $10 and $20 seem to change bitwise depending on
the format, but I have yet to figure it out.

Thanks in advance for your help!

Steve
--
Ps. In case anyone is interested opon bootup if the atari gets a
bad/no status packet in return to its inquiry it goes to the
Self Test/Memo Pad screen. If it gets a good status packet it
goes into the boot routine and starts requesting sector 1 of drive 1.

4432. Disk Communicator 3 format

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-26 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <3q58i1$1m82@hopi.gate.net>
Source record: 91375
Body handling: HTML body converted to readable text

In article <139373@cup.portal.com>,
wrote:
>Well I should have changed the title of the message, but anyway. Chad,

I did it. :)

>transfer protocols secret or patented or copyrighted. I guess Discomm is
>shareware so the authors are protecting their interest. I've got a copy,

Actually it is public domain, I am using it right now on the Atari. :)

>a huge amount of compression. I'd be in favor of a non shareware disk

Well let's face it, Disk Communicator doesn't do a huge amount of compression,
it uses RLE for compression, which sometimes is good and sometimes as bad.

It compresses those empty sectors real well, heh.

>like .byte density .word total sectors would be all that's
>necessary in the header.

I am not a good programmer when it comes to the Atari, I never invested alot
of time in learning how to program on the Atari, most of it was spent on the
Commodore. The Atari was a little tough to understand for me, it was how it
accessed the serial bus, weird.
--
Chad Wagner
eg435@cleveland.freenet.edu

4433. Re: Bobterm

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-26 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <3q58or$1tkf@hopi.gate.net>
Source record: 91376

In article <1995May26.104453.6092@wariat.uucp>,
Russ Gilbert <Russ.Gilbert@apk.wariat.org> wrote:
>The much easier thing would be to upgrade your a8 and use a RAM disk.
>Or get MIO and use its RAM disk.

I was trying to avoid that method. I really dislike copying from the RAMDISK
to the disk, it is quite a pain in the neck. Is this all that a RAM upgrade
is useful for? A RAMDISK?
--
Chad Wagner
eg435@cleveland.freenet.edu

4434. Re: Caution: Nothing to do w/ atari but please help me w/ newsgroups!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-26 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3q5988$i06@nic-nac.CSU.net>
Source record: 91377

- in response to Bill Marcum saying: "delete your mail from 'Mail'" -

AHH! It just came to me! :) I bet he IS "DEL"eting his mail, BUT it's just going to the "WASTEBASKET" directory (try "SELECT WASTEBASKET" and you'll see 100s of old messages, I'm sure! :))

To EMPTY the trash, type "PURGE" or "PUR" and it should say "xx messages deleted". Exit, do a DIR and if it's not smaller, then you'll have to ask your sysadmin about it.

Good luck!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4435. XF551 -- known bugs?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-26 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <3q5926$1p3m@hopi.gate.net>
Source record: 91378

I would like to know about what known bugs there is with the XF551? I heard of a density switching problem. I seem to have encountered this. It is apparent when I booted a single density disk then I reboot and try to boot a double density Sparta disk, I get Error: No DOS, then I have to reboot again and it boots. How is this problem resolved? I heard of a fix. But I don't want to do the CSS fix where you have to upgrade the drive as well. Doesn't the CSS fix fix this problem and upgrade it to a 3.5" drive, but can it write 720K or is it still 360K?
--
Chad Wagner
eg435@cleveland.freenet.edu

4436. Re: Something else to bug Mr. King

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-26 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3q5a5k$icp@nic-nac.CSU.net>
Source record: 91379

My BEST guess as to DCM's format is simply it removes all empty sectors..
But, what do I know? It could be more compressed than that.

I feel that for the folks who just have disk drives that an entire disk-sized
image such as an .ATR is a real problem.. I know my 1027 free sectors
couldn't hold a 1040-sector-long file!!!

Anyway, I think BOTH formats (.ATR and .XFD) should be dropped from the
online services (hear this James King? :)) since:

(1) If you have a DCM and DCM2DSK, there's no point in wasting space
and compatibility with nonPCXf and nonSIO2PC users (ie, the OTHER
1000s of Atari users) by keeping ATRs around instead of DCMs.

(2) DCMs take less space and everyone can use them

But, unfortunately, there is no DSK2DCM (ATR -> DCM) converter.. actually,
this could be a #3 up there, but if you have no PC to use SIO2PC on you
won't have any DSK2DCM to use unless it were written for the Atari..
again, pretty useless since .ATR disk images are larger than the amount
of free space on a disk of the same size. (Of course, some people DO have
PCs but DON'T have SIO2PC, and well, they're either broke or lazy! :) or
have a hard drive on their 8bit :))

Anyway, my point is:

(1) YES, we need a DSK2DCM.. Jason, you hearing this?
(2) NO, ATRs and XFDs are NOT useful to the Atari users who don't have
PC Xformer and/or SIO2PC.. they should be dropped as standards on
FTP sites and BBSes.. James, you hearing this?
(3) NO, people using PC Xformer or SIO2PC DON'T have the right to
complain because ATR and XFD formats aren't everywhere BECAUSE
they HAVE a conversion program! People using DCM ONLY >DON'T<
have an ATR/XFD to DCM converter and even if they DID most of them
couldn't use it since disk images take too much space!

Whew!

Sorry for the ranting and raving, but do you people see my point now?
(Esp. you pseudo Atarians running only on Xformer)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4437. DiskComm file format info

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-26 00:00:00 UTC
From: jasond@uranus.kendall.mdcc.edu
Message-ID: <3q5emq$uh4@uranus.kendall.mdcc.edu>
Source record: 91380

I have put a preliminary draft of my DiskComm file format spec on my web page.
It can be found at http://www.mdcc.edu/~jasond/diskcomm.txt
There is no link to it currently as I just put it up there but I hope to put
a link in soon.

Jason Duerstock
jasond@mdcs2.cs.mdcc.edu

4438. Re: Disk Communicator 3 format

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-26 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3q5g5j$m0v@nic-nac.CSU.net>
Source record: 91381

Ahh!! WHAT!? The deviced-based I/O on the Atari is AWESOME! From what I recall of the C=64 (seeing how you did directory listings! (yeah, just delete your BASIC program to do it in BASIC!) and how you did loads! BLEAH!) it is MUCH better!!

You should really sit down in BASIC or Action! or TurboBASIC XL and play with some file I/O.. (I recommend TBXL for beginners, Action! if you've got the libraries for it, and, well, BASIC sucks :))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4439. BobTerm buffer.. bigger buffer is bad!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-26 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3q5gcu$m4i@nic-nac.CSU.net>
Source record: 91382

Unless you have a fast destination drive (in which case copying to it from RAMdisk; ie, downloading to RAMdisk), having a larger buffer is pretty dangerous.. even with a 12K buffer I'd often get timeouts when downloading just because writing 12K to my 1050 would take FOREVER.

Inotherwords, the longer it takes to save the file the better chance you have of getting timeouts.

The one thing I HATE about BobTerm is:

(1) All of the protocols it supports DONT have "resume" (or "restore")!
(2) THIS I HATE: If a download gets aborted, it DELETES the FILE!
Under most DOSes, this takes just as long as writing the file out!
Argh!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4440. Re: atari 800 demo scene?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-26 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3q5f98$ef8@ccshst05.cs.uoguelph.ca>
Source record: 91383

```
: ABBUC

Forgot the name of this one. I loved it, but couldn't remember
the title!

>> Mark <<

--
================================================================================
Mark Rathwell The University Of Guelph

mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"I buy 'Rolling Stone' all the time. It's good to swat flies with."
- Peter Cetera
================================================================================
```

4441. Games

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-26 00:00:00 UTC
From: u9409792@muss.cis.McMaster.CA
Message-ID: <3q5j62$c74@muss.CIS.McMaster.CA>
Source record: 91384

Do people (Software Houses) still make games for the Atari 800??

It interesting to see that so many people still have and use there
beloved 8-bit machines.. I know I still use mine (A LOT!)...

--
C o m p l e t e C o n s o l e L i m i t e d
Worldwide Console Backup Unit/Video Game Accessories Sales/Service/Distribution
OVER 3 YEARS IN BUSINESS WITH LOCATIONS WORLDWIDE. CANADA'S LARGEST CBU DEALERS
1-800-223-COPY (Ordering/Support) 905-318-COPY (Info/Orders/Technical Support!)

4442. Re: Games

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-26 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3q5lk1$pqs@nic-nac.CSU.net>
Source record: 91385

Yes, a few software houses make Atari 8bit software; they're Atari 8bit-
specific software houses, however, also mostly based in Europe.

... so far as I know :)

I write games! :) I'm not an official real company, nor do I charge anything..
I think that's the best way to support the good ol' 8bits; give give give..
I mean, so many people have given to me.. for no price! (Thanks guys! :))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4443. Re: FS: OLd Atari Magazines, and Books

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-26 00:00:00 UTC
From: tiesflys@brbbs.com
Message-ID: <znr801491383k@brbbs.com>
Source record: 91386

In article <stever.704.001AE1EE@on-ramp.ior.com> stever@on-ramp.ior.com writes:

>
[snip, snip]
>
> Every Item below is from a collector I know That needed some money
> for bill. I kept everything I needed, the rest is for sale below.
> I started selling my extras on Internet since October 1994.

[snip,snip]

>
> Magazines
> ---------
> ANALOG - March 1984 - 100 pages (NO cover/WORN) $10.00
> ANALOG - April 1984 - 104 pages (worn cover) $10.00
> ANALOG - JUNE 1984 - 96 pages $10.00
> ANALOG - July 1984 - 104 pages (GREAT Condition) $10.00
> ANALOG - Sept 1984 - 96 pages $10.00
> ANALOG - Nov 1984 - 104 pages (cover taped/heavy use) $10.00
> ANALOG - July 1985 - 92 pages $8.00
> ANALOG - Aug 1985 - 96 pages (taped back cover) $8.00
> ANALOG - Sept 1985 - 96 pages (2) $8.00
> ANALOG - Oct 1985 - 104 pages $8.00
> ANALOG - Nov 1985 - 104 pages $8.00
> ANALOG - Feb 1986 - 112 pages (cover taped) $7.00
> ANALOG - March 1986 - 112 pages (NO cover) $7.00
> ANALOG - April 1986 - 132 pages (cover loose) $7.00
> ANALOG - May 1986 - 132 pages (NO cover) $7.00
> ANALOG - July 1986 - 124 pages (cover loose) $7.00
> ANALOG - Aug 1986 - 122 pages (cover loose) $7.00
> ANALOG - Sept 1986 - 132 pages (cover loose) $7.00
> ANALOG - Oct 1986 - 132 pages (roughed up cover) $7.00
> ANALOG - Dec 1986 - 132 pages (Front Cover needs Tape) $7.00
> ANALOG - Jan 1987 - 103 pages (worn cover) $6.00
> ANALOG - Feb 1987 - 104 pages (loose cover) $6.00
> ANALOG - March 1987 - 104 pages (2) $6.00
> ANALOG - April 1987 - 104 pages $6.00
> ANALOG - May 1987 - 96 pages $6.00
> ANALOG - June 1987 - 96 pages (loose cover) $6.00
> ANALOG - July 1987 - 96 pages $6.00
> ANALOG - Sept 1987 - 94 pages $6.00
> ANALOG - Oct 1987 - 96 pages (loose cover) $6.00
> ANALOG - Sept 1988 - 98 pages $5.00
> ANTIC - Jan 1987 - 130 pages $6.00

> ANTIC - Nov 1987 - 82 pages $6.00
> ATARI EXPLORER - Nov/Dec 1987 - 80 pages $6.00
> ATARI INTERFACE - Feb 1990 - 51 pages $5.00
> ATARI INTERFACE - March 1990 - 56 pages $5.00
> ATARI USER - Oct/Nov 1990 - 75 pages - EUROPE Mag $8.00
> ATARI USER - Dec/Jan 1990 -75 pages - EUROPE Mag $8.00
> BASIC COMPUTING - Feb 1984 - 79 pages (TRS-80 Mag) $5.00
> COMPUTE! - Jan 1984 - 216 pages LARGE ISSUE $15.00
> COMPUTE! - May 1985 - 128 pages $8.00
> COMPUTE! - June 1985 - 128 pages $8.00
> COMPUTE! - July 1985 - 96 pages $8.00
> COMPUTE! - Aug 1985 - 95 pages $8.00
> COMPUTE! - Sept 1985 - 128 pages $8.00
> COMPUTE! - Oct 1985 - 128 pages $8.00
> COMPUTE! - Nov 1985 - 160 pages $8.00
> COMPUTE! - Jan 1986 - 128 pages $7.00
> COMPUTE! - March 1986 - 128 pages $7.00
> COMPUTE! - April 1986 - 128 pages $7.00
> COMPUTE! - Feb 1986 - 128 pages $6.00

[snip,snip]

Are these 'zines really bringing in this much??? I have a couple
of boxes of Antic (from issue 1 up until the ST took over), Analog,
and Compute! that I'll let go. If anyone's interested, e-mail me
with your desires and we'll deal.

Steve

A sunny day,
a box of midges,
and a wandering stream...
Man, this MUST be heaven!
><> Steve Kulpa <><

4444. Re: Caution: Nothing to do w/ atari but please help me w/ newsgroups!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-26 00:00:00 UTC
From: tiesflys@brbbs.com
Message-ID: <znr801491568k@brbbs.com>
Source record: 91387

In article <3q5988$i06@nic-nac.CSU.net> kendrick@zippy.sonoma.edu writes:

>
> - in response to Bill Marcum saying: "delete your mail from 'Mail'" -
>
> AHH! It just came to me! :) I bet he IS "DEL"eting his mail, BUT it's
> just going to the "WASTEBASKET" directory (try "SELECT WASTEBASKET" and
> you'll see 100s of old messages, I'm sure! :))
>
> To EMPTY the trash, type "PURGE" or "PUR" and it should say "xx messages
> deleted". Exit, do a DIR and if it's not smaller, then you'll have to
> ask your sysadmin about it.
>
> Good luck!
>
> -bill!
> kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
> William (Bill) Kendrick / | \ ** New Breed Software **
> http://zippy.sonoma.edu/~kendrick

are you guys talking about a VAX? I missed the original post. What's
the problem. I'm well versed in VMS. Can I help?

steve

A sunny day,
a box of midges,
and a wandering stream...
Man, this MUST be heaven!
><> Steve Kulpa <><

4445. Re: Games

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-26 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <3q5rel$ci3@crl8.crl.com>
Source record: 91388

William Kendrick (kendrick@zippy.sonoma.edu) wrote:

: I write games! :) I'm not an official real company, nor do I charge anything..
: I think that's the best way to support the good ol' 8bits; give give give..
: I mean, so many people have given to me.. for no price! (Thanks guys! :))

Speaking of game designers, I wonder whatever happened to Donald Lebeau,
the guy who wrote Gauntlet for the 8-bit (not the dungeon game, but the
space shoot-em-up). I still play it with the same enjoyment as the first
time.

John
jvogel@crl.com

4446. Re: Bobterm

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-26 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995May26.194628.16169@wariat.UUCP>
Source record: 91389

(C. Wagner dislikes copy from RAMdisk to disk.)
I don't know why? It should be simple and straigtforward to copy from
RAMdisk to disk. I do it all the time.
Other uses for RAMdisk? Well, Diskcommunicator can use extra RAM.
Tom Hunt's 'Snapshot' allows keeping two or more boot disks or DOSes in
RAM at the same time. The unzipper I've worked on. It has a 32k
lookup table for 13bit unshrink and uses bank switching. There is some
software now and probably more in the future that will require extra
RAM. I would say that RAMdisks are the most commonly used thing with
extra RAM. An extended RAM machine should solve your download
problems. Like B. Kendrick said, you really don't want to have your
buffer dumping to a real floppy during a download.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

4447. Am I an idiot??

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-26 00:00:00 UTC
From: simslayer@aol.com
Message-ID: <3q669e$2n3@newsbf02.news.aol.com>
Source record: 91390

I've been trying to convert a lot of DCM files to work with Xtransformer using DCM2DSK, but I keep getting and invalid header error... Is it just me? ANy help would be apprecuiated?

Oh, there were also a bunch of *.exe files along with the *.dcm files, and I assume there also some compressed games for the Atari ---but running the *.exe files just locked the PC up. Uggg...

4448. Re: 8-bit files from Mac -> Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-26 00:00:00 UTC
From: sloopy@alaska.magpage.com
Message-ID: <3q4407$5q4@alterdial.UU.NET>
Source record: 91391

Robert Rumpf (rumpf.1@osu.edu) wrote:
: Okay, so there's tons of 8-bit files on the internet for my 8-bit Atari.
: Question is how do I get them *to* the Atari from my Mac? Thanks for any
: help...

with a null modem (and term software....)

(p.s. which mac do you have?)

sloopy.

4449. Re: Atari 800 Serial Bus Protocol

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-26 00:00:00 UTC
From: sloopy@alaska.magpage.com
Message-ID: <3q447j$5q4@alterdial.UU.NET>
Source record: 91392

Bernd Beyer (bernd@wema10.elektro.uni-wuppertal.de) wrote:
: Is there anybody who can tell me something about the serial bus of the
: Atari 800? I knew already that the baudrate is 19200 I knew the pinout of
: the connector and that it works with TTL level. The most important information
: I need now is the software-protocol.

: Greetings to everybody

: bernd

hhhhmmm.... everytime i have used it, it was 9600:) to get the info find a
spartados 3.2 manual... it has the info in there....to convert the ttl to rs-232
standard use 1488's and 1489's go to shoot shack (radio shack) and pick them
up...they come wth the needed schematics......

sloopy.
sloopy@magpage.com

4450. Re: TECH: SIO Status reqponse

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-27 00:00:00 UTC
From: Peter Bell <Peter@bell.demon.co.uk>
Message-ID: <801576591snz@bell.demon.co.uk>
Source record: 91306

In article <3q595k$rp2@antares.en.com> classics@en.com "Steven J Tucker" writes:

> Can someone give me some information on the response the disk drive
> provides to the SIO STATUS command?
>
> When the computer is turned on, the first command sent over the
> SIO bus is a status frame for drive 1 that looks like this:
>
> $31 (Drive #1)
> $53 (Status)
> $00 (Aux 1)
> $00 (Aux 2)
> $xx (Checksum)
>
> I need to know how to formulate a proper reply to this, from what I have
> seen from observing Nick's Sio2pc a status reply from a single density
> drive looks like this:
>
> $41 Ack
> $43 Complete
> $??
> $??
> $??
> $??
> $xx (Checksum) (I can calculate this)
>
> What I *REALLY* need to know is what the bytes $??
> signify! :(The $10 and $20 seem to change bitwise depending on
> the format, but I have yet to figure it out.

The first byte is command status, mapped as follows:

Bit Function
0 1 = Invalid command received
1 1 = Invalid data frame
2 1 = PUT command failed
3 1 = Diskette write protected
4 1 = Drive is active
5 Reserved
6 Reserved
7 Reserved

Bit 5 is used to indicate 256 byte sectors on some drives. AFAIK, only
MYDOS actually makes use of this.

The second byte contains the value in the status register of the 1771 FDC.

The third byte is the recommended timeout for the handler (in seconds)

The fourth byte is reserved, and normally set to 0.

If you want the bit definitions for the FDC status register, I can probably find them somewhere.

Hope this helps

Pete
--
Peter Bell <peter@bell.demon.co.uk>

4451. Re: HELP! 850 to US Robotics modem

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-27 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <3q8bcv$gje@stratus.skypoint.net>
Source record: 91307

Scott Butler (sydtech@skypoint.com) wrote:
: I recently picked up an Atari 850 interface module at a garage sale, and
: am attempting to use it to hook up a US Robotics modem to my 800. I'm not
: having a lot of luck thus far, and the documentation for the 850 is
: really no help. Can anyone give me some advice or point me to some
: relevant FAQ on this subject?

I forgot to mention: I'm attempting to use Ice-T. I guess I need to
figure out where I can get an R: handler that will work with the 850 and
Ice-T.

Thanks,
Scott

4452. How do I ID diff. vers. of BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-27 00:00:00 UTC
From: mbates@netcom.com
Message-ID: <mbatesD99FLo.2n4@netcom.com>
Source record: 91308

I have long since forgotten how to do this. Can someone help me?
I know there is a command you enter into BASIC and it gives you a value
which determines which version you have.
Isn't it a Peek? what location? Thanks
-Marlin

4453. Connection of 1020 at PC possible ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-27 00:00:00 UTC
From: U.KUMMEROW@TBX-2.BERLINET.DE
Message-ID: <5md1Wl0r3KB@talktalk.tbx-2.berlinet.de>
Source record: 91309

Hi !

1) Is it possible, to connect (with a Software) the old 1020 Plotter
to a Personal Computer (PC) ?

2) Is the serial ATARI I-O a "normal" RS232 ?

3) Did someone have a Software only for the PC ?
(no use with the ATARI emulator at the PC)
(or can write this as Freeware ?)

If you heare the birds in the morning, you must go sleeping.

Visit Maledieven/Fitschi/... so long you can...

Greetings from (the free) Berlin/germany

Uwe

4454. looking for joystick for 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-27 00:00:00 UTC
From: netnews@aisr.lib.tju.edu
Message-ID: <3q60td$q74@elmo.tju.edu>
Source record: 91310

Greetings,
I am looking to purchase a new joystick for my 800xl. Any ideas
where one might be found in western North Carolina?

TIA

Monty Spangler
spangler@isnet.is.wfu.edu

4455. Re: Games

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-27 00:00:00 UTC
From: bosco@host.yab.com
Message-ID: <3q68ja$do3@news.yab.com>
Source record: 91311

J.J. Evers (u9409792@muss.cis.McMaster.CA) wrote:
: Do people (Software Houses) still make games for the Atari 800??
:
: It interesting to see that so many people still have and use there
: beloved 8-bit machines.. I know I still use mine (A LOT!)...

Look for the Atari 8-bit Vendor List FAQ. There are *some*, mostly overseas. Richard Gore, in the U.K., has the recent titles Black Lamp and Tube Baddies.

John Collins
Phoenix, AZ

4456. Re: looking for joystick for 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-27 00:00:00 UTC
From: bosco@host.yab.com
Message-ID: <3q68qb$do3@news.yab.com>
Source record: 91312

TJU USENET News User (netnews@aisr.lib.tju.edu) wrote:
: Greetings,
: I am looking to purchase a new joystick for my 800xl. Any ideas
: where one might be found in western North Carolina?

If there's a Radio Shack in your area, they *might* have an Atari compatible joystick (they recently discontinued it, but the RS in my area had one at a reduced price). Also, the Sega controllers (for the Master System and the Genesis) will work with an Atari.

John Collins
Phoenix, AZ

4457. Re: Something else to bug Mr. King

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-27 00:00:00 UTC
From: etat@delphi.com
Message-ID: <5uwc0y2.etat@delphi.com>
Source record: 91313

BRYEDEWAARD@DELPHI.COM <BRYEDEWAARD@news.delphi.com> writes:

>><as an aside: What a crappy week it';s been. First I get flamed for a
>>lousy $25 Rtime8 sale, then I have some guy from a .GR site that is
>>flaming me in email for posting a SIMM for sale in CSA8, then this stuff
>>about how my FTP site is "useless and a waste of space"
>
>Hehe.. yeah CSA8 is turning into the James King tabloid. What's next?
>"James King summons ghost of Elvis who reveals the 5 step diet plan of
>aliens"? (follow-up article: Evil spirits found living inside Atari 400).
>
> -Bry

Into each life some rain must fall. James you are merely reeking the
benefits of becoming a small time celebrity. <G> Don't sweat the small
stuff, you will only get ulcers. Admittedly, you are entitled to a wee
bit of flack, you must admit. (Anytime you deal with the public....and
so on. Have buddie Bob at Repairshop give you an "attaboy" peptalk.
_earl

4458. Re: Help on joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-27 00:00:00 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D995HH.6K2@itex.jct.ac.il>
Source record: 91314

Jerry Jessop (jjessop@ix.netcom.com) wrote:
: In <Pine.HPP.3.91.950519174830.28003L-100000@bluejay.creighton.edu>
: Lisa's pet <honge@creighton.edu> writes:

: >I just fished a 400. The joystick port looks similar to the one on
: >Amiga's. Can I use joysticks sold for Amiga to use on the 400 without
: >triggering a nuclear bomb detonation somewhere in my house?

: Ummm.....Why not plug it in and find out :)

The Amiga and Atari (as well as the older Commodore) can all use the
same stick.

Itay Chamiel bruck@brachot.jct.ac.il Pull down the blinds and run for cover

4459. Re: Koala<->GIF

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-27 00:00:00 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D995Dp.67x@itex.jct.ac.il>
Source record: 91315

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
: In article <3pk5vq$sfv@nic-nac.csu.net>,
: William Kendrick <kendrick@zippy.sonoma.edu> wrote:
: >WHOA... Come on! JView and APACView view GIFs, you KNEW that, right!? :)
: >Or did you just mean GIF -> Koala..

: I just meant file conversion, not viewing.

Easy! : JView = GIF -> 15
Koala Micro Illustrator = 15 -> koala.

The first step should be obvious. The second one is by booting Koala,
and typing the clear-screen button while viewing the current picture
(NOT the menu!!!!). A Gr.15 file called D:PICTURE (I *think*!!!!) or
PICTURE.DAT will be automatically vanilla-loaded into memory. Set the
correct color pallette, and save as usual. That's it!

Itay Chamiel bruck@brachot.jct.ac.il Pull down the blinds and run for cover

4460. blackbox, multi i/o

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-27 00:00:00 UTC
From: eurzua@euclides.usach.cl
Message-ID: <1995May27.235339.11325@lauca.usach.cl>
Source record: 91316

hi!!!
I'm chilean... i need informations about black box and multi i/o
specifications... where can i get it????
where i have to write to get this information????

thanks in advance..

Mauricio Manterola...
U. de Santiago de Chile

4461. [--- CC65 ---]

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-27 00:00:00 UTC
From: winston@merk.com
Message-ID: <D98AMJ.FAp@merk.com>
Source record: 91393

Recently I downloaded John Dunning's CC65 from the Merit Archives. I discovered that this version of CC65 appears to only run under variants of SpartaDOS. When rummaging through a box of disks for the MAC/65 source code to MyDOS 4.50, however, I ran across an earlier version of CC65. This version of CC65 appears to be able to run under MyDOS. There is also a very mysterious program contained in the file archive called: UNBUG65.COM

Does anyone have any idea what "UNBUG65.COM" is used for ?

How does this early release of CC65 differ with the release currently on the Merit Archives (besides being able to run under normal DOS...) ?

Thanks

P.S. Why is all of the stuff in the CC65 programs on the Merit Archives -- such as the DUMAS uudecoder -- organized so that it runs under the SpartaDOS-X cartridge ? You would have to edit the batch files for use with normal SpartaDOS.

4462. Re: Am I an idiot??

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-27 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3q6ton$jop@nic-nac.CSU.net>
Source record: 91394

(1) You load the Atari .exe's under a DOS on the Atari.. example:
Under AtariDOS or MyDOS: [L] for load "file.exe"
They aren't PC executables!
(2) What version of DCM2DSK do you have? You need v.0.2 beta (the current latest). My name is mentioned in it too :) .. Also, did you "receive" all of your files in binary mode?
Also, if you used Gopher to get the files, some servers or gophers or something don't think .DCM files are binary ("Bin" or "PC Bin").. careful!

And yes, Ataris have compressed files: .ARCs. You'll need an unARCer and if you're using a PC you'll probably want the unARCer on the Atari. :) (Otherwise it'll unARC onto your PC's drive, then you'll have to get them all into an Atari disk image and then delete them off of your PC! :))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4463. HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-27 00:00:00 UTC
From: Paul 'Mclane' Irvine <mclane@dellos.demon.co.uk>
Message-ID: <9505271212.AA00056@dellos.demon.co.uk>
Source record: 91395

2nd Post here, Dont know if you guys replied or not as my mail screwed up.

1. Has anyone got any info on get the compacted files from the Amiga (PC people back off, Amiga designed by the ATari 8bit god JM) to the 8bit.

2. Failing the above Has anyone got the wiring diagrams for the 850 to a standard 232 lead. Does it exist even???

3. What programs will I need at the 8 bit end to decompact the files...

4. What sites etc are there about for the 8 bit. Seen Xmission but Im trying to find Jumpman by epyx (THE Best game next to star raiders & Spelunker). My poor old J/man disk has died... sniff sniff

Hope you guys can help a poor old guy who was around when it all started.. Atari lives on via us..

Paul Irvine.
Ex Atari user mag, semi OK programmer & lover of the 8 Bit.

4464. Re: 130XE keyboard woes

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-27 00:00:00 UTC
From: esok@park.uvsc.edu
Message-ID: <3q7agj$g0v@park.uvsc.edu>
Source record: 91396

In article <3psihk$5k@antares.lu.erisoft.se> ab557@um.erisoft.se writes:
>
>Try some sandpaper! take a small piece and rub gently (up/down) in the
>slot. I too believe that the slot is the crook, and I have done the
>sandpaperthing successfully on my Spectrum myslef (similar kind of slot).

Sandpaper also works well for worn out nintendo controllers when the contacts get dirty and the controller doesn't respond well. Works well for Atari joysticks too when dirty contacts are the problem. Unfortunately, the biggest problem I have with joysticks are broken rings, for which I have not found a satisfactory fix (superglue doesn't cut it). :(

4465. Re: PCXF 4.0 req. Win95?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-27 00:00:00 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3q7e9i$m6n@news2.delphi.com>
Source record: 91397

per.erik.peterson@asb2.ct.se (Per.Erik Peterson) writes:

> >> Yes, it does suck!!!! I've been using os/2 for about 5 months now,
> >> and it completely blows Windows 3.1 out of the water, and after seeing
> >> some of the press about Win95, it blows it out of the water too!! I
> >> wasn't planning on upgrading to Win95 either.

>Is this the platform for this type of discussion.??

> -=> Wfr.!! Per-Erik "Pekka" Peterson.!! <=-

I think a little bit of this should be tolerated since it's really all a discussion of emulation options. We shouldn't have to 'drop' a topic just because it drifts to a finer point. What if two people are discussing which is the better printer for use with the 8-bit, and a post comes out that doesn't mention the 8-bit, but rather compares the 2 printers. Should the thread stop?

If this thread had gone on for weeks constantly comparing OS/2 and Win 95, then obviously people have gotten off track, but there have only been a few such posts, and in a thread about Emulation under Win 95, so it seems relevant to me. We certainly are going to be seeing more posts from Win 95 users and hearing their experiences when PCXF4 ships.

Just my $.02.

-Bry

4466. Re: Something else to bug Mr. King

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-27 00:00:00 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3q7erb$mao@news2.delphi.com>
Source record: 91398

jeking@xmission.xmission.com (James King) writes:

><as an aside: What a crappy week it';s been. First I get flamed for a
>lousy $25 Rtime8 sale, then I have some guy from a .GR site that is
>flaming me in email for posting a SIMM for sale in CSA8, then this stuff
>about how my FTP site is "useless and a waste of space"

Hehe.. yeah CSA8 is turning into the James King tabloid. What's next?
"James King summons ghost of Elvis who reveals the 5 step diet plan of
aliens"? (follow-up article: Evil spirits found living inside Atari 400).

-Bry

4467. Re: HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-27 00:00:00 UTC
From: Sean Lester <locke@bev.net>
Message-ID: <3q7h26$3t5@solaris.cc.vt.edu>
Source record: 91399

Paul 'Mclane' Irvine <mclane@dellos.demon.co.uk> wrote:

> 4. What sites etc are there about for the 8 bit. Seen Xmission but Im trying
> to find Jumpman by epyx (THE Best game next to star raiders & Spelunker).
> My poor old J/man disk has died... sniff sniff

The Jumpman game (yes, the greatest in histiry) is ont the Xmission site.
Don't know how you missed it. I can't remember the directory, but the
name of the program file is, hold on to your hat, jumpman.xfd.

4468. Re: HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-27 00:00:00 UTC
From: Sean Lester <locke@bev.net>
Message-ID: <3q7h3v$3t5@solaris.cc.vt.edu>
Source record: 91400

Sorry about the misspell. I mean history, not histiry.

4469. Re: Am I an idiot??

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-27 00:00:00 UTC
From: spock@panix.com
Message-ID: <3q7idq$hfe@panix3.panix.com>
Source record: 91401

William Kendrick (kendrick@zippy.sonoma.edu) wrote:

: (1) You load the Atari .exe's under a DOS on the Atari.. example:
: Under AtariDOS or MyDOS: [L] for load "file.exe"
: They aren't PC executables!

Hmm, I am having a problem with that too. :(When I load them under MyDos
or DOS 2.5, it loads fine, but never runs anything - just goes back to
dos. :(

: (2) What version of DCM2DSK do you have? You need v.0.2 beta (the current
: latest). My name is mentioned in it too :) .. Also, did you "receive"
: all of your files in binary mode?
: Also, if you used Gopher to get the files, some servers or gophers or
: something don't think .DCM files are binary ("Bin" or "PC Bin").. careful!

I have that version and I am experiencing the same problems the original
poster has described. I haven't found a .DCM file that could be converted
yet. I have downloaded about 20 of them so far from xmission... :(

I hope I'll get them to work... Haven't had a chance to play Atari games
for about 7 years now... ;)

Cheers

--
Bart Cichosz
spock@panix.com

4470. Re: Am I an idiot??

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-27 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3q7ot5$65o@nic-nac.CSU.net>
Source record: 91402

Yep, you definitely have to go back and get the files again.. if none of the executables work and none of 20+ .DCMs work with the latest version of DCM2DSK, your files are definitely messed up.

If you're doing FTP, do it like this:

```
ftp ftp.xmission.com
[ asks for username or you type "login" or "user" ]
anonymous
[ asks for e-mail address ]
[ type your e-mail address ]
cd users/j/jeking/8bit
bin <--- the IMPORTANT command.. should say "mode set to type I"
or some such thing
```

now your files should be ok, as long as you're downloading them properly :)

good luck! if you have any more problems, feel free to ask (me in mail or everyone as a post)

'tis what we're here for! (that and to rip on James King! bahaha! just kidding! hehehe)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4471. Re: Am I an idiot??

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-27 00:00:00 UTC
From: spock@panix.com
Message-ID: <3q7ro2$mj9@panix3.panix.com>
Source record: 91403

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: Yep, you definitely have to go back and get the files again.. if none of
: the executables work and none of 20+ .DCMs work with the latest version
: of DCM2DSK, your files are definitely messed up.

: If you're doing FTP, do it like this:

: -bill!

Hmm.. I use ncftp, which automatically assumes binary mode - I never had any problems relating to binary vs. text transfers. I am going to try to d/l them again...

And since we are on the subject of running stuff... From what I remember most of the games did not run from dos on the 8bit Atari. I used to use differnt boot "loaders" - I think the one I used the most was called Bootstrap - (t'was over 7 years ago, so I might be wrong) - any thoughts on that?

Cheers,

--
Bart Cichosz
spock@panix.com

4472. HELP! 850 to US Robotics modem

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-27 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <3q8538$eb8@stratus.skypoint.net>
Source record: 91404

I recently picked up an Atari 850 interface module at a garage sale, and am attempting to use it to hook up a US Robotics modem to my 800. I'm not having a lot of luck thus far, and the documentation for the 850 is really no help. Can anyone give me some advice or point me to some relevant FAQ on this subject?

Thanks!
Scott

4473. Re: HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-27 00:00:00 UTC
From: Paul 'Mclane' Irvine <mclane@dellos.demon.co.uk>
Message-ID: <9505272217.AA0005g@dellos.demon.co.uk>
Source record: 91405

Sean Lester (locke@bev.net) wrote:
: Paul 'Mclane' Irvine <mclane@dellos.demon.co.uk> wrote:

: > 4. What sites etc are there about for the 8 bit. Seen Xmission but Im

trying to find Jumpman by epyx (THE Best game next to star raiders &

Spelunker). My poor old J/man disk has died... sniff sniff

: The Jumpman game (yes, the greatest in histiry) is ont the Xmission site.
: Don't know how you missed it. I can't remember the directory, but the
: name of the program file is, hold on to your hat, jumpman.xfd.

Thanx man, any luck on the other requests. Still no mail re the files needed
for the Atari end.
Jumpman....missed it, Damn. Back to Xmission then.
Any other sites then..Please let there be more sites.

Any of you guys on the amiga then..???

4474. Re: Something else to bug Mr. King

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-28 00:00:00 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <3q9l3f$he3@nyheter.chalmers.se>
Source record: 91317

```
In article <3q7erb$mao@news2.delphi.com>,
BRYEDEWAARD@DELPHI.COM <BRYEDEWAARD@news.delphi.com> wrote:
>
>Hehe.. yeah CSA8 is turning into the James King tabloid. What's next?
>"James King summons ghost of Elvis who reveals the 5 step diet plan of
>aliens"? (follow-up article: Evil spirits found living inside Atari 400).

Sounds like the Ilumminati-new world order conspiracy right here, remember,
Church of Elvis grows stronger if Elvis is in play... :-)

Fredrik Lundholm
d1dol@dtek.chalmers.se
```

4475. Archiver/Editor software

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-28 00:00:00 UTC
From: classics@en.com
Message-ID: <3q8gbr$7ic@antares.en.com>
Source record: 91318

Anyone know where I can get the newest version of the Archiver/Editor software for the 810?

Thanks!

Steve

4476. Re: looking for joystick for 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-28 00:00:00 UTC
From: netnews@aisr.lib.tju.edu
Message-ID: <3q8gq1$ktp@elmo.tju.edu>
Source record: 91319

bosco@host.yab.com wrote:

: If there's a Radio Shack in your area, they *might* have an Atari
: compatible joystick (they recently discontinued it, but the RS in my area
: had one at a reduced price). Also, the Sega controllers (for the Master
: System and the Genesis) will work with an Atari.

: John Collins
: Phoenix, AZ

Thanks a lot for the advice! I hooked my genesis controller in and
everything works great! I'm looking forward to enjoying some of my old
favorite atari games!
Again, thanks...

Monty Spangler
spangler@isnet.is.wfu.edu

4477. Questions on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-28 00:00:00 UTC
From: esmith@netaxs.com
Message-ID: <3q8gb3$a2d@netaxs.com>
Source record: 91320

Just some general questions about the Atari. I have been away from the 8 bit for awhile and wanted to know a few things on it. First off is there any comm or terminal program better than 2400 baud that will work on the Atari. I heard of a 9600 modem as I was putting mine away. Have they done any better on this. Using a ATR-8000 as a interface does this help any? Also, is there any hard drive setup for the 8-bit that does a good job. And what is the max you can do with it. I know of the MIO setup, but wanted to find out more on any new item that has come out for the Atari. I did hear of a drive system with a tape back up, but am not familiar with it. Any help to these questions would be helpfull. Please leave any replies or suggestions to these items and where I might be able to find them. Thanks.

--
+-------------------------------------+
| Edward M. Smith (esmith@netaxs.com) |
+-------------------------------------+

4478. Antic and Analog Magazines For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-28 00:00:00 UTC
From: gaglenn@ix.netcom.com
Message-ID: <3q8u5g$pja@ixnews2.ix.netcom.com>
Source record: 91321

I have the following 8-bit magazines for sale. Make an offer for the lot or on an individual basis to complete your collection. Purchaser pays for shipping.

A.N.A.L.O.G. Magazines

[Numbers with a "D" include the disk]

15,16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 29, 32, 33, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46 [2 copies], 47D, 48, 49, 50, 51, 52, 53, 54, 55, 56D, 57D, 58D, 59, 60, 61, 62D, 63D, 64D, 65, 66D, 67D, 68D [plus one without disk], 69D, 70D, 71D, 72D [Plus one without disk], 73D, 74D, 75D, 76D, 77D, 78, 79

ANTIC Magazines

[Numbers with a "D" include the disk]

Volume 1, Issue 6, Volume 2, Issues 1, 2, 3, 4, 10,11,12, Volume 3, Issues 1 through 12, Volume 4, Issues 1, 2, 3, 4D, 5, 6D, 7, 8, 9D, 10, 11, 12, Volume 5, Issues 1, 2, 3, 4, 5, 6. 7D, 8D, 9 [2 copies], 10D, 11D, Volume 6, Issues 1D through 12D, Volume 7, Issues 2D, 3D, 4, 5D, 6D, 7D, 8D, 9D, 10D, 11D, 12D, Volume 8, Issues 1D through 7D, Volume 9, Issues 1D, 2D

ALL ABOVE MAGAZINES ARE IN VERY GOOD CONDITION AND ARE IN PLASTIC BAGS

4479. Re: Am I an idiot??

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-28 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3q99k5$6hr@nic-nac.CSU.net>
Source record: 91322

Weird.. of all of the games I've seen [ahem cracked and otherwise],
they've ran fine (more or less) from AtariDOS or MyDOS... getting back
to DOS was another story, tho :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4480. Using HUGE Sio2pc disks with Spartados (non standard size)

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-28 00:00:00 UTC
From: kevina@clark.net
Message-ID: <3qa58l$g6v@clark.net>
Source record: 91323

Could someone tell me how to get spartados (3.2g) to reconize a Nonstardard
sio2pc disk. When ever I try to format it using "hdinit" I get this message
"??Shows Multiple Tracks??" could someone tell me what's going on and how
to correct the problem.

I know it can be done because I did it before however I can't rember what
I did....

--
* Kevin Atkinson, Clarknet I'net Serv., Maintainer of the Usenet Info Center *
* Finger usenet-i@clark.net for more info on Usenet Info Center. *
* Or send mail to usenet-i@clark.net with a subject line of HELP. *
* This is in its beginning stages and I could use any help I could get! *

4481. address change.

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-28 00:00:00 UTC
From: Masstorage@closer.brisnet.org.au
Message-ID: <76b_9505290147@softtech.brisnet.org.au>
Source record: 91324

Please not my address has changed from:

Masstorage@closer.brisnet.org.au

to:

Masstorage@closer2.brisnet.org.au

* Wave Rider 1.0 [NR] *
... UNREGISTERED EVALUATION COPY
--- Blue Wave/Maximus
--
|Fidonet: Masstorage 3:640/452
|Internet: Masstorage@closer.brisnet.org.au
|
| Standard disclaimer: The views of this user are strictly his own.

4482. Re: atari 800 demo scene?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-28 00:00:00 UTC
From: Incisor@closer.brisnet.org.au
Message-ID: <622_9505281701@softtech.brisnet.org.au>
Source record: 91325

-=> Quoting st952e2c@pilot.stu.cowan.edu.au to All <=-

st> Hi guys n gals

st> Having used and enjoyed c64s for several years I wish to purchase
st> another 8 bit computer. At the moment it is a toss up between atari
st> 800 and amstrad cpc. Is there a demo scene on atari 800? I would like
st> to learn to code whichever machine I buy, and start producing demos...
st> I know the Amstrad scene is still kicking but what about Atari? Any
st> sceners out there? Let me know

there is still a great deal of activity in the land of atari8

st> Simon
st> Style/Chrome64
st> st952e2c@pilot.stu.cowan.edu.au

cheers
Dave

... File not found. Should I fake it? (Y/N)
--
|Fidonet: Incisor 3:640/452
|Internet: Incisor@closer.brisnet.org.au
|
| Standard disclaimer: The views of this user are strictly his own.

4483. P:R: Connection wanted

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-28 00:00:00 UTC
From: jfsorg <jfsorg@grape.epix.net>
Message-ID: <Pine.SUN.3.91.950528125907.16169A-100000@grape.epix.net>
Source record: 91326

Maybe I'm just lazy, but I just got a used 2400 baud external modem and I'm now looking for an ICD P:R:Connection interface for my presently unused Atari 130XE. Several years ago I compared all of the available options and determined the 850 to be unsatisfactory and the Black Box from CSS more than required. Perhaps someone has more information on the MPP line of interfaces or others.
I wrote ICD in 1990 and they sent me a brochure and recommended a few retailers. I would prefer a new PRC, but perhaps a good used one would be worthwhile.

Thanks,
John

4484. Re: HELP! 850 to US Robotics modem

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-28 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <3qaeb0$eq9@stratus.skypoint.net>
Source record: 91327

An update, if anyone is still reading:

I yanked the US Robotics off and attached a Hayes Optima 9600 baud modem. I plugged it into serial port 1 on the 850, and booted up 850 Express. Now, I can send commands to the modem, dial out, etc. - but I can't get any data back IN from the modem. Is this a cable problem? I've got a standard 9-pin to 25-pin PC serial cable between the 850 and the modem, and am also using a standard 9-pin male to female gender bender at the 850 end. Should this work? I've tried the other serial ports on the 850, but only the first one works from 850 Express.

As far as a handler for Ice-T, I'm still stumped. I managed to get past this - a little. I booted up the Ice-T disk, and loaded the AUTORUN.SYS from the 850 Express disk. I then bailed out of 850 Express (by hitting RESET) and got back to MyDOS. From there I loaded ICET.OBJ (version 1.0) and was able to get in without the "No R: Handler found" message. The problem is that at that point I can neither send or receive from the modem.

Help! The only comm stuff I've done with the 8-bit up until now has been to use the 850 Express that came with my SX212. I'd like to move up to a faster modem thru my 850 interface, but keep hitting the wall. Any advice would be GREATLY appreciated!

Thanks,
Scott

4485. Atari 8-bit FTP site?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-28 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3qaj2f$7ag@ccshst05.cs.uoguelph.ca>
Source record: 91328

Anyone know if there's an ftp site where 8-bit software is stored?

>> Mark <<

--
==========
Mark Rathwell The University Of Guelph

mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"I buy 'Rolling Stone' all the time. It's good to swat flies with."
- Peter Cetera
==========

4486. Re: How do I ID diff. vers. of BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-28 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <139518@cup.portal.com>
Source record: 91329

```
?PEEK(43234)
234=>rev C
96=>rev B
162=>rev A
```

4487. Re: Questions on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-28 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <139519@cup.portal.com>
Source record: 91330
Body handling: HTML body converted to readable text

Specifically about the ATR8000. As much as I like mine, it doesn't use a UART or ACIA chip to handle the serial comunication. It's all done with bit banging and timing loops. I think I may have had mine go as fast as 4800 baud in a null modem set-up, but that's about it. The other devices for RS232 seem to run [850, PR:Connection, MIO, Black Box] as far as reliability of higher speeds go. Something like 3 versions of the PR with some users claiming higher speeds. MIO & Black box should give identical performance at up to 19,200 baud since they both use identical serial chips, but the Black Box built in software seems to handle higher speeds much better. There's been a lot of rumors of someone who has written a loadable handler for the MIO, but I'm not sure if it is accurate or if the file is in wide distribution.

4488. Re: Connection of 1020 at PC possible ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-28 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <139520@cup.portal.com>
Source record: 91331

It's very possible, but everybody seems to be busy with other projects.
It's not straight RS232, but ttl levels so, the approach one person is
taking is using a MAX232 chip to convert the voltage levels. The other
approach the author of the translator has taken in the past is to hook
the Atari devices up to the printer port so the voltages are right &
just do it all with bit banging & timing loops. Just my opinion, but
I think most people are just waiting for what comes out of PCxformer
since that's probably the only thing he'll support with his software.
Rick

4489. Re: Using HUGE Sio2pc disks with Spartados (non standard size)

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-28 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <139522@cup.portal.com>
Source record: 91332

Kevin, I've been fooling around with SIO2PC for the last 4 or 5 years &
I've always had problems with SD/SIO2PC combo. The work around I use
is do all the disk creation & formating under MyDOS, then boot Sparta &
use it from there. SD can handle 16 meg MyDOS disk, but I believe it has
some serious problems with directories on earlier versions of MyDOS.
I'm not sure if this has changed in the most recent versions of MyDOS,
but maybe someone else has tried it.
Rick

4490. Re: 800xl w/modem

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-28 00:00:00 UTC
From: u9409792@muss.cis.McMaster.CA
Message-ID: <3qau9g$ra0@muss.CIS.McMaster.CA>
Source record: 91333

I was unable to connect to umich is there any chance that you could
post the file here?!

Thanks for any help..

--
C o m p l e t e C o n s o l e L i m i t e d
Worldwide Console Backup Unit/Video Game Accessories Sales/Service/Distribution
OVER 3 YEARS IN BUSINESS WITH LOCATIONS WORLDWIDE. CANADA'S LARGEST CBU DEALERS
1-800-223-COPY (Ordering/Support) 905-318-COPY (Info/Orders/Technical Support!)

4491. Link 130XE with 286 ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-28 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <5mdLM0S_zHB@peter.soemtron.sb.sub.de>
Source record: 91334

Howdy !

Is it possible to link my old 286 with my brand new 130XE ? I will use the
286 as a data storage for my 130XE . Exists there programms to do that ?
Or is it simple better to connect a harddisk with my Atari...(It is very
expensive !)...

TSCH�SSIKWOSKI
PETER
==========
= PETER aus der SOEMTRON write also to:PETER@SOEMTRON.sb.sub.de =
==========
Die Zeit ist ein gro�er Meister . Schade nur , da� sie ihre Lehrlinge
sterben l��t .
CrossPoint v3.02

4492. atari files via ftp ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-28 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <5mdLMGg4zHB@peter.soemtron.sb.sub.de>
Source record: 91335

Howdy !

can anyone explain me how i can get Atari files via ftpserver ? In the atari - FAQ it was explained but i didn't understand .

Can you give me an example for getting a list from a ftpserver and how i get a file ?

How big are the listfiles normally ? I have just a simple 2400 baud modem and 1 meg or so is too much . Perhaps any from you can post me a 8-Bit only list , yeah ?

What is the best Atari 8 ftpserver ?

thanx in advance...

TSCH�SSIKWOSKI
PETER
==========
= PETER aus der SOEMTRON write also to:PETER@SOEMTRON.sb.sub.de =
==========
Die Zeit ist ein gro�er Meister . Schade nur , da� sie ihre Lehrlinge sterben l��t .
CrossPoint v3.02

4493. atari 800 demo scene?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-28 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <5mhLN9LpzHB@peter.soemtron.sb.sub.de>
Source record: 91336

> Hi guys n gals
Howdy !

> Having used and enjoyed c64s for several years I wish to purchase another 8
> bit computer. At the moment it is a toss up between atari 800 and
> amstrad cpc.
the atari 800 has several special chips and this make the atari so
exciting ! If you can programm the atari 'profi-like' is the result
brilliant . But that's just why it is very difficult to code programms and
demos in good quality .

> Is there a demo scene on atari 800?
Yeah ! See other messages...

> I would like to learn to code whichever
> machine I buy, and start producing demos... I know the Amstrad scene is still
> kicking but what about Atari? Any sceners out there? Let me know
However , the Atari - demo scene is still active . The scene is today
perhaps more active than 2 years befor (i think) ...

Here in germany is the 'HALLE PROJEKT' and the DEMOS of 'Atari Bit Byte
User Group' the popularest. But there are a lot of good 'noname' coders
who produces very good onepart demos . Do anyone out there heard of VISDOM-
Demo , RAP-CAT or 'DAS OMEN' ? Those demos have very interessting
routines !

But i dunno the scene in usa or australia . What's going on there ?

Sorry for my bad english , I'm a learning pupil :))

TSCHSSIKWOSKI
PETER
==========
= PETER aus der SOEMTRON write also to:PETER@SOEMTRON.sb.sub.de =
==========
Die Zeit ist ein groer Meister . Schade nur , da sie ihre Lehrlinge
sterben lt .
CrossPoint v3.02

4494. Re: Using HUGE Sio2pc disks with Spartados (non standard size)

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-28 00:00:00 UTC
From: kevina@clark.net
Message-ID: <3qba15$1mu@clark.net>
Source record: 91337

In article <139522@cup.portal.com>,
<Rick_Michael_Cortese@cup.portal.com> wrote:
>Kevin, I've been fooling around with SIO2PC for the last 4 or 5 years &
>I've always had problems with SD/SIO2PC combo. The work around I use
>is do all the disk creation & formating under MyDOS, then boot Sparta &
>use it from there. SD can handle 16 meg MyDOS disk, but I believe it has
>some serious problems with directories on earlier versions of MyDOS.
>I'm not sure if this has changed in the most recent versions of MyDOS,
>but maybe someone else has tried it.
>Rick

I will resort to that if it becomes absolutly nessary becuase I know I
mannaged to get it to work once....

--
* Kevin Atkinson, Clarknet I'net Serv., Maintainer of the Usenet Info Center *
* Finger usenet-i@clark.net for more info on Usenet Info Center. *
* Or send mail to usenet-i@clark.net with a subject line of HELP. *
* This is in its beginning stages and I could use any help I could get! *

4495. Re: HELP! 850 to US Robotics modem

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-28 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995May28.223932.19218@wariat.UUCP>
Source record: 91338

(People saying standard 9pin to 25pin serial cable doesn't work with
the 850/P:R: to modem.)
I always used a standard of the shelf 9 to 25 cable. I wonder if the
lines have changed lately. It used to be a AT modem cable. (I should
probably write those pinouts down.)
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

4496. Re: Atari 8-bit FTP site?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-28 00:00:00 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9505290359.AA17153@zippy.sonoma.EDU>
Source record: 91339

Two great FTP sites:

atari.archive.umich.edu (also amiga.archive.umich.edu or if you have
gopher, gopher.archive.umich.edu under Merit Archives)
atari/8bit

and

ftp.xmission.com
users/j/jeking/8bit

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4497. SIO Cable

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-28 00:00:00 UTC
From: mbrown@ersys.edmonton.ab.ca
Message-ID: <TBeu6c1w165w@ersys.edmonton.ab.ca>
Source record: 91340

I know this information should be in a FAQ somewhere, but I'm interested in obtaining the plans for an SIO cable for hooking the 8-bitter to an IBM PC. Is there someone I should talk to directly? What is the cost of the plans? The parts? Thanks for any answers.

/\
Michael 'Amra' Brown |==| To all the Smegheads, Metaldogs
mbrown@ersys.edmonton.ab.ca []-ww-[] and Hyboreans: Up The Irons!
\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/

4498. NAS info

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-28 00:00:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet.org_2fc8754d_Per.Erik.Peterson@asb2.ct.se>
Source record: 91341

The Swedish Atari Club will celebrate its 10th Anniversary by arranging:

/*The Nordic Atari Show 1995*/

the 16th, 17th and 18th of June with:

hacker convention competitions for FALCON, STe, ST and Atari 8-bit
computers

Exhibitions a number of Atari retailers and distributors will be
present

Demonstrations Jaguar, Lynx, Papyrus, MiNT, Internet on Atari,
etc.,etc.

Seminar Daron Brewood, Zone Coordinator for NeST speaking
about Atari

(note: the seminar will be in English)

Courses Beginner's course in Atari computing
Getting going with Papyrus

Anniversary party Obsession contest, lottery, Midi-Maze contest,
mini-hard drive throwing, official 10th Anniversary
refreshments: (We'll be serving Swedish waffles
with
cloudberry jam and whipped cream with coffee, tea
or
soft drinks.)

When? : The 16th, 17th and 18th of June.
Where? : Samskolan in Gothenburg, Sweden

US$1 = 6 Skr

_Prices: Mode of payment: SAK members: Non-
3 day entry pre-paid 200 SKr 225 SKr
3 day entry at the door 250 SKr 275 SKr
1 day entry at the door 100 SKr 125 SKr

Courses:

Beginners Atari pre-paid per course 200 SKr 225 SKr
Papyrus pre-paid per course 1900 SKr 2000 SKr
Refreshments at the door 25 SKr 35 SKr
NAS T-shirt pre-paid 100 SKr 120 SKr
NAS T-shirt at the door 110 SKr 130 SKr

Pre-payments should be made to our Postal Giro account: PG 491 75 44 - 1

Hacker contests: 1st Prize:

Falcon Multimedia application Lynx + 2 games, Jaguarvideo
Demo NAS T-shirt, Jaguarvideo
Graphics Atari cup, Jaguarvideo
Music Atari cup, Jaguarvideo

STE Demo Atari cap, Jaguarvideo
Graphics Atari cup, Jaguarvideo
Music Jaguarvideo

ST Demo Jaguarvideo

8-bit Demo Jaguarvideo
Graphics Jaguarvideo
Music Jaguarvideo

(UUCP Dialup connection)

4499. Re: 8-bit files from Mac -> Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-29 00:00:00 UTC
From: lymang@cybernetics.net
Message-ID: <lymang-2905951212460001@dsnine.cybernetics.net>
Source record: 91256

In article <3q4407$5q4@alterdial.UU.NET>, sloopy@alaska.magpage.com
(Sloopy Malibu) wrote:

>Robert Rumpf (rumpf.1@osu.edu) wrote:
>: Okay, so there's tons of 8-bit files on the internet for my 8-bit Atari.
>: Question is how do I get them *to* the Atari from my Mac? Thanks for any
>: help...
>
>
>with a null modem (and term software....)
>
>(p.s. which mac do you have?)
>
>sloopy.

care to elaborate, sloopy? I have the same question (macintosh 840AV here..)

--
Lyman C. Green, Jr. lymang@cybernetics.net lymang@uswsay.glaxo.com
http://www.cybernetics.net/users/lymang/lyman.html

4500. Atari Emulators!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-29 00:00:00 UTC
From: Joao Gama Neto <gil@puccamp.br>
Message-ID: <3qcqqj$las@tiete.dcc.unicamp.br>
Source record: 91257

There are Atari 8-bit emulator for Amiga, PC or Mac ? If yes where I find it ?

4501. Atari items For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-29 00:00:00 UTC
From: davidn9000@aol.com
Message-ID: <3qdse2$lu0@newsbf02.news.aol.com>
Source record: 91258

Atari items For Sale

All software on original disks and with complete documentation.

Broadsides
Maxi Golf
Karateka
Pool 400
*Forms Generator
*Silent Butler
*Home Filing Manager
*Homepak
*Micro Filer
*Timewise
Computer Quarterback
Galaxian
*Atariwriter
*Atari Proofreader
*NewsStation
Pro Football Facts/Predictions
*Home Financial Mgt
Night Raiders
Championship Golf

$5 each for above games, $7 each productivity (marked with *)

Add $2 for 1st game/ $1 each additional game for US Priority Mail (2
days).
Email to DavidN9000@aol.com if interested.

Thanks,
David Newman

4502. FS: Atari 800XL, Carts, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-29 00:00:00 UTC
From: zippy@cs.brandeis.edu
Message-ID: <3qcqfh$kpp@news.cs.brandeis.edu>
Source record: 91259
Cross-posted to: comp.sys.atari.8bit,ne.forsale

See http://www.cs.brandeis.edu/~zippy/atari-auc.html for a details.
Atari 800XL, cartridges, Atari tape recorder.

The system and cartridges are in Waltham, Massachusetts (USA). Terms
are: cash or money order in US dollars, buyer pays shipping.

Auction ends May 31 at midnight, EDT.

--Pat

4503. Re: Link 130XE with 286 ?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-29 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3qd54m$ove@nic-nac.CSU.net>
Source record: 91260

SIO2PC is exactly what you want.. Use the PC's drive(s) as storage for
Atari disk images (up to 16MB per image!); up to 4 drives (each numbered
anywhere from 1 to 8) can be virtually "connected" at a time, plus a "printer"
(either send printer output to your PC's printer, screen, or a file!)

Also, access to your PC's files is relatively trivial, as is getting a file
from your Atari to your PC. (Also, there are some utils for getting files
out of SIO2PC disk images w/o even running SIO2PC or booting up your Atari)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4504. Re: Atari Emulators!?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-29 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3qd5bc$p09@nic-nac.CSU.net>
Source record: 91261

Emplant for the Amiga will maybe one day emulate the Atari (actually, it won't be the Emplant, I heard they figured they could do it 100% in software). Dunno what is going on with this, though..

PC Xformer for the PC (v.2.52 (free) and v.3.0a ($29.95US)) is very good too.

Mac will happen one day, I'm sure (Mac's are rad! :))

---

get PC Xformer at:

ftp atari.archive.umich.edu
cd atari/8bit/Xf2
get xf252.zip

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4505. Re: SIO Cable

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-29 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3qd5mv$pdd@nic-nac.CSU.net>
Source record: 91262

The plans are more or less free (available via FTP), as is the software.
The parts are relatively cheap. The Shareware fee is $10. Nick Kennedy
(the author; check the c.s.a.8 FAQ pt.2: Vendors/Developers) charges $50
(which includes the SW fee) for a complete cable and $25 for a non-assembled.
Others charge $50 (an esp. outrageous amount seeing as Nick only really
sells them for $40 if you don't count the SW fee!) for complete cables.

ftp to: atari.archive.umich.edu
cd to: atari/8bit/Sio2pc
get: -- uhh... most of the files there? :) Actually, it may well be
time for someone to clean up the old versions which are out of
date.. dunno if the "latest" version has the plans tho!? :(--

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4506. Re: 800xl w/modem

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-29 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3qd61g$phn@nic-nac.CSU.net>
Source record: 91263

Can't get to Umich?
Can't get some files you need?

Well, be sure you've:

(1) Tried FTPing to: "amiga.archive.umich.edu" which is identical to
"atari.archive..." except:
a) CD works strange (can't "cd abc/def", just "cd abc" then "cd def")
(can't "cd .." because it acts like "cd /")
b) It's almost ALWAYS open (no "too many anon. users!")
(2) Tried Gophering to "gopher.archive.umich.edu" and going to "Merit Archs"
which is the same as FTPing except:
a) Menu driven; easier to use
b) Be careful about if it knows binary files are really binary
(should say "bin" or "PC bin" next to them; sometimes when I
Gopher it doesn't recognize .DCM files as binaries! oops!)
(3) Tried BART .. forget how but it's an auto-e-mailer for UMich.
Check the good ol' FAQ!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4507. Re: HELP! 850 to US Robotics modem

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-29 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <JK18ETY.ransom22@delphi.com>
Source record: 91264

Scott Butler <sydtech@skypoint.com> writes:

>I recently picked up an Atari 850 interface module at a garage sale, and
>am attempting to use it to hook up a US Robotics modem to my 800. I'm not
>having a lot of luck thus far, and the documentation for the 850 is
>really no help. Can anyone give me some advice or point me to some
>relevant FAQ on this subject?

I am certain some other user can provide the reason, and possibly
other ways around it, but I do know that the 850 can't use a standard modem
cable, even with an adaptor (at least, I wasn't able to get it to work).

I use the Atari modem cable. It is wired correctly, and I've been
able to use any modem with it (USRobotics, Practical Peripherals, Hayes,
and Intel, anyway).

B&C Compuervisions of Santa Clara, CA has them:

CAA003 850 to Modem Cable $15.00

give 'em a call at 408-986-9960

Their hours are 10 AM to 6 PM, Tuesday through Friday, Pacific
time.

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

4508. Re: SIO Cable

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-29 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <139562@cup.portal.com>
Source record: 91265

Yep, it's in the FAQ. The plans for the SIO2PC cable are contained in
the SIO2PC.ZIP file(s). You should download at least version 3.17 &
build the single chip version. The files are available at archive.umich.edu
and several other sites. If you want a slightly simpler design, ask me.
The cost should be less then $10 for the original version, about $6 for
my version. Someone is considering making a run of boards for sale as
kits or assembled & tested, but he needs about 50 orders to cover his costs.
In order of preference, I'd like to see the board run be made, you build
your own from supplied plans, I build you one for money<g>. I'm going
to hold off on the building you one just to see if the board run can happen.
If it doesn't, get back to me in a couple of weeks & I'll do it.
Rick

4509. Antic mags $1

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-29 00:00:00 UTC
From: davidn9000@aol.com
Message-ID: <3qdruk$lpu@newsbf02.news.aol.com>
Source record: 91266

Hi:

I have two years of ANTIC magazine for sale:
Jan. - Dec. 1984 (except May)
Jan. - Dec. 1986
plus 5 issues of APX (Atari Program Exchange) monthly

Whole package for sale at $28 (that's a buck a pop!)
Price includes postage to your door. Or -- even cheaper if you're in the
Philadelphia area and want to meet for drop-off.

Email DavidN9000@AOL.COM if interested!

4510. Re: FS:Atari 400/800/1200/Mags/Books/Carts/MO

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-29 00:00:00 UTC
From: davidn9000@aol.com
Message-ID: <9505300127.AA22417@newsbf02.news.aol.com>
Source record: 91267

Hi:

I have two years of ANTIC magazine for sale:
Jan. - Dec. 1984 (except May)
Jan. - Dec. 1986
plus 5 issues of APX (Atari Program Exchange) monthly

Whole package for sale at $28 (that's a buck a pop!)
Price includes postage to your door.

Email DavidN9000@AOL.COM if interested!

4511. Re: How do I ID diff. vers. of BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-29 00:00:00 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <JS3+UIT.ransom22@delphi.com>
Source record: 91268

Marlin Bates <mbates@netcom.com> writes:

>I have long since forgotten how to do this. Can someone help me?
>I know there is a command you enter into BASIC and it gives you a value
>which determines which version you have.
>Isn't it a Peek? what location? Thanks

The peek is to location 43234. Here's the table of values:

162 = Revision A
96 = Revision B
234 = Revision C

-Joe
--
---
ransom22@delphi.com Atari 8-Bit Computers Forever Joseph E. Walsh

4512. 8 bit parts offer

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-29 00:00:00 UTC
From: jjessop@ix.netcom.com
Message-ID: <3qdhtq$lfi@ixnews2.ix.netcom.com>
Source record: 91269

Well Atarians, Its now time after all these years to get rid of most of the stuff in the garage. Here is the offer.......PLEASE READ IT!

The components I have are mostly that, components, boards, plastic, I/O cables.....lot's of parted out Atari 8 bit stuff. Very little of the XE variety or latter than vintage 1985 Atari. I want them to go to people that honestly need an item, not to people that will resell anything.

Via private E-mail let me know what you may need and I will respond if available. Please tell me why you need it also.......because I want to have 25 extra I/O cables is not what I want to hear! For most items the cost is *FREE* (a great price for just about anything) you pay the shipping if it's a large item. Another reason for telling me what you want and why is to not send you the wrong thing. If your "motherboard" is dead.....I do not want to send you one missing items and untested. Because I used to repair Atari's to the component level only, most of the boards I have are missing components. I am also not prepared to repair any Atari stuff right now. If you are in the San Francisco Bay Area you can pick the items up if you wish.

Sorry I can't list out everything, but if its a part from a pre 1985 Atari 8 bit the chances are good I have it. Of course for *FREE*, I do not warranty anything.

Jerry

4513. Current Notes Continues

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-29 00:00:00 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2FCA8E25@POST0.LAAFB.AF.MIL>
Source record: 91270

Many of you have received the May/June issue of Current Notes. In his editorial, Joe Waters announced that Howard Carson (in Canada) as the leader of the group that is taking over ownership of the magazine. Many of you are familiar Howard through the Toronto Atari Federation (TAF) ACE '95 event as well as his column in Current Notes. Howard also recently purchased an 8-bit machine has been active on the FidoNet 8-bit echo on that front.

I am still collecting articles for Current Notes and will turn them over to the new crew when they get settled. I do plan to step down as the 8-bit editor after I assist in the transition.

The May/June issue is packed with 8-bit stuff. (There are a number of other fine pieces by Dave Troy and Dave Small as well.) Here's the run down:

8-bit Tidbits - Rick Reaser (my column)
Tips for Using Fast Fingers - Tom Andrews
IceT - Kent Johnson
FlickerTerm - David Paterson
QWK8: Offline Messaging for the 8-bit - Robert Stout
Constraints Improve Art - Joe Walsh
The Swift Report: Another Look - Joseph Hicswa
The Search for a Graphics Processor - Tom Andrews

I didn't mention Tom's second article in my column, since I got it after I'd turned in my column. There are probably several confusing things in the magazine, since things were all written at different times (like Troy's, Carson's and my pieces). Joe's editorial was written last so it is the most accurate.

Rick Reaser

4514. Re: HELP! 850 to US Robotics modem

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-29 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <3qb673$nff@news.umbc.edu>
Source record: 91342

Scott Butler (sydtech@skypoint.com) wrote:
: An update, if anyone is still reading:

: I yanked the US Robotics off and attached a Hayes Optima 9600 baud modem.
: I plugged it into serial port 1 on the 850, and booted up 850 Express.
: Now, I can send commands to the modem, dial out, etc. - but I can't get
: any data back IN from the modem. Is this a cable problem? I've got a
: standard 9-pin to 25-pin PC serial cable between the 850 and the modem,
: and am also using a standard 9-pin male to female gender bender at the

The standard 9-pin to 25-pin PC serial cable will NOT work.
The Atari 9-pin pinouts are different.

You will need to get an Atari 8-bit modem cable or use a converter box
and perform the following:

DB9 DB25

1 20
2 8
3 2 (stays the same)
4 3
5 7 (stays the same)
6 6 (stays the same)
7 4 (stays the same)
8 5 (stays the same)
9 22 (stays the same)

: to use the 850 Express that came with my SX212. I'd like to move up to a
: faster modem thru my 850 interface, but keep hitting the wall. Any advice
: would be GREATLY appreciated!

Also make sure you configure your modem for software flow control.

Use any one of a number of R: Handlers available which are compatible with
the 850 first then load up Ice-T. Or you can copy append Ice-T to an 850
handler, rename to AUTORUN.SYS and then run as an AUTORUN.SYS file or as
just a binary file with the name of your choice. Make sure you have the
850 turned on before you boot the computer.

Hope this helps.

--
-=-
Thomas Drake | From an Atari 8-bit Home Computer...
tdrake1@umbc.edu | Through the telephone, off of the server,
Test First! Then Code! | over the T-1 backbone, nothing but 'Net!

4515. Re: Atari 8-bit FTP site?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-29 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <3qb6ft$nff@news.umbc.edu>
Source record: 91343

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: Anyone know if there's an ftp site where 8-bit software is stored?

Jim King has an ftp site set up at the following location:

Try ftp to ftp.xmission.com and then cd to /users/j/jeking/8bit

Make sure you log in as ftp and then provide your e-mail address as the
password.

-=-=-=

4516. Re: HELP! 850 to US Robotics modem

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-29 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <3qbaa7$sd9@stratus.skypoint.net>
Source record: 91344

drake thomas (phd posi) (tdrake1@umbc.edu) wrote:
[snip]
: You will need to get an Atari 8-bit modem cable or use a converter box
: and perform the following:

OK. Where can I pick up an 8-bit modem cable?

[snip]
: Use any one of a number of R: Handlers available which are compatible with
: the 850 first then load up Ice-T. Or you can copy append Ice-T to an 850
: handler, rename to AUTORUN.SYS and then run as an AUTORUN.SYS file or as
: just a binary file with the name of your choice. Make sure you have the
: 850 turned on before you boot the computer.

Yes, but where can I find an R: handler? What filename should I look
for? Are these available online?

: Hope this helps.

It has. Thanks!

Scott

4517. 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-29 00:00:00 UTC
From: kokid@teleport.com
Message-ID: <3qbde3$kb@maureen.teleport.com>
Source record: 91345

```
Loking for 1050 diskdrive for atari.
Willing to pay up to $65.00.
Can reply to kokid@teleport.com by E-MAIL.

Thanks kokid
```

4518. 1050 diskdrive

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-29 00:00:00 UTC
From: kokid@teleport.com
Message-ID: <3qbdhv$kb@maureen.teleport.com>
Source record: 91346

```
looking for 1050 diskdrive.
willing to pay $65.00.
please reply to kokid.

E-MAIL kokid@teleport.com
Thanks kokid
```

4519. Re: 8-bit files from Mac -> Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-29 00:00:00 UTC
From: classics@en.com
Message-ID: <3qbgi1$7qm@antares.en.com>
Source record: 91347

Robert Rumpf (rumpf.1@osu.edu) wrote:
: Okay, so there's tons of 8-bit files on the internet for my 8-bit Atari.
: Question is how do I get them *to* the Atari from my Mac? Thanks for any
: help...

I suggest you try writing a mac version of sio2pc. I wrote my own sio2pc software and it took all of 1 day. Not a real complex task, its the hardware that does most of the important stuff.

If you can use 19.2k bps serial data with access to at least 2 logic lines a mac version should be easy. If you want any help with the writing of the software let me know.

Steve 'Isnt a mac version a great idea!' Tucker

4520. Atari SwapFest & NTSC/PAL Demo

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-29 00:00:00 UTC
From: b.poehland@genie.geis.com
Message-ID: <199505290545.AA124076330@relay1.geis.com>
Source record: 91348

Northeast Regional SwapFest

On June 17, 1995, a regional SwapFest will be held to promote the
NEAR*US movement (Northeast Atari Regional User Support, a proposed
umbrella organization of Atari usergroups).

The location has been set for Bethpage, New York (on Long Island).
The meeting hall of a public library in the area has been secured to assure
adequate facilities. Details on time & directions to the area will be
given in future postings.

This SwapFest is open to Atarians of all persuasions: 8-bit, ST, & game
machines. Although the main activity will center around folks who want to
look for bargains (or sell/trade your "junque" for someone else's "treasure"),
some special events are also being prepared.

For ST Atarians, a featured guest speaker has been invited. Details to
follow later.

For 8-bitters, I'm hoping to demo Nir Dary's NTSC/PAL upgrade. I spoke
to Nir earlier this week & he promised to send me either one of his upgrade
kits or an already-modified 130XE in time for the Fest. This upgrade holds
the promise of opening up the entire North American 8-bit market to European
software producers who currently are isolated by the incompatability between
European PAL & North American NTSC video technology.

Information about the Fest & NEAR*US may be obtained from the Interim
Committee chairman, Jon Mordosky, at: j.c.mordosky@genie.geis.com.

Stay tuned for further details & updates on what will hopefully be the
largest USA East-Coast Atari SwapFest yet!

- Ben Poehland

4521. Standards For Used 8bit Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-29 00:00:00 UTC
From: b.poehland@genie.geis.com
Message-ID: <199505290616.AA138138174@relay1.geis.com>
Source record: 91349

Standards for Used 8-Bit Stuff

Noting the recent bruhaha over Jim King's unfortunate RT-8 cartridge got me to wondering about standards for used 8-bit equipment.

In fact, a set of such standards was in common use in Atari Classics magazine "Swap 'n' Shop" section. In fine print under "The Rules". It first appeared in the Dec '92 issue, was reprinted with minor revisions in the Feb '93 issue, & I believe was reprinted occasionally in several issues thereafter. The standards were composed by me, following the practice of several commercial publications dedicated to the used audio equipment market (I've been messing with audio electronics for almost 20 years).

For the benefit of people who never checked the fine print in the Swap column of AC, I'll re-type the standards here:

LN (Like New)-- Item is pristine, unused, w/all manuals & original packaging materials.
EC (Excellent Condition)-- Item is little used, good working order, physically clean, may have a very few minor cosmetic blemishes, w/original manuals.
GC (Good Condition)-- Item is in good working order but slightly soiled, contains worn parts or minor scratches/dings that betray heavy service or old age, w/original manual or copied manuals.
FC (Fair Condition)-- Item in working order but missing manuals/accessories; heavily worn/soiled or cosmetically damaged.
BC (Basket Case)-- Item does not work, is damaged/butchered, missing manuals & accessories etc., but contains salvageable parts.

Under the above rating system I'd guess Jim's RT-8 cart would fall some-where between GC & FC. $25 for an RT-8 in that condition is certainly a fair price. Holding the case halves together with a rubber band is a tad tacky. I'm a scotch-tape man, myself. :) I do recall once selling someone an OSS cart held together with tape. Never had a problem with the ICD carts.

I recommend that the above rating system be incorporated into the FAQ list. If people are going to be buying/selling/swapping used junk thru this newsgroup, then newsgroup participants should have a level playing field.

I personally have both bought & sold a huge amount of material here. I try to give folks a fair deal & have rarely had a serious problem. It also speaks well for the participants here that I've never once been ripped off or gotten a bad check from anyone. Until such time as I do get ripped off, I'll continue my personal policy of shipping merchandise within 24 hours of receipt of payment (typically the same day), without waiting for checks to clear. Most people here are basically honest. (Unlike other areas on the

Internet, where I've heard some really hairy horror stories!) In this area at least, this newsgroup rates high marks.

- Ben Poehland

4522. Atari 8-Bits w/RGB Monitors

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-29 00:00:00 UTC
From: b.poehland@genie.geis.com
Message-ID: <199505290616.AA138188175@relay1.geis.com>
Source record: 91350

Using Atari 8-bit w/RGB Monitors

<Catching up on old e-mail here, several weeks behind as usual... >

Mark,

My best advice is still just to purchase the back issue of Atari Classics magazine, December 1993. Bob Woolley will sell them. AC's address is in the FAQ list which was posted here by Michael Current within the past week or 2.

You'll want to read Woolley's article entitled "TTL Video for the 8-Bit". This article was really a two-fer, it contained one part on doing TTL for the std. 40-column video & a 2nd part on extracting TTL video from the 80-column video module (XEP-80).

I don't believe RGB is possible (at least not without some *really* advanced surgery!). Woolley's mods are only good for monochrome, but they work (the XEP-80 mod is somewhat better than the 40-column mod). The type of TTL/MDA monitor you employ is fairly critical, as per my Editor's Note appended to Bob's article.

Bob's article was well presented, with many photos, diagrams, & electronic schematics. Hardware mods of this kind are *always* best presented in print media. I can't even begin to imagine how information of this nature could be communicated in an on-line forum like this.

- Ben Poehland

PS- Funny thing about that issue of AC. People either *really* liked it or *really* hated it. There was no middle ground of response I received on that one. Fortunately, 70% of the response was positive, only 30% negative. The grumblers' main complaint was that there was so little software type stuff in that issue. It was the only time I ever attempted to pretty much devote one whole issue to a hardware topic. But, given the importance of video to the function of the computer, I figured it was worth it.

4523. XE Keyboard Woes

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-29 00:00:00 UTC
From: b.poehland@genie.geis.com
Message-ID: <199505290616.AA138408187@relay1.geis.com>
Source record: 91351

XE Keyboard Woes

Someone remarked in this thread that "Ben Poehland would probably know what type of plastic is used" for the XE keyboard connector. Well I'm not exactly a polymer identification expert, but it's definitely a polyester-type resin. [If someone will loan me a spare fourier-transform 500MHz nuclear magnetic resonance spectrometer, I'll be glad to nail down the molecular structure for you precisely. :)] But, calling it mylar is close enough (mylar is a type of polyester also).

The one remedy no one mentioned for the oxidized foil traces is one that's the simplest & cheapest of all: a soft pink rubber pencil eraser. (Preferably not one on the end of a pencil, those are usually too hard.) You can get them for maybe 29-cents at virtually any office supply store, Woolworths, 5-&-dime, K-Mart, heck even many grocery stores sell them.

I've used the "Soft Pinkie" numerous times on those mylar keyboard connectors. It's amazing how black they get; a few swipes with the Pinkie & they come up silvery again! The soft rubber is very gentle. I avoid all abrasives like the plague. And something like baking soda would be totally useless. Hmmm... but something like silver polish or Brasso might be worth a try.

Someone mentioned a technique that I'll second: snipping off a few millimeters of the connector to expose fresh trace. The same crummy plastic ribbon is used in many XL keyboards also (mainly units made by Stackpole, with the heavy metal backing). Alps keyboards for the XL were very nicely made, with a much stiffer keyboard connector & a terraced key configuration (the Stackpoles were all planar). Maybe I've just been lucky, but I've never had a keyboard wth a broken trace on the connector. Yuk!

All the XE keyboards had a sculpted configuration, which maybe is why many people liked them. Not me. I had 3 XE machines & dumped them all. The XE hardware was generally just too flimsy for me. I'm only using upgraded 600XLs & 800XLs around here now, their hardware is the sturdiest for people like me who smash up keyboards. :)

In the "Tips 'n' Tricks" column of the October 1993 AC there appeared a fix for supposedly current-deprived contacts from the XE keyboard. You had to solder 3 resistors from points on the keyboard socket to ground. I suggest people purchase that issue (it's available as a back issue, see the FAQ list for the address of AC). I suppose someone might type it in & post it here. But not me, I already typed it once (in 1993) & don't feel like doing it again.

- Ben Poehland

4524. ***** 520 STFM system For Sale *******

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-29 00:00:00 UTC
From: gathings@cs.utk.edu
Message-ID: <3qd99tlNNmtk@duncan.cs.utk.edu>
Source record: 91352
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

```
F O R S A L E

Item Desc Asking Price

Atari 520 stfm $120 (shipped )
with user manuals
(this is the model with
the internal floppy )

Will throw in
communication software
and st314 (720k DSDD drive )
for FREE

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando
```

4525. Re: HELP! 850 to US Robotics modem

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-29 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1995May29.220526.15259@wariat.UUCP>
Source record: 91353

(T. Drake says pins 1, 2 and 4 need to be 're-wired' on a standard
9pin-25pin AT modem cable.)
Uhmm, I know I'm outa date, but I just checked my old AT modem cable, I
got as a standard modem cable years ago, and pins 1, 2 and 4 are
correct. Is my type cable no longer the 9pin-25pin type sold today?
850 RS232C
1 20 DTR
2 8 Carrier Detect
4 3 Receive Data
Are 9pin-25pin modem cables different than that today. I thought RS232C
was still the standard.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

4526. Disk Communicator format

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-29 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <3qdlbq$25qa@navajo.gate.net>
Source record: 91354

With the publication of what the author of dcm2dsk knows on the the dcm format and what I have learned, I wrote a very crude program in C that does some decompression/extraction of the images, but it is not complete and has a known bug which causes premature termination. But I thought I would post what I have written in C here, and the documents that I have written on the DCM format, which are very rough and incomplete, hopefully with what I have, what Jason has, and other information it may be enough for some of us to understand this format better.

I would definately like to find the source code for Disk Communicator, I am wondering if someone who may be in contact with Bob Puff could convince him to make the source code to this program (and maybe some others?) available to the public. Or at the very least maybe he could help write a technical document on the dcm format.

Here is the program, dcmana.c:

```
#include <stdio.h>

void main(int,char **);

void main(int argc,char **argv)
{
FILE *fin,*fout;
unsigned char c,a,d,e,dens,buf[512],bgar[512];
unsigned short cursec=0,lstsec=0,b;
size_t secsize;

if (argc != 3) {
printf("dcmana <input> <output>\n");
exit();
}

memset(bgar,0xFF,sizeof(bgar));

if ((fin = fopen(argv[1],"rb")) == NULL) {
printf("open error %s\n",argv[1]);
exit();
}

if ((fout = fopen(argv[2],"rb")) != NULL) {
printf("already exists %s\n",argv[2]);
exit();
} else {
fclose(fout);
fout = fopen(argv[2],"wb");
}
```

```
a = c = fgetc(fin);

if ((a == 0xFA) || (a == 0xF9)) {
fread(&c,sizeof(c),1,fin);
printf("%02X block: (%02X) last = %X,",a,c,((c & 0x80) >> 7));
dens=((c & 0x70) >> 4);
printf("density = %X %s, section # = %X, ",dens,
(dens ? (dens & 0x02 ? "dbl" : "enh") : "sng"),
(c & 0x0F));
fread(&cursec,sizeof(cursec),1,fin);
printf("sector = %04X\n",cursec);
if (dens & 0x02) {
secsize = 256;
} else {
secsize = 128;
}

for (;;) {
if (kbhit()) {
if (getch() == 27) {
printf("terminated by user.\n");
exit();
}
}

if (feof(fin)) {
printf("no end block\n");
exit();
}

c = fgetc(fin);
a = c | 0x80;

printf("(%02X-%04X) ",c,cursec);

if (a == 0xC7) {
printf("%02X block: uncompressed block"
", skipping %u bytes",c,secsize);
fread(&buf,secsize,1,fin);
fwrite(&buf,secsize,1,fout);
if (c == 0xC7) {
cursec++;
printf("\n");
} else {
lstsec = cursec;
fread(&cursec,sizeof(cursec),1,fin);
printf(", cursec = %04X\n",cursec);
if ((cursec - lstsec) > 1)
fwrite(&bgar,secsize,
(cursec - lstsec),fout);
}
}
if (a == 0xC3) {
```

```
printf("%02X block: RLE compressed block",c);
b=0;
for (;;) {
fread(&a,sizeof(a),1,fin);
for (; b<a; b++) {
fread(&buf[b],sizeof(buf[b]),
1,fin);
}
if (b == secsize)
break;
fread(&d,sizeof(d),1,fin);
fread(&e,sizeof(e),1,fin);
for (; b<d; b++) {
buf[b] = e;
}
if (b == secsize)
break;
}
fwrite(&buf,secsize,1,fout);
if (c == 0xC3) {
cursec++;
printf("\n");
} else {
lstsec = cursec;
fread(&cursec,sizeof(cursec),1,fin);
printf(", cursec = %04X\n",cursec);
if ((cursec - lstsec) > 1)
fwrite(&bgar,secsize,
(cursec - lstsec),fout);
}
}
if (a == 0xC6) {
printf("%02X block: duplicate block",c);
fwrite(&buf,secsize,1,fout);
if (c == 0xC6) {
cursec++;
printf("\n");
} else {
lstsec = cursec;
fread(&cursec,sizeof(cursec),1,fin);
printf(", cursec = %04X\n",cursec);
if ((cursec - lstsec) > 1)
fwrite(&bgar,secsize,
(cursec - lstsec),fout);
}
}
if (c == 0x45) {
printf("45 block: end of file, "
"fell=%lu\n",ftell(fin));
fclose(fin);
```

```
exit();
}
}
}
}
```

Here is my technical documents, it is very rough, but does contain samples of actual encoded blocks and often the decoded block (shows the input and output), dcmtech.1:

All numbers represented here are in hexadecimal.

BLOCK TYPE

If the block type has it's 8th bit clear then there will be two characters following the block representing the sector number to jump to. So there is two types that usually go with each block type. It will write the sector and then set the sector number to what is specified.

Block Type = FA
Description = File Header Block
Length = Fixed, 4 bytes

```
000000: FA 81 01 00 ................
```

The first byte is the block type, the next character is the density type, the following routine will tell you what you want to know:

```
if (densityType and 0F) = 01 then
if (densityType and 70) = 00 then
density=Single:SectorSize=0080:SectorCount=02D0
else if (densityType and 70) = 20 then
density=Double:SectorSize=0100:SectorCount=02D0
else if (densityType and 70) = 40 then
density=Enhanced:SectorSize=0080:SectorCount=0410
else
density=Unknown
```

I am unsure what the following two characters represent, but they likely represent a starting sector number, in this case 0001. Variables in this routine will be identified (if necessary) later in this document with a dollar sign ($) in front of them.

Block Type = C3 / 43
Description = RLE Encoded Block
Length = Variable

```
000000: C3 45 0B 03 D0 07 AE 0A 03 E0 04 90 01 0A 8D 08 .E..............
000010: 03 2A 8D 09 03 A0 31 8C 00 03 C6 48 30 16 AE 02 .*....1....H0...
```

```
000020: 03 E8 8A A2 40 29 06 D0 02 A2 80 8E 03 03 20 59 ....@)........ Y
000030: E4 88 30 E6 A6 2E C8 98 60 10 69 01 FF 80 F6 00 ..0.....`.i.....
000040: 00 00 23 28 50 4D 01 4C 00 4E 52 52 54 D2 80 5C ..#(PM.L.NRRT..\
000050: 0C 5C 0E 62 0D C6 0D 50 0E 67 10 A9 69 8D B8 07 .\.b...P.g..i...
000060: A9 01 8D B9 07 A2 08 8E 01 03 20 B6 0B BD CB 07 .......... .....
000070: 30 12 20 9A 0B F0 0D BD CB 07 C9 0. ............
```

The first byte is the block type, the next character tells us that RLE encoded data begins at offset 45 (this offset would not include the block type and the offset), which brings us to three character 4C 00 4E, 4C tells us how long to decode this, 4C - 45 = 07, so it is 7 bytes long and the encoded character is 00, the next character is 4E, which tells us where the next jump to is, which brings us to 54 D2 80, 54 - 4E = 06, so it is 6 bytes long and the encoded character is 00, the next character is 80, which tells us to jump to offset 80, which is the end of block, decoding is complete and the output shold look like this:

```
000000: 0B 03 D0 07 AE 0A 03 E0 04 90 01 0A 8D 08 03 2A ...............*
000010: 8D 09 03 A0 31 8C 00 03 C6 48 30 16 AE 02 03 E8 ....1....H0.....
000020: 8A A2 40 29 06 D0 02 A2 80 8E 03 03 20 59 E4 88 ..@)........ Y..
000030: 30 E6 A6 2E C8 98 60 10 69 01 FF 80 F6 00 00 00 0.....`.i.......
000040: 23 28 50 4D 01 00 00 00 00 00 00 00 52 52 D2 D2 #(PM........RR..
000050: D2 D2 D2 D2 5C 0C 5C 0E 62 0D C6 0D 50 0E 67 10 ....\.\.b...P.g.
000060: A9 69 8D B8 07 A9 01 8D B9 07 A2 08 8E 01 03 20 .i.............
000070: B6 0B BD CB 07 30 12 20 9A 0B F0 0D BD CB 07 C9 .....0. ........
```

Hopefully you can understand that.

Block Type = C7 / 47
Description = Dump Block
Length = Fixed, $SectorSize bytes

```
000000: C7 4D 03 00 07 E0 07 4C 14 07 03 09 01 E8 1B 01 .M.....L........
000010: 04 00 7D 0A 0B AC 12 07 AD 13 07 20 58 07 AD 10 ..}........ X...
000020: 07 AC 0F 07 18 AE 0E 07 F0 1D 20 63 07 30 18 AC .......... c.0..
000030: 11 07 B1 43 29 03 48 C8 11 43 F0 0E B1 43 48 20 ...C).H..C...CH
000040: 4D 07 68 A8 68 90 DD A9 C0 A0 68 0A A8 60 AD 11 M.h.h.....h..`..
000050: 07 18 65 43 A8 A5 44 69 00 84 43 85 44 8C 04 03 ..eC..Di..C.D...
000060: 8D 05 03 60 8D 0B 03 8C 0A 03 A0 03 A9 52 90 02 ...`.........R..
000070: A9 50 84 48 8D 02 03 18 8C 06 03 A9 80 CA F0 0D .P.H............
000080: AE ..............
```

The first character is the block type, the next 80 bytes is a unmodified dump of the original sector. This happens to be a single/enhanced density sector.

Block Type = C4 / 44
Description = Fill Block
Length = Fixed, 4 bytes ???

```
000000: C4 7E 0C 7D .~.}............
```

The first character is the block type, the next seems to be an offset to fill up to, and the rest is data to be written to the sector. This sector would expand to this:

```
000000: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF ................
000010: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF ................
000020: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF ................
000030: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF ................
000040: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF ................
000050: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF ................
000060: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF ................
000070: FF FF FF FF FF FF FF FF FF FF FF FF FF 00 0C 7D ...............}
```

The last three bytes are 00 0C 7D, a sector link.

Block Type = 45
Description = End
Length = Fixed, 3 bytes

```
000000: 45 00 45 E.E.............
```

The first character is the block type, the next two seem to be in there as safety, or possibly a bogus sector number so large to also signify the end, not sure.

Block Type = C1 / 41
Description = Fill To End of Sector Block
Length = Variable

```
000000: C1 07 60 38 07 06 07 00 01 00 A.`8............
```

The first character (0) is the block type, the next character (1) is the offset, the next character (2) is the character to fill with, the rest data which is a fixed length of character (1) starts at offset 0 but the data is written reversed. Below is the same block but uncompressed.

```
000000: 00 01 00 07 06 07 38 60 60 60 60 60 60 60 60 60 ......8`````````
000010: 60 60 60 60 60 60 60 60 60 60 60 60 60 60 60 60 ````````````````
000020: 60 60 60 60 60 60 60 60 60 60 60 60 60 60 60 60 ````````````````
000030: 60 60 60 60 60 60 60 60 60 60 60 60 60 60 60 60 ````````````````
000040: 60 60 60 60 60 60 60 60 60 60 60 60 60 60 60 60 ````````````````
000050: 60 60 60 60 60 60 60 60 60 60 60 60 60 60 60 60 ````````````````
000060: 60 60 60 60 60 60 60 60 60 60 60 60 60 60 60 60 ````````````````
000070: 60 60 60 60 60 60 60 60 60 60 60 60 60 60 60 60 ````````````````
```

--
Chad Wagner
eg435@cleveland.freenet.edu

4527. UNIX for atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-29 00:00:00 UTC
From: tommy@mcs.com
Message-ID: <tommy-2905951835520001@tommy.pr.mcs.net>
Source record: 91355

where can i get a version of UNIX that will run on an atari 800. right now i have32k but hope to find 16 more k if i am lucky. i am hoping to run a database with multiple users so that is why UNIX is called for. thanks for any info.

-tr

4528. WANTED: Dealers for SwapMeet: Pacific NorthWest!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-30 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <3qgl9v$d0g@kelly.teleport.com>
Source record: 91271
Cross-posted to: alt.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.mac.wanted,comp.sys.tandy,comp.sys.ti,or.forsale

The Next Monthly SwapMeet will be on Monday, June 5th at 7 P.M.

WANTED: Dealers to sell at Upcoming Swap Meets. Dealerships sought
fall into such Categories as Computer Dealers, all kinds. All kinds of
Computer HardWare, SoftWare, Peripherals & Accessories for ALL Computer Makes
and Types.

Also Sought are Dealers in Video Gaming Equipment, such as Video Game
Consoles, Cartidges, Video Game CD Players and Video Game CDs. ALL Video Game
Makes and Types. ALL Video Game Consoles, Cartridges, CDs, Peripherals &
Accessories.

Also Wanted are Dealers in ALL Types of Electronics.

WANTED are Dealers in Ham Radio, CB Radio, Music CDs and other
Recorded Music. Stereo Equipment also Wanted.

Also Wanted are VCR's, Video Tapes (NO PIRATED MEDIA OF ANY KIND,
PLEASE!!), TVs and Satelite Gear.

This is an ALL Computers, Game Machine and Electronics Swap Meet!!

Small Businesses, and all Dealers Welcome and Wanted!!

NO PIRATED ITEMS PLEASE!! NO PIRATED ITEMS PLEASE!! NO PIRATED ITEMS PLEASE!!

NO ADMISSION CHARGE!!! PLENTY OF FREE PARKING!!! NO ADMISSION CHARGE!!!

TABLES $10! CALL FOR RESERVATIONS! REMAINING TABLES, FIRST COME, FIRST SERVE!

Swap Meet Location in Portland, Oregon. USA. At 1819 N.W. Everett St.
at the NorthWest Service Center On the First Monday of each Month.

Please Direct all replies including about the Swap Meet and/or Table
Rentals to bensmith@teleport.com in E-Mail or Call Ben Anytime at
(503)256-9974. (VOICE/VOICE MESSAGING).

The Next Monthly SwapMeet will be on Monday, June 5th at 7 P.M.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Ask about our Atari Catalogs, available through E-Mail from the address below!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks

4529. Raffle & ALL Computer & Electronics SwapMeet: Pacific NorthWest!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-30 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <3qglle$doo@kelly.teleport.com>
Source record: 91272
Cross-posted to: alt.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.mac.wanted,comp.sys.tandy,comp.sys.ti,or.forsale

ACE of America, an All Computers and Electronics User Group, with a special emphasis on Atari. At ACE Swap Meets you might find Atari, Apple, Macintosh, Commodore, Amiga, IBM & Clones, Nintendo, SNES, Sega Genesis, Jaguar, Game Boy, Game Gear and Lynx. You could also find the following items to go with your system, such as Printers, MoDeMs, Monitors, Hard Drives, Disk Drives, Power Supplies, MIDI Devices, Mice, Joysticks, CD Roms, Cables, supplies and Accessories.

ALL COMPUTERS, GAME MACHINES AND ELECTRONICS ARE WELCOME!!

ACE will be holding a combination RAFFLE & SWAP MEET on Monday, June 5th at 7 P.M. It will be an ALL Computer & Electronics Swap Meet with various Raffle Prizes. Funds raised by the Raffle will help us to continue presenting these Swap Meets. Donations of Raffle Prizes will go towards this or Future Raffles. Raffle tickets will be 2 for a $1. And members of ACE will receive their first $1 worth of Raffle tickets FREE! And the final prize of this Raffle will be $25 in cash from the Money Raised by the Raffle. Prizes will be laid out for all to see. Winners will get their choice of available Prizes on display, with the Cash Prize held til the last Drawing. Drawings once started will be every 10 Minutes. Prizes will vary depending on Donations, so to Help make this Raffle a Success, Please be Generous with your Donations. To Donate, call (503)256-9974.

Monthly Swap Meets are Held on the First Monday of each Month from 7 PM. Swap Meets are Held at 1819 NW Everett at the NW Service Center 3 Blocks North of the corner of 18th and W Burnside in Portland, Oregon. USA! Table space is $10. Tables provided as long as they last. Show up early to get a good table, like 6:30 PM.

The Next Monthly Swap Meet will be Monday, June 5th at 7 P.M.

FREE ADMISSIONFREE ADMISSION**FREE ADMISSION**FREE ADMISSION**

PLENTY OF FREE PARKINGEVERYONE WELCOME**PLENTY OF FREE PARKING**

RAFFLE TICKETS 2 FOR A $1EVERYONE WELCOME**RAFFLE TICKETS 2 FOR A $1**

FOR INFO INCLUDING RAFFLE OR RESERVING TABLES: CALL BEN AT (503)256-9974!!

SWAP MEET & RAFFLE SPONSORED BY ACE OF AMERICA!!

The Next Monthly Swap Meet will be Monday, June 5th at 7 P.M.

This Message is distributed throughout the Pacific NorthWest, everyone reading and their Brother is welcome to come and Attend!!

Please Direct all Replies to bensmith@teleport.com in E-Mail or call
Ben anytime at (503)256-9974.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Ask about our Atari Catalogs, available through E-Mail from the address below!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks

4530. ***** 520 STFM system For Sale *******

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-30 00:00:00 UTC
From: gathings@cs.utk.edu
Message-ID: <3qeatrlNNcsf@duncan.cs.utk.edu>
Source record: 91273
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

```
F O R S A L E

Item Desc Asking Price

Atari 520 stfm $120 (shipped )
with user manuals
(this is the model with
the internal floppy )

Will throw in
communication software
and st314 (720k DSDD drive )
for FREE

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando
```

4531. Atari Dealers in Ohio?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-30 00:00:00 UTC
From: rumpf.1@osu.edu
Message-ID: <rumpf.1-3005951858290001@slip2-4.acs.ohio-state.edu>
Source record: 91274
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I'm looking for stores selling new and/or used Atari (8-bit or ST)
hardware and software in Ohio; central Oh preferably but what the hell,
I'll drive. Can anyone help me out?

Bob Rumpf (rumpf.1@osu.edu) OSU Molecular Genetics: "We MAKE Friends"

*** Magic: The Gathering: It's not just a hobby anymore... ***
http://calvin.biosci.ohio-state.edu/~rrumpf/rrumpf.html

4532. Atari Falcon for sale!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-30 00:00:00 UTC
From: 00cokoester@bsuvc.bsu.edu
Message-ID: <1995May30.031025.48639@orion.bsuvc.bsu.edu>
Source record: 91275

I have an atari falcon for sale w/ svga screen for 800 obo.

After crossing over to power mac for video editing reasons, I must now try to cover those costs buy selling the atari. I wish I could keep both, but loan checks only go so far!

if interested
answer,reply or post....or email.....don;t care which

Chad O. Koester

00cokoester@bsuvc.vsu.edu

4533. Re: Am I an idiot??

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-30 00:00:00 UTC
From: fom@iller.zfe.siemens.de
Message-ID: <3qep48$skm@ztivax.zfe.siemens.de>
Source record: 91276

SimSlayer (simslayer@aol.com) wrote:
: I've been trying to convert a lot of DCM files to work with Xtransformer
: using DCM2DSK, but I keep getting and invalid header error... Is it just
: me? ANy help would be apprecuiated?

: Oh, there were also a bunch of *.exe files along with the *.dcm files, and
: I assume there also some compressed games for the Atari ---but running the
: *.exe files just locked the PC up. Uggg...

Well, I think I had a similar problem. The Xmission server automaticly
'unGNUzips' the files you specify for download, if you omit the '.gz'
suffix. I downloaded some files via 'netscape' and received them
without a '.gz.' suffiz although they were still 'GNUzipped'.

In order to ungnuzip them, you have to add the '.gz' suffix and
run 'unGNUzip' (Sun WS) or or gzip -d (PC) on them. Are you sure you
specified binary when 'FTP'-ing stuff ?.

Good Luck

Frank-Oliver

--

4534. Re: SIO Cable

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-30 00:00:00 UTC
From: MBITDC9306@titan.newi.ac.uk
Message-ID: <9505301201.AA09512@dylan.newi.ac.uk>
Source record: 91277

> The plans are more or less free (available via FTP), as is the software.
> The parts are relatively cheap. The Shareware fee is $10. Nick Kennedy
> (the author; check the c.s.a.8 FAQ pt.2: Vendors/Developers) charges $50
> (which includes the SW fee) for a complete cable and $25 for a non-assembled.
> Others charge $50 (an esp. outrageous amount seeing as Nick only really
> sells them for $40 if you don't count the SW fee!) for complete cables.

I believe that TWAUG sells them for a reasonable 22 pounds. You work
out what that would be in dollars :-)

Dave
David Wyn Davies
The Atari Classic Programmer's Club
mbitdc9306@newi.ac.uk

4535. Re: UNIX for atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-30 00:00:00 UTC
From: bodysurf@netcom.com
Message-ID: <bodysurfD9D7J4.HDC@netcom.com>
Source record: 91278

tommy@mcs.com (tom) wrote:

>where can i get a version of UNIX that will run on an atari 800. right
>now i have32k but hope to find 16 more k if i am lucky. i am hoping to
>run a database with multiple users so that is why UNIX is called for.
>thanks for any info.

:^)

Lates!

Tim <bodysurf@netcom.com>
"Finger" for PGP v2.6.2 Public Key

4536. HELP! Ultraspeed TECH

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-30 00:00:00 UTC
From: classics@en.com
Message-ID: <3qdq58$d2d@antares.en.com>
Source record: 91279

Thanks to everyone who responded to my request for information on the
SIO status command! :)

Well, im back at the till once again. Can anyone provide me with
some technical information on sparta's Ultraspeed mode? The
information I need is basically everything:

What is the SIO $3F command and how does an enhanced drive respond to it?

What baud rate does ultraspeed i/o take place at? Does the device continue
to listen for commands at 19.2k?

If someone could help me with this, or point me in the direction of
some deep dark technical information i would be very helpful :)

Thanks!

Steve

4537. XFD disk image format?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-30 00:00:00 UTC
From: classics@en.com
Message-ID: <3qdq7m$d2d@antares.en.com>
Source record: 91280

Where might I find information on the XFD disk format?

Thanks!

STeve

4538. FREE-ish Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-30 00:00:00 UTC
From: steveg@phantom.com
Message-ID: <3qe74u$7r2@dockmaster.phantom.com>
Source record: 91281

I have:

One (1) Atari 800XL (just the computer), beat-up, but still works.
One (1) Atari 1050 w/PS & I/O cable. Doesn't work (power light goes on,
but drive doesn't spin and comptuer doesn't recognize it).
One (1) Atari 1050 w/PS & I/O cable. Doesn't work (don't know what happens;
this one belongs to a friend).
One (1) Atari 1040ST (just the computer). Doesn't work; needs replacement
power supply (I think that's all). New floppy drive; includes extra top
half of case (one is modified to accomodate new floppy drive). Probably
has earliest version of ROMs.

PRICE: Best offer. I will happily trade for a WORKING Black Box, SpartaDOS
cartridge, BBS Express Pro cartridge, and/or 16-bit Atari computer
(1040ST or above). 800XL is in Manhattan; everything else is in central
New Jersey. Leave mail.

4539. The Last JEKING7@delphi.com

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-30 00:00:00 UTC
From: steveg@phantom.com
Message-ID: <3qe79t$7r2@dockmaster.phantom.com>
Source record: 91282

I just want it reported that the RTime-8 cartridge of questionable
condition that JEKING7@delphi.com sold to me does indeed work. End of thread.

4540. DCM format

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-30 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <3qfl8k$2975@hopi.gate.net>
Source record: 91283

Here is the latest revision to dcmana.c, it supports all of the blocks now. I don't see any bugs, but who knows. It basically ends out with a image, it should be compatible with the XFD format.

```
#include <stdio.h>

void main(int,char **);

void main(int argc,char **argv)
{
FILE *fin,*fout;
unsigned char c,a,d,e,dens,buf[256],bgar[256],last=0,flags=0,lines=0,
createdisk=0,working=0;
unsigned short cursec=0,b,f,maxsec=0;
size_t secsize;

if (argc < 3) {
printf("dcmana <input> <output> [-p]\n");
printf("-p = pager\n");
exit();
}

if (stricmp(argv[3],"-p") == 0)
flags |= 0x01;

memset(bgar,0,sizeof(bgar));

if ((fin = fopen(argv[1],"rb")) == NULL) {
printf("open error %s\n",argv[1]);
exit();
}

if ((fout = fopen(argv[2],"rb")) != NULL) {
printf("already exists %s\n",argv[2]);
exit();
} else {
fclose(fout);
fout = fopen(argv[2],"wb");
}

for (;;) {
if (kbhit()) {
if (getch() == 27) {
printf("terminated by user.\n");
exit();
}
}
```

```
if (feof(fin)) {
printf("no end block\n");
exit();
}

if (flags & 0x01) {
lines++;
if (lines>23) {
printf("Press any key to continue...");
getch();
printf("\n");
lines=0;
}
}

if (working) {
if ((long)(((long)cursec-1)*(long)secsize) != ftell(fout)) {
printf("output file has desynched, ftell=%lu, cursec=%X, "
"output ftell should be %lu\n",ftell(fout),cursec,
(long)(((long)cursec-1)*(long)secsize));
exit();
}
}
c = fgetc(fin);
a = c | 0x80;
printf("(%02X-%04X) ",c,cursec);
if ((a == 0xFA) || (a == 0xF9)) {
if (working) {
printf("can't do FA block because no 45 end section was "
"detected\n");
exit();
}
fread(&c,sizeof(c),1,fin);
dens=((c & 0x70) >> 4);
last=((c & 0x80) >> 7);

if (dens == 0) {
maxsec=720;
secsize=128;
} else if (dens == 2) {
maxsec=720;
secsize=256;
} else if (dens == 4) {
maxsec=1040;
secsize=128;
} else {
printf("unknown disk setup, dens=%X\n",dens);
exit();
}
```

```
printf("%02X block: (%02X) last=%u,density=%X %s maxsec=%u "
"secsize=%u,section=%u,",a,c,last,dens,
(dens ? (dens & 0x02 ? "dbl" : "enh") : "sng"),maxsec,secsize,
(c & 0x0F));

if (createdisk == 0) {
createdisk = 1;
for (cursec=0; cursec<maxsec; cursec++) {
fwrite(&bgar,secsize,1,fout);
}
}
fread(&cursec,sizeof(cursec),1,fin);
printf("sector=%04X\n",cursec);
fseek(fout,(long)(((long)cursec-1)*(long)secsize),SEEK_SET);
working=1;
continue;
}
if (a == 0xC7) {
printf("%02X block: uncompressed block",c,secsize);
fread(&buf,secsize,1,fin);
fwrite(&buf,secsize,1,fout);
if (c == 0xC7) {
cursec++;
printf("\n");
} else {
fread(&cursec,sizeof(cursec),1,fin);
printf(", cursec = %04X\n",cursec);
fseek(fout,(long)(((long)cursec-1)*(long)secsize),SEEK_SET);
}
continue;
}
if (a == 0xC3) {
printf("%02X block: RLE compressed block",c);
b=0;
for (;;) {
fread(&a,sizeof(a),1,fin);
for (; b<a; b++) {
fread(&buf[b],sizeof(buf[b]),1,fin);
}
if (b == secsize)
break;
fread(&d,sizeof(d),1,fin);
fread(&e,sizeof(e),1,fin);
for (; b<d; b++) {
buf[b] = e;
}
if (b == secsize)
break;
}
fwrite(&buf,secsize,1,fout);
if (c == 0xC3) {
```

```
cursec++;
printf("\n");
} else {
fread(&cursec,sizeof(cursec),1,fin);
printf(", cursec = %04X\n",cursec);
fseek(fout,(long)(((long)cursec-1)*(long)secsize),SEEK_SET);
}
continue;
}
if (a == 0xC6) {
printf("%02X block: duplicate block",c);
fwrite(&buf,secsize,1,fout);
if (c == 0xC6) {
cursec++;
printf("\n");
} else {
fread(&cursec,sizeof(cursec),1,fin);
printf(", cursec = %04X\n",cursec);
fseek(fout,(long)(((long)cursec-1)*(long)secsize),SEEK_SET);
}
continue;
}
if (a == 0xC4) {
printf("%02X block: duplicate block w/ changes",c);
fread(&a,sizeof(a),1,fin);
for (b=a; b<secsize; b++) {
fread(&buf[b],sizeof(buf[b]),1,fin);
}
fwrite(&buf,secsize,1,fout);
if (c == 0xC4) {
cursec++;
printf("\n");
} else {
fread(&cursec,sizeof(cursec),1,fin);
printf(", cursec = %04X\n",cursec);
fseek(fout,(long)(((long)cursec-1)*(long)secsize),SEEK_SET);
}
continue;
}
if (a == 0xC1) {
printf("%02X block: fill block w/ data",c);
fread(&a,sizeof(a),1,fin);
fread(&d,sizeof(d),1,fin);
for (b=0; b<secsize; b++) {
buf[b]=d;
}
f=a;
for (b=0; b<a; b++) {
f--;
fread(&buf[f],sizeof(buf[f]),1,fin);
```

```
}
fwrite(&buf,secsize,1,fout);
if (c == 0xC1) {
cursec++;
printf("\n");
} else {
fread(&cursec,sizeof(cursec),1,fin);
printf(", cursec = %04X\n",cursec);
fseek(fout,(long)(((long)cursec-1)*(long)secsize),SEEK_SET);
}
continue;
}
if (c == 0x45) {
working=0;
printf("45 block: end of section, fell=%lu\n",ftell(fin));
if (last) {
printf("45 block: end of file, fell=%lu\n",ftell(fin));
fclose(fin);
exit();
}
continue;
}
}
}
```

--
Chad Wagner
eg435@cleveland.freenet.edu

4541. Wanted info Black Box, MIO, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-30 00:00:00 UTC
From: esmith@netaxs.com
Message-ID: <3qfgqk$7pd@netaxs.com>
Source record: 91284

Need info as to which of the setups out there will work on the 800 the best way. And which of the HD formats support the largest drives. I have been told of the Black Box, MIO, etc. But not the size they can handle. Also will any of them work properly running under Mydos. What are the going prices for these items. Thanks for the help.

--
+-------------------------------------+
| Edward M. Smith (esmith@netaxs.com) |
+-------------------------------------+

4542. The Atari 8Bit is ALIVE!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-30 00:00:00 UTC
From: GriffisC@dbm1.mpc.af.mil
Message-ID: <2FCB61B5@dbm1.mpc.af.mil>
Source record: 91285

WOW! I am so glad! I gave up on my poor Atari (130XE, MIO, XF551,Percom,etc...). I absolutely loved it, but all the BBSs here (San Antonio) dried up or were filled with kids. Our only store caved in, and I thought all was lost. Low and behold, I was looking for freeware emulators one day for work and here is something called XF2.ZIP. Hmm... Never heard of that, let's see what it is?! WOW! An Atari! There must be others out there who still use them! I am ashamed of myself for ever doubting the real die-hard 8Bit fans (aficionados?). So, I blew off the dust, dug out the old boxes (I never throw the GOOD stuff away) (the commodore went the way of the dodo bird) and I am Atariing it again!. So, after some diligence and persistence, and some after-hour snooping the 'net, I found this wonderful group, and some FTP sites.

Thanks for hanging in there!

Craig Griffis
GriffisC@hq.mpc.af.mil

4543. SIO2PC I.C. Help

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-30 00:00:00 UTC
From: zu02523@uabdpo.dpo.uab.edu
Message-ID: <3qfobt$j2i@maze.dpo.uab.edu>
Source record: 91286

I just recently downloaded XF25 and SIO2PC. What GREAT programs!
I have been 8 bit-less for about three years now, and I have missed some of the programs I used to run on my 800XL. I read the documentation on building my own SIO2PC cable, and it states that a Harris ICL232 is needed. I called my local Newark Electronics number, and found that they do carry the chip, but they have about four different versions, each ending in xje (I think..), where x is n, p, etc. I suppose the extension describes the transistors used. What I want to know is, which ICL232 do I need? I'm cutting my time short to study for finals trying to tie my PC and my 8 bit together, so any help would be appreciated.

Also, I saw a few posts about PC Xformer 4.0. Will this be out any time soon, and what features will it add? I was planning on registering for version 3.0, but if 4.0 will be released soon, I'll wait for it to come out. I'm really curious as to whether 4.0 will allow printing and modem communications through the PC's serial and parallel ports.

Thanks in advance!
Mike

4544. Re: The Atari 8Bit is ALIVE!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-30 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <3qfr41$1vb@stratus.skypoint.net>
Source record: 91287

Griffis,C TSgt DPMDCCN (GriffisC@dbm1.mpc.af.mil) wrote:
: WOW! I am so glad! I gave up on my poor Atari (130XE, MIO,
: XF551,Percom,etc...). I absolutely loved it, but all the BBSs here (San

: Thanks for hanging in there!

Welcome!

I, too, went away for a while, but returned a year or so ago to my beloved, classic Atari system. After spending a full day writing cutting edge client/server apps on state of the art hardware, there's something relaxing about coming home and playing with my trusty Atari 8-bit - whether it's playing one of the hundreds of outstanding games, or diving back into some of the wonderful innards of Atari programming.

I've decided I want to start writing some games for the 8-bit, so I'm starting to delve into Atari 6502 machine language and some of the cool stuff about the Atari - display lists, player/missile graphics, etc.....some of it familiar ground from the old days, some of it new (and still exciting).

The Atari 8-bits live on here!

Scott
(Atari fan since '77)
(Atari8 owner since '82)

4545. Re: DCM format

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-30 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <D9Err9.4ws.0.-s@cs.vu.nl>
Source record: 91288

cmwagner@news.gate.net (Chad Wagner) writes:

>Here is the latest revision to dcmana.c, it supports all of the blocks
>now. I don't see any bugs, but who knows. It basically ends out with a
>image, it should be compatible with the XFD format.

At first I wanted to send you a private E-mail, but since you don't hesitate to post large sources to a discussion newsgroup, I might as well post my comments here. (No, I won't quote the whole source :) Before I start commenting/flaming/nitpicking (*) I must say that I really appreaciate the work you're doing!! ((*) strike what's not appropriate)

Well, here we go...

1.) When only 2 arguments are given argv[3] is undefined hence the following is invalid (gives me a core dump on a Sun WS)

```
> if (stricmp(argv[3],"-p") == 0)
```

2.) Also, stricmp is NOT ansi-C. You should use strcmp instead.

```
> for (;;) {
```

3.) The use of "for(;;)" is very ugly. Better use while(1) or even beter, don't use such constructions at all. (What about a termination flag??)

```
> if (kbhit()) {
> if (getch() == 27) {
> printf("terminated by user.\n");
> exit();
> }
> }
```

4.) Both kbhit() and getch() are very unportable. For example, getch() is not readily available on UNIX systems and involves some toggling of tty bits etc.etc. Its use is not recommended.

```
> if (lines>23) {
```

5.) Who says my terminal is 24 lines??? (OK. This is nitpicking)

```
> printf("(%02X-%04X) ",c,cursec);
```

6.) This outputs the wrong numbers! The reason of that will come a little later...

```
> fread(&cursec,sizeof(cursec),1,fin);
```

7.) Here it is. Assuming that every machine has their two bytes that
make up a word stored the wrong way (the Intel way!) is a bad
assumption. You know it's stored LSB/MSB within the file, but
you don't know that it's the same for the machine running this
program. Even worse, you assume an unsigned short is two bytes,
which is not always the case!! (for example, Turbo C 2.0 has
unisigned shorts of 1 byte and so have most C-compilers for
the Atari ST (except gcc and lattice C)) So, one should read
the word bytewise and have something like:

```
cursec = firstbyte + ( secondbyte << 8 );
```

8.) Finally, your program isn't very readible. IMHO one should not
put the whole program in the main() procedure. Splitting it up
will certainly improve your program.

There may be more, but this is enough for a while I think :-) I hope
I didn't sound too much as a schoolteacher, cause that's _not_ my intention.
Well, at the end, we all want to benefit from the program, so why not make
it the best??

Greetings,
Ivo

4546. Re: WANTED: Temple of Apshai Trilogy

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-30 00:00:00 UTC
From: Kit Kimes <kimes@iwtqg.att.com>
Message-ID: <D9Eq6n.AwJ@jackson.napervilleil.attgis.com>
Source record: 91289

```
#==========Michael Fitzpatrick, 5/22/95==========
#
#Try Video-61 in Stacy MN. He is an Atari Software dealer. The
#address is:
#
#22755 Congo St N.E.
#Stacy, MN 55079

Who was the person originally looking for the ToA trilogy. I have
the disk and instructions in the original box I will sell you.

Please email me at one of the address below.

Kit Kimes
AT&T Resource Link (under contract to ATT-GIS)
Naperville, IL USA
kimes@iwtqg.att.com or
KitKimes@AOL.COM
```

4547. complete system found at a garage sale! :)

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-30 00:00:00 UTC
From: spam@iastate.edu
Message-ID: <spam.801874534@pv3805.vincent.iastate.edu>
Source record: 91290

coolness! I was just tenetivly offered a fairly complete 8-bit atari computer system! 800xl, rambo 256K, hard disk, monitor, printer, MIO, 2 floppies, Action, spartaDOS X, and buckets of books! what happened was this--I went to a garage sale a couple weeks ago. I saw all this equipment stacked up there. it had been sold 5 minutes earlier. *blarg* It went for $100, however, which is far more than I'd pay anyway. The purchasers had gone home to get their car. Anyhows, I left my number with the ppl handling the garage sale, figuring that there was a chance that the purchasers would have no idea what they were doing, and would want to sell it off....

just got a phone call from them... :)

So I'm offering them an 8088 PC that's stacked up in my basement. It's probably far more useful to them then the atari, and I get my ultimate toy...

Ataris were my first computer; I teethed on them. now I get to play with all the toys (particularly a hard disk) I could never afford as a young-un...

:)
--
|\-/| mike begley ''And doesn't it say something weird about the 90's
| O | spam@iastate.edu when having your credit card ready is an acceptable
|/_\| (515) 233-6210 type of foreplay?''--Amy L. Ward--othello@iac.net

4548. I now have an eazy way to use huge sio2pc images with spartados!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-30 00:00:00 UTC
From: kevina@clark.net
Message-ID: <3qg9mu$jt1@clark.net>
Source record: 91291

How do you use a huge sio2pc disk image with spartados when spartados
refused to format it?

You use a pre-format disk image!

I was deturmed to get a disk image to work so I formated it on the IBM
side using the specks given in the doc and several blank disk images for
comparison. These images are avalible at ftp.clark.net:/pub/atari/spartad.
They are availbe in 1 MB, 2MB etc, all the way to 16MB!

So download the files and check them out but DON'T UNZIP THEN ALL AT ONCE
BECUASE UNZIPPED THE IMAGES TOTAL 136M TO SPITE THIER SMALL ZIP SIZES.

Please do not copy my files to any other archive for the next month or
so. I want to be sure that the images really work brfore I let them loose.

If these disks start acting weird please let me know so I can look into it.

See the readme file for more information.

--
* Kevin Atkinson, Clarknet I'net Serv., Maintainer of the Usenet Info Center *
* Finger usenet-i@clark.net for more info on Usenet Info Center. *
* Or send mail to usenet-i@clark.net with a subject line of HELP. *
* This is in its beginning stages and I could use any help I could get! *

4549. Re: HELP! 850 to US Robotics modem

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-30 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <3qg2kk$e5l@blackice.winternet.com>
Source record: 91292

> Russ.Gilbert@apk.wariat.org (Russ Gilbert) writes:
> (T. Drake says pins 1, 2 and 4 need to be 're-wired' on a standard
> 9pin-25pin AT modem cable.)
> Uhmm, I know I'm outa date, but I just checked my old AT modem cable, I
> got as a standard modem cable years ago, and pins 1, 2 and 4 are
> correct. Is my type cable no longer the 9pin-25pin type sold today?
> 850 RS232C
> 1 20 DTR
> 2 8 Carrier Detect
> 4 3 Receive Data
> Are 9pin-25pin modem cables different than that today. I thought RS232C
> was still the standard.

They are not different, it is the Atari cable that never did conform to
the Standard as they came out just BEFORE the RS232C standard. Once out,
they had to stick with it and so did ICD and the BlackBox.

Rich Mier

4550. Re: Atari 810 & 'THE CHIP'

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-30 00:00:00 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3qf9bl$ci@news2.delphi.com>
Source record: 91293

classics@en.com (Steven J Tucker) writes:

>I recently obtained an 810 drive with an interesting modification
> to its side board. Its has 3-4 jumpers installed in the rear
> of the board, and an EPROM labeled 'THE CHIP' where one of the
> normal 810 rom's would be.

>Funny thing is I cant get the drive to do anything special! :(I wont
> accept a command to go to double density and the copy of the
> Archiver software I have here wont run on it.

>Anyone have any idea what this modification was for and where
> I can get some software that supports it?

The Chip indeed uses the Archiver software. Contact Bob Puff at CSS as I
believe he is selling the modern version of the Archiver.

-Bry

4551. Re: XFD disk image format?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-30 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <3qfe1v$39a3@hopi.gate.net>
Source record: 91294

In article <3qdq7m$d2d@antares.en.com>,
Steven J Tucker <classics@en.com> wrote:
>Where might I find information on the XFD disk format?

XFD for single disks is just an image, 90K file, each sector is consecutive,
sector 1 is the first 128 bytes, the next 128 bytes is sector 2 and so on.
--
Chad Wagner
eg435@cleveland.freenet.edu

4552. Re: DCM format

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-30 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <3qgnis$2er1@seminole.gate.net>
Source record: 91295

In article <D9Err9.4ws.0.-s@cs.vu.nl>,
Ivo van Poorten <ipoorten@cs.vu.nl> wrote:
>At first I wanted to send you a private E-mail, but since you don't
>hesitate to post large sources to a discussion newsgroup, I might as
>well post my comments here. (No, I won't quote the whole source :)
>Before I start commenting/flaming/nitpicking (*) I must say that I
>really appreaciate the work you're doing!! ((*) strike what's not
>appropriate)

Well before I retaliate, I will make a notice that I never guaranteed
this code to be portable. It is highly DOS specific, which was it's
original intended platform, I made the code available so that others
could port it and learn the format.

>1.) When only 2 arguments are given argv[3] is undefined hence the
> following is invalid (gives me a core dump on a Sun WS)

I could imagine so.

>2.) Also, stricmp is NOT ansi-C. You should use strcmp instead.

Nope, it is Borland specific, I believe.

>3.) The use of "for(;;)" is very ugly. Better use while(1) or even
> beter, don't use such constructions at all. (What about a
> termination flag??)

I didn't plan the code for neatness, or even to satisfy those who like it
the way they code. I am sure there is many alternatives.

>4.) Both kbhit() and getch() are very unportable. For example, getch()
> is not readily available on UNIX systems and involves some toggling
> of tty bits etc.etc. Its use is not recommended.

I think I covered this above.

>5.) Who says my terminal is 24 lines??? (OK. This is nitpicking)

Examine the code closer, it is actually more toward a 25 line screen. 24
lines of output, and 1 for the message to press any key.

>6.) This outputs the wrong numbers! The reason of that will come
> a little later...

It puts out what I want.

>7.) Here it is. Assuming that every machine has their two bytes that
> make up a word stored the wrong way (the Intel way!) is a bad
> assumption. You know it's stored LSB/MSB within the file, but

> you don't know that it's the same for the machine running this

Change it if you need to. I think I said this was DOS specific.

>8.) Finally, your program isn't very readible. IMHO one should not
> put the whole program in the main() procedure. Splitting it up
> will certainly improve your program.

True. But it was a quick hack, it was nothing more than a hack, I wrote it quickly as possible to support the block types, I was going to put certain things into functions, but I haven't really had a chance. I don't think I will bother at all now.

>There may be more, but this is enough for a while I think :-) I hope
>I didn't sound too much as a schoolteacher, cause that's _not_ my intention.
>Well, at the end, we all want to benefit from the program, so why not make
>it the best??

Well I guess if someone wants these encoder/decoder packages then they will have to just write them, my code isn't good enough. Isn't that what you are trying to say?

--
Chad Wagner
eg435@cleveland.freenet.edu

4553. 8 bit part offer (UPDATE)

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-30 00:00:00 UTC
From: jjessop@ix.netcom.com
Message-ID: <3qdqdj$ou2@ixnews2.ix.netcom.com>
Source record: 91296

Unfortunatly I guess I need to make it clearer. Do not ask for complete working consoles or drives, I am not giving these away. Nor am I giving away uprades such as SIO2PC cables or Memory upgrades.

Please limit yourself to components only (see previous post) or sub assy items.

Jerry

4554. ICL232

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-31 00:00:00 UTC
From: GriffisC@dbm1.mpc.af.mil
Message-ID: <2FCC929E@dbm1.mpc.af.mil>
Source record: 91206

I have the spec sheet here in front of me, and the only difference between the chips is the Temperature, package, and the rating. The electronics are all the same.

Temp, Package, Pins/Style
ICL232CBE Commercial, SOIC?, 16 Pin DIP
ICL232CJE Commercial, SERDIP?, 16 Pin DIP
ICL232CPE Commercial, Plastic, 16 Pin DIP
ICL232IJE Industrial, Hetmetic Hybrid, 16 Pin DIP
ICL232IPE Industrial, Plastic, 16 Pin DIP

Craig
griffisc@hq.mpc.af.mil

4555. Re: looking for joystick for 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-31 00:00:00 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3qhrke$gcc@dux.dundee.ac.uk>
Source record: 91207

TJU USENET News User (netnews@aisr.lib.tju.edu) wrote:
: bosco@host.yab.com wrote:

: : If there's a Radio Shack in your area, they *might* have an Atari
: : compatible joystick (they recently discontinued it, but the RS in my area
: : had one at a reduced price). Also, the Sega controllers (for the Master
: : System and the Genesis) will work with an Atari.

: : John Collins
: : Phoenix, AZ

: Thanks a lot for the advice! I hooked my genesis controller in and
: everything works great! I'm looking forward to enjoying some of my old
: favorite atari games!
: Again, thanks...

Just a quick reminder that any joystick with a standard 9 pin D plug should work with the Atari, even the Sega pad to some extent (expensive and therfore pointless though).

Generally, if it works with most home computers, then it'll work with the Atari.

You can't live in a global society without getting your hands dirty somewhere along the line.

Graeme Fenwick:-

email gfenwick@mcs.dundee.ac.uk
homepage http://www.mcs.dundee.ac.uk:8080/~gfenwick/index.html
---

4556. Re: 800xl w/modem

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-31 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3qiaim$f7v@charm.magnus.acs.ohio-state.edu>
Source record: 91208

In article <3q165j$gat@moe.cc.emory.edu>,
Gary Holder <gholder@emory.edu> wrote:
>Most common, though, was an interface much simpler than the 850 (which has 4
>RS-232/modem ports and a Centronics parallel printer port) called the R-Verter. It
>plugs into the serial port and has one RS-232 port. Plans for building a copy of one
>(an original one would be quite hard to find) are available in the UMICH archive site,
>under the name BOBVerter, I believe. The parts (aside from a sacraficed serial port
>cable) would likely cost less than $15.

The file is atserial.txt, and it's in the 8bit/Modifications
directory....
gopher://gopher.archive.umich.edu:7055/00/atari/8bit/Modifications/atserial.txt
http://www.umich.edu/~archive/atari/8bit/Modifications/atserial.txt

I WILL be posting plans for a combo RVerter/SIO2PC cable, as soon as I
compare what I have so far with the 1-chip sio2pc. I should probably
test it before posting it, too...
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

4557. Re: Umm...Question on Xformer...

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-31 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3qiat5$f8s@charm.magnus.acs.ohio-state.edu>
Source record: 91209

In article <3q125u$mvu@nic-nac.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>The problem might be with DLIs or something.. exactly what does the demo
>do, technically?

As I recall, it used 16 DLIs in one of the GTIA modes (9 I think).
Every few lines, a DLI would change the color.

I think that was back in my DOS 3 days, and I haven't tried it with
xformer yet.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

4558. Re: Atari 800 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-31 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3qicg8$ff7@charm.magnus.acs.ohio-state.edu>
Source record: 91210

In article <3q42b2$5q4@alterdial.uu.net>,
Sloopy Malibu <sloopy@alaska.magpage.com> wrote:
>Bill Marcum (bmarcum@iglou.iglou.com) wrote:
>: The Atari 13-pin interface uses a special protocol which can't be easily
>: connected to any other kind of computer (except maybe an ST running the
>: Transformer 8-bit emulator).

>i dunno what this is in response to but it is untrue.... hooking up and atari
>13 pin SIO is easy to another machine....once you do the voltage conversions
>its just a matter of hooking the rts to the command line and hit it high when
>you want to send a command....

There's also the matter of the 5-byte command frame, and when to send
it. Also it would be desirable to catch the ACK (or NAK, or whatever)
byte the SIO peripheral sends.

Last night I was comparing the specs for Centronics parallel and Atari
SIO, and I don't think the hardware to do such a conversion (with no
special software in the computer) would be too simple. Maybe a UART
would help, but I'm not real familiar with them...

If you use special software in the computer, the hardware is easy.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

4559. Re: ATR->DCM

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-31 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3qide9$io7@nic-nac.CSU.net>
Source record: 91211

An ATR->DCM converter should be an MS-DOS utility (or better yet, written in portable C so it can run on Unix as well.. not to say I have C for DOS, however (or anyone else does), so we'd want an EXEcutable too :))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4560. WANTED..Jumpman.

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-31 00:00:00 UTC
From: Paul 'Mclane' Irvine <mclane@dellos.demon.co.uk>
Message-ID: <9505312030.AA0005q@dellos.demon.co.uk>
Source record: 91212

Since Ive only had 1, yes 1 response to the question of porting XFD etc
from my amiga to an 8bit (as there is not an emulator on the amiga)
I can only try to get the Game in its 5 1/4 format.

So does anyone have Jumpman & Atari Artist out there...
Let me know if you have..

Thanks Paul..

Hope I get a few more responses than My 1st couple of messages. And I
thought you Americans liked us brits..:-) Maybe not??
Cmon guys us 8 Bit people need to stick together!!!

4561. Re: DCM format

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-31 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <3qihe7$12uk@navajo.gate.net>
Source record: 91213

In article <D9FxFM.10t.0.-s@cs.vu.nl>,
Ivo van Poorten <ipoorten@cs.vu.nl> wrote:
>Not exactly. When I compiled it on an MSDOS machine it _did_ work, but it
>outputted a mere 8MB (!) under Solaris. Anyway, you did a great job by
>figuring out the DCM format. No hard feelings please about what I said.

Don't feel so bad, I got an 8 meg image under AIX as well. I used short because they are supposed to be 2 bytes according to the ANSI C standard, and int can be 2 or 4 bytes (2 on PC, 4 on UNIX). I didn't even bother planning on little endian/big endian, I have never even had a Motorola based computer, so I have never experienced this problem or even consider it. You got to remember I went from the 6502 to the DOS platform, I am just getting into unix, and portability is extremely difficult because of manufacturer specific functions. I could probably think of 20 functions in Borland C that are Borland specific.

What I am going to say is that I will work on custom stricmp() and other routines, I think I even have one. Portability is going to have to be worked on by the users, I can't reach every platform. The best I can do is BSD, AIX, and DOS. AIX is the machine that I am logged into now, and I have BSD and DOS on my computer. (I could work on the Atari as well, but I don't see how this can be done without two disk drives or alot of extra code for disk swapping -- in other words it is not planned). I did want to work on a atrtodcm engine. And just so you know, I do have a later version which has all of the block decompression routines in functions.

I would like to think that Jason Duerstock did alot of the work on reverse engineering the DCM format.
--
Chad Wagner
eg435@cleveland.freenet.edu

4562. Wanted: Atari 2d to PC converter

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-31 00:00:00 UTC
From: aa217@detroit.freenet.org
Message-ID: <3qieco$5hs@detroit.freenet.org>
Source record: 91214

I'm looking for an MS-DOS utility that will let me put
a true double-density Atari 8 bit diskette into a PC's
5.25" disk drive and convert the files on it to an XFD
image file for use by the Xformer 3.0 emulator.

The closest I have seen to this is the ancient and obscure "ATARIO"
utility that copies single files from the Atari disk to the PC
hard drive.

Is there a utility out there that does what I want?
--

4563. Re: HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-31 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3qilrm$h2d@charm.magnus.acs.ohio-state.edu>
Source record: 91215

In article <9505271212.AA00056@dellos.demon.co.uk>,
Paul 'Mclane' Irvine <mclane@dellos.demon.co.uk> wrote:
>2. Failing the above Has anyone got the wiring diagrams for the 850 to a standard
>232 lead. Does it exist even???

It exists. I know there's a connection list in the P:R: Connection
manual, and there might be one in the FAQ.

>3. What programs will I need at the 8 bit end to decompact the files...

"Disk Communicator" (Discomm) 3.2 for DCM files, Super Unarc for ARC
files.
XFD and ATR files are disk images intended for SIO2PC and the
Xformers. There's currently no way to convert them back to true Atari
disks.

>4. What sites etc are there about for the 8 bit. Seen Xmission but Im trying
>to find Jumpman by epyx (THE Best game next to star raiders & Spelunker).
> My poor old J/man disk has died... sniff sniff

There's always atari.archive.umich.edu (and its infinite
variations...), but I think xmission has more games. Umich should
have all the utilities you'll need, though.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

4564. Re: ATR->DCM

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-31 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3qionv$hds@charm.magnus.acs.ohio-state.edu>
Source record: 91216

In article <3qide9$io7@nic-nac.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>An ATR->DCM converter should be an MS-DOS utility (or better yet, written in
>portable C so it can run on Unix as well.. not to say I have C for DOS,
>however (or anyone else does), so we'd want an EXEcutable too :))

Heck, include some "#ifdef M6502" checks in there, and make it
compilable with CC65 for the 8bits, too!

I hope to do some Atari-related programming within the next few weeks
(after finals next week), and my goal is to have things run on Atari,
MS-DOS, and Linux (and as many other Unices as possible, probably
starting with HPUX). Anything that doesn't require special screen
handling should be universally portable.
I just hope I can get CC65, Borland C, and gcc to agree on what is
considered valid code.
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://www.cis.ohio-state.edu/~funk

4565. Re: binary load analyzer

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-31 00:00:00 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D9GKzv.Dt@itex.jct.ac.il>
Source record: 91217

Rick_Michael_Cortese@cup.portal.com wrote:
: more load addresses. In the 'A' example DOS would start loading the
: appended bytes at 65+256*65. If the computer survives this, DOS will
: then go through RUN vector.
: Rick

Hmm.. if there's an AAAAAAAAAAAAAAAAAA end to a file,
it will load at the address 65+256*65 but will change *one* byte to A.
This will happen a few times until the EOF (if the amount of A's isn't
a multiple of 5 it might Error-136-EOF)..

So, there might be a DOS error (bad address change)
Thee might be a crash (a byte changes in the program data)
Or it might run perfectly! !? !?? ??!?!?!?

just my two shekels

Itay Chamiel bruck@brachot.jct.ac.il Pull down the blinds and run for cover

4566. The Atari 8Bit is ALIVE!

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-31 00:00:00 UTC
From: GriffisC@dbm1.mpc.af.mil
Message-ID: <2FCCDC0E@dbm1.mpc.af.mil>
Source record: 91218

>From: sydtech@skypoint.com (Scott Butler)
>Subject: The Atari 8Bit is ALIVE!
>To: Atari8@netcom.com
>
>Griffis,C TSgt DPMDCCN (GriffisC@dbm1.mpc.af.mil) wrote:
>: WOW! I am so glad! I gave up on my poor Atari (130XE, MIO,
>: XF551,Percom,etc...). I absolutely loved it, but all the BBSs here (San
>
>: Thanks for hanging in there!
>
>Welcome!
>
>I, too, went away for a while, but returned a year or so ago to my

I didn't give up because of the Atari, It will always be my favorite. It
just seemed like all the local fans drifted away to cheap pc clones...
(Myself included, eventually)

>I've decided I want to start writing some games for the 8-bit, so I'm

I learned to program on the atari, taught myself assembler, C, and basic. I
think Turbo Basic is great! Most of what I write is very rough, made just
for myself, but I do have an itch to write the DCM converter everyone was
talking about over the weekend. For all my hacking, I have never contributed

anything to the atari community at large, just some local friends, etc.

>Scott
>(Atari fan since '77)
>(Atari8 owner since '82)

About the same for me!

Craig
GriffisC@dbm1.mpc.af.mil

4567. Re: TECH: SIO Status reqponse

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-31 00:00:00 UTC
From: winston@merk.com
Message-ID: <D9FrLp.9xy@merk.com>
Source record: 91219

On Friday, May 26, 1995 at 19:11:48 GMT (1:11pm EDT ?)
classics@en.com (Steven J Tucker) wrote:

ST> Can someone give me some information on the response the disk drive
ST> provides to the SIO STATUS command?

The European disk monitoring program "DEMON" monitors the SIO disk
status channel in real time. The DLI is in PAL video, but as only the top
two lines of the screen are used to display realtime SIO status, the clipping
of the video window at the bottom of the screen is more or less irrelevent.
I came across "DEMON" when I was looking for SpartaDOS utilities at the
archives such as "DIR-T". This sounds like a handy program to have for
what you are doing.

4568. [--- XF551 and SpartaDOS ---] (was: Re: XF551 -- known bugs?)

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-31 00:00:00 UTC
From: winston@merk.com
Message-ID: <D9FwLw.BIv@merk.com>
Source record: 91220

On Friday, May 26, 1995 at 15:09:58 -0400 (8:09pm GMT ?)
cmwagner@news.gate.net, eg435@cleveland.freenet.edu,
(Chad Wagner) wrote:

CW> I would like to know about what known bugs there are with the XF551?
CW> I heard of a density switching problem. I seem to have encountered
CW> this. It is apparent when I booted a single density disk, then I
CW> reboot and try to boot a double density Sparta disk; I get
CW> "Error: No DOS", then I have to reboot again and it boots.
CW> How is this problem resolved? I heard of a fix. But I don't want
CW> to do the CSS fix where you have to upgrade the drive as well.
CW> Doesn't the CSS fix this problem and upgrade it to a 3.5" drive,
CW> but can it write 720K or is it still 360K?

Ah. Welcome to the wonderful world of SpartaDOS and the "stock" ATARI
XF551 disk drive. I have been battling with SpartaDOS and the ATARI XF551
for a couple of months now. Apparently, SpartaDOS seems to be optimized to
run most efficiently with the ATARI 1050. I am new to SpartaDOS. Are you
new to SpartaDOS or to the ATARI XF551 ?

o "Error: No DOS" This error is no "biggie" (not a big problem). I
get it all of the time. Sometimes it means that I have not made the DOS
file on my disk into a boot file. This is rectified by using the SpartaDOS
"BOOT" command to make the DOS file into a "boot file", e.g.
"BOOT X32F.DOS". "Error: No DOS" comes up all of the time with me. I just
hit the [RESET] key and ignore the message. It seems to be a pause,
rather than a serious problem. Density switching is not the cause of this,
as --ALL-- of the DOS disks I normally use in the course of programming
are double density, double sided (DD/DS). (In fact, in the one case where I
was deliberately loading in a single density picture disk, I was delighted
to discover that SpartaDOS shifted back up to double density without
incident when I put a double density program disk back into the disk
drive. Density shifting appears to be something that SpartaDOS does quite
well!) SpartaDOS allows you to have more than one ".DOS" file on a single
floppy disk at one time. The DOS that is loaded at boot-up time is the one
that was selected via the BOOT command.

o "Hanging OPEN/Close file" A much more serious problem with the
stock, unupgraded ATARI XF551 and SpartaDOS is the "hanging OPEN" problem.
SpartaDOS has a problem closing files on the stock ATARI XF551. Error
trapping does not appear to be very hardy with the stock ATARI XF551 and
SpartaDOS. Just a few days ago I was running CC65, to take one example,
and had a logical error in my source code. CC65 "errored out" at compile
time. The open files on my ATARI XF551 were not closed. In my excitment
to solve the problem I inserted a MYDOS disk that had TEXTPRO on it. This

was big mistake, because as soon as I typed anything SpartaDOS attempted to close the files that were still open and corrupted several of the programs on the MYDOS disk. I have heard several theories about this problem. One theory has it that the "hanging open" is caused by faulty ATARI XF551 ROM code. Another theory has it that since the program opened the files in the first place, that it is the program's responsibility to perform DOS error trapping as well. (So then why doesn't this problem happen in other DOSes?) There is a "software fix" that has apparently been released for this particular problem. There is a "PATH" shell "watchdog" that supposedly scans for open file handle conditions and closes "hanging open" files before any other SpartaDOS operations are performed. The moral of this story is to always precede or follow any SpartaDOS command with an extraneous "DIR" when using an ATARI XF551, so that file integrity might be preserved. Also, never mix SpartaDOS with other DOS types unless you are very careful and use a "working transfer disk" that can be clobbered without ill effects. Never transfer directly from one full disk to another, but use a third floppy in between as an extra safety measure.

o "'Disk Full' Problem" Another problem with SpartaDOS and going between disk formats is that SpartaDOS will not report a "Disk Full" condition on an ATARI DOS 2.5 or ATARI DOS 2.0 disk. That is to say, if you insert an ATARI DOS single density disk full of files and attempt to copy or write to it, the COPY or SAVE command will fail, but the cause of failure will not be reported under SpartaDOS. There is no harm done. No data is lost. Neither does the disk fill up. The DOS behaves normally. It is just that the "Disk Full" error condition of the ATARI DOS 2.5 disk is never reported back to the user. The disk operation just halts for no apparent reason.

The equipment under which I have had these occurences is an ATARI XF551 "stock", ATARI 800XL "stock", ATARI 850 serial interface, using SpartaDOS 3.2gx. SpartaDOS appears to be fairly tempermental when using an ATARI 800XL and an ATARI XF551 drive. Owners of the ATARI 1050 drive keep asking me what sort of problems I keep encountering with SpartaDOS. This leads me to believe that perhaps these problems are not as common when using an ATARI 1050 disk drive, as ATARI 1050 owners appear to be unaware of them ??? Good luck with your ATARI XF551. I am glad to hear that other ATARI XF551 owners are having the same problems that I am having. For a while there I thought that I was alone in having these problems. Also, please remember that I am very new when it comes to using SpartaDOS. Essentially, I am still trying to get started at this stage. I am much more familiar with other ATARI DOSes, as SpartaDOS was only released non-commercially quite recently.

Disclaimer: The opinions about the operations of any software product are solely my own, not those of any company. They do --NOT-- constitute either an endorsement or a criticism by any official group or association, merely a message posted by a single user. These are my experiences. Your experiences may vary greatly from those posted above.

4569. Once again 130xe

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-31 00:00:00 UTC
From: tom.brammer@mercopus.com
Message-ID: <10868.862.uupcb@mercopus.com>
Source record: 91221

for sale with diskdrive, tape system, 300baud modem, and many games and utilities, plus 600xl parts (the 600 would most likely work if someone would put it together) also i have a couple of extra atari powersources i would throw in, plus many books (mainly on programming in basic).
The last time i posted this someone offered me $50.....his first name was RICK....so if you're reading this rick and you're still interested....please respond.....everyone else please respond as well..
.....

+---+
| Mercury Opus BBS - St. Petersburg, Florida, USA - +1-813-321-0734 |
| 2000 Conferences - 100,000 Files - One of America's Top 100 BBS Systems |
+---+

4570. Re: DCM format

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-31 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <3qjdnp$1lsn@hopi.gate.net>
Source record: 91222

In article <3qj1kk$99j@ns.mcs.kent.edu>,
BRiTiSH <clisowsk@condor.mcs.kent.edu> wrote:
> Plain and simple. Just dont use them. (grin) As for portability,

It is difficult to tell what is Borland specific, I know the only thing that it does puke on when I compile under ANSI C is fileno(), that is it, other than that it considers it 'ANSI' compliant. I will just have to port it to BSD and see what doesn't work. <grin> But I didn't write it to be portable off the bat, I would work on that later, once I got the program working (which dcmtoatr.c is at that point, only thing it offers over dcmtodsk is the fact that it is in C and I do have plans of porting it to atleast BSD and AIX). I guess I can deal with the little endian/ big endian issue now, that is not too difficult.

> As for things coredumping, You should always check the value of argc
>and if it isnt what you're expecting, then you should print out a little

What the real problem is that it was a quick and dirty hack and the code was not totally complete, so he encountered a problem with the code which I expected, but I didn't expect to hear people bitching and moaning until I had something real to offer. Maybe I didn't express this in a way that everyone could understand, oh well.

>usage message. This is common practice under Unix.

And I would say under DOS, too.

> What exactly does stricmp() do anyways? I've never heard of it, but if
>its like strcmp() then use that, as it is ANSI-C and POSIX.1 standard.

It is strcmp but it does case insensitive compares. I think there is a library of the str functions online somewhere, I have a few str functions written in C, but not this one and I don't feel like writing it. <heh>
--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

4571. Re: XFD disk image format?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-31 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3qh9ar$ofc@nic-nac.CSU.net>
Source record: 91297

DON'T use XFD unless you HAVE to (ie, you're trying to use ST Xformer).
The XFD format is only around to support users who used to have ST Xformer
and now use PC Xformer.

The REAL versatile, standard, non-Atari disk image format is ATR.

It's format is well documented.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick

4572. NEW: Atari 800 emulator for Unix et al.

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-31 00:00:00 UTC
From: David Firth <david@signus.demon.co.uk>
Message-ID: <1995May30.220322.314@signus.demon.co.uk>
Source record: 91298

If anyone would like a copy of this program or can suggest a suitable
ftp site please E-mail me or post a followup message. Its supplied
in a 30K tar.gz file. ROM images should be obtained from the XF25
package.

The README file follows:-

Atari 800 Emulator for Unix et al, Version 0.1

Copyright (C) 1995 David Firth. E-Mail: david@signus.demon.co.uk

This program is free software; you can redistribute it and/or modify
it under the terms of the GNU General Public License as published by
the Free Software Foundation; either version 1, or (at your option)
any later version.

This is the first release of my Atari 800 emulator for Unix (consider
it an early Alpha). My main objective is to create a portable freely
distributable emulator (i.e. with source code available). It can be
configured either as text only or using X-Windows.

The text only mode is only useful for running programs such as MAC65,
Atari Basic etc. I have had this version running on Linux, SunOS 4.1.3,
Solaris 2.4, VAX/VMS, CBM Amiga (Dice C) and the HP-UX 9000/380.

The X-Windows version supports graphics but runs *very* slowly. This
appears to be beacuase of the refresh rate that I am achieving through
X-Windows.

I create a window of 384 pixels by 240 pixels which is enough
overscan graphics. I also create an Image of the same size.
The Image is built up scanline by scanline by calling the
X-Windows PutPixel function. When the Image is complete the
X-Windows PutImage function is called to move the Image onto
the window. I tried writting directly to the Window but that
appeared to be even worse.

If anyone has any suggestions as how to improve the refresh
rate please forward them to david@signus.demon.co.uk

I used to have support for SVGALIB in Linux but removed it when I increased
the resolution for overscan modes. Thinking about it, I could have just
copied the base 320x192 pixels onto the screen - I'll probably put it
back in.

Why have I written this emulator instead of using PC Xformer?

A few years ago (85/86) I wrote a small 'test' compiler for the Atari 800
computer (It was never released commercially but has had a commercial
game written in it - Enigmatix released by Page 6). For historical reason
I would always like to be able to keep a usable copy of my first compiler.
This was not possible using PC Xformer since it only runs on MS-DOS and
without access to the source code have no chance of porting it to
future computers. This emulator originally had a text only interface
which is all I needed, but as so often happens one gets carried away :-)

PS. If anyone is intrested in the compiler I can make that available
as well.

Features

48K/52K Atari 400/800 emulation (optional RAM between 0xc000 and 0xcfff)
Slow and Slow modes of operation :-(
Should run on any Unix computer running X-Windows.
Display List Interrupts.
Vertical Blank Interrupts.
All Antic Display modes.
Player Missile Graphics with collision detection.
Character vertical reflect, invert and blank.
Files can be stored directly on your host computer via the H: device.
(H: replaces the C: device which serves no useful purpose)
Reads XFD disk files.
PIL modes - allows memory between 0x8000 and 0xbfff to be toggled
between RAM and ROM.

Bugs / Known Problems

A lot of colours have the wrong RGB values. Contact me if you know a
way of converting the Atari colours into RGB values. I am using a
lookup table but a lot are just set to cyan (R=0x00, G=0xff, B=0xff).

A few programs cause the emulator to enter its built in debugger. The
reason for this is unknown at the moment.

Future Atari 800 Enhancements

Hardware scrolling - pointless until the screen refresh rate is improved.
GTIA graphics support for ANTIC modes.
Atari 800XL/XE emulation.
Printer support (Print to file + spool on close).
Disk swapping
Specify cartridge to load.
Paged memory using PORTB.

It may be possible to add support for Super Cartridges - The only
problems are :-

1. I don't have any.

2. I don't know the how the banks are selected. I assume that
it would be by writing to an appropriate bank selection
address. If so, it could be easily emulated with additions
to the GetByte and PutByte functions.
--
David Firth <david@signus.demon.co.uk>

4573. Re: looking for joystick for 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-31 00:00:00 UTC
From: rzabaga@aol.com
Message-ID: <3qgqsl$d7r@newsbf02.news.aol.com>
Source record: 91299

If you ever can't find a joystick, you can always make just about ANY joystick work on an atari. (i.e. My old Nintendo ---i turned 1 joystick into atari).

am i going to explain this? no.

it's take too long.

But if you really want to know, send me e-mail.

Don't Panic
RZabaga@AOL.COM

4574. Re: Who's got Sir Galahad & Holy Grail?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-31 00:00:00 UTC
From: rzabaga@aol.com
Message-ID: <3qgq3k$d0l@newsbf02.news.aol.com>
Source record: 91300

About Sir Galahad (which i was never really able to figure out what the
hell
was going on):

I probably still have it on a disk somewhere.

Maybe you have something on a disk somewhere that i might want?

-don't panic (unless it's
absolutely required)
-BOB
RZabaga@AOL.COM

4575. Re: 8-bit files from Mac -> Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-31 00:00:00 UTC
From: richczeta@aol.com
Message-ID: <3qh64k$fv4@newsbf02.news.aol.com>
Source record: 91301

I don't know about a Macintosh "sio cable", but I simply use a direct serial connection between my Macintosh and an 850 interface with Bobterm on the Atari end and ZTerm on the Mac end. My setup is an 850 with a handmade D-9 to standard RS-232 D-25 adapter cable plugged into port 1, a null modem adapter on the D-25 end, then a 25' D-25 female/ D-25 female straight-through serial extension cable that plugs into the mini-8 to D-25 cable that comes with every modem package for the Mac I know of on the other end. My Mac and Atari are in separate rooms; the 25' cable is just long enough to connect them.

Here's the relevant section from the Atari 8-bit FAQ:

Subject: 11.4) How do I transfer files using a null modem cable?

This section by mailto:cb541@cleveland.Freenet.Edu (James R. Gilbert)

A: Simply put, you need a terminal program and an RS 232 port on each computer. The RS 232 ports need to be connected together using a 'null modem cable'.

For up to 4800 bps, no flow control lines need be connected. Just cross the transmit and receive lines and join the grounds together. (Transmit is pin #2, receive is pin #3 and ground is pin #7 on the 25-pin port.)

The right hand pin on the 'long' side of a female 'D' connector is #1. There are 13 holes on this 'long' side, 12 holes on the 'short' side. The numbers go from #1 on the right to #13 on the left on the 'long' side and from #14 to #25 from right to left on the 'short' side. #25 is closest to being under #13. A male connector is the mirror image of this.

Most terminal programs allow a null connection, without a carrier detect. Notably, '850 Express!' does not.

A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors and some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modem and plugging in the null modem cable. This also avoids the confusion of the wide variety of serial port jacks on different computers. Almost all computers connect into the modem via a DB25 connection.

The SIO port on the Atari cannot be used directly. An 850 Interface Module, P:R:Connection, Multi I/O, Black Box (by Computer Software Services) or similar device that provides an RS232 port must be used.

On the Atari, the port is a female DB9. So you need a male DB9 to male DB25 modem cable to connect to your modem. So why not use this cable as your null modem cable as well?

For higher speed connections, above about 9600 bps on the 8-bit, you need the flow control lines. You also need a Multi I/O or Black Box, which use the PBI (parallel bus), then you can go higher than 9600 bps.

Following are pin assignments for a DB25 pin RS 232 C port.
13 1
o o o o o o o o o o o o o
o o o o o o o o o o o o
25 14

(Above is female, male is mirror image.)

1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

A high speed cable would need not only pins 2 and 3 crossed but also pins 4 and 5 as well as 6 and 8. Or better yet, make a true 25 wire, straight through cable and use a commercial null modem. A commercial null modem is just a small device with the correct lines already crossed.

(DTE = Data Terminal Equipment, i.e., your computer.
DCE = Data Communications Equipment, i.e., your modem.)

R1: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Data Terminal Ready (DTR, Ready Out)
2. Carrier Detect (CRX, In)
3. Send Data (out)
4. Receive Data (In)
5. Signal Ground
6. Data Set Ready (DSR, Ready In)
7. Request to Send (RTS, Out)
8. Clear to Send (CTS, In)

P.S. I prefer a separate straight cable and null modem adapter myself...
You can get all the parts you need, including those for an Atari 850
to RS-232 25-pin adapter, at Radio Shack.

richczeta@aol.com

4576. Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-31 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/faq_801929995@rtfm.mit.edu>
Source record: 91302
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/faq
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Frequently Asked Questions List

Revised 22-May-95

Additions/suggestions/comments/corrections are needed! Please send to:

mailto:mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

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The Atari 8-Bit Computers Frequently Asked Questions List was created to
provide answers to many commonly asked questions found in the Internet's
comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group. It is in
a constant state of development, and comes with no guarantees. If you
see any problems, I need to hear from you!

--- Where to get the latest copy of the 8-bit Atari FAQ List ---

The home of many FTP archive sites, automatically updated monthly:
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq

The World Wide Web hypertext version, automatically generated monthly:
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq/faq.html

WWW "flat hypertext" version:
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html

Usenet newsgroups where this FAQ list is automatically posted monthly:
news:comp.sys.atari.8bit news:comp.answers news:news.answers

You can also get the latest version by e-mail.
mailto:mail-server@rtfm.mit.edu, message says:
send usenet/news.answers/atari-8-bit/faq
quit
```

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0.1) Table of contents

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13.1) What's the best DOS for the Atari?
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14.2) Where is my nearest 8-bit Atari BBS?
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14.5) What prominent Atarians are reachable by e-mail?

Subject: 1.1) What is an Atari 8-bit computer?

In order of their release, the Atari 8-bit computers include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, and the XE Game System. The 400/800 models were first shown publicly in November 1978 and first sold in 1979. The final machine, the XE Game System, was released in 1987. Atari Corp. officially dropped all remaining support of their 8-bit computer line on January 1, 1992.

The following text was written by Chris Crawford and appears in De Re Atari (Atari#APX-90008), a book published and copyright by Atari, Inc., 1981-1982. It has been very slightly modified here for generality.

"The internal layout of the Atari 8-bit computer is very different from other systems. It of course has a microprocessor (a 6502), RAM, ROM, and a (PIA). However, it also has three special-purpose (LSI) chips known as ANTIC, GTIA, and POKEY. These chips were designed by Atari

engineers primarily to take much of the burden of housekeeping off of the 6502, thereby freeing the 6502 to concentrate on computations. While they were at it, they designed a great deal of power into these chips. Each of these chips is almost as big (in terms of silicon area) as a 6502, so the three of them together provide a tremendous amount of power. Mastering the Atari 8-bit computers is primarily a matter of mastering these three chips.

ANTIC is a microprocessor dedicated to the television display. It is a true microprocessor; it has an instruction set, a program (called the display list), and data. The display list and the display data are written into RAM by the 6502. ANTIC retrieves this information from RAM using direct memory access (DMA). It processes the higher level instructions in the display list and translates these instructions into a real-time stream of simple instructions to GTIA.

GTIA is a television interface chip. ANTIC directly controls most of GTIA's operations, but the 6502 can be programmed to intercede and control some or all of GTIA's functions. GTIA converts the digital commands from ANTIC (or the 6502) into the signal that goes to the television. GTIA also adds some factors of its own, such as color values, player-missle graphics, and collision detection.

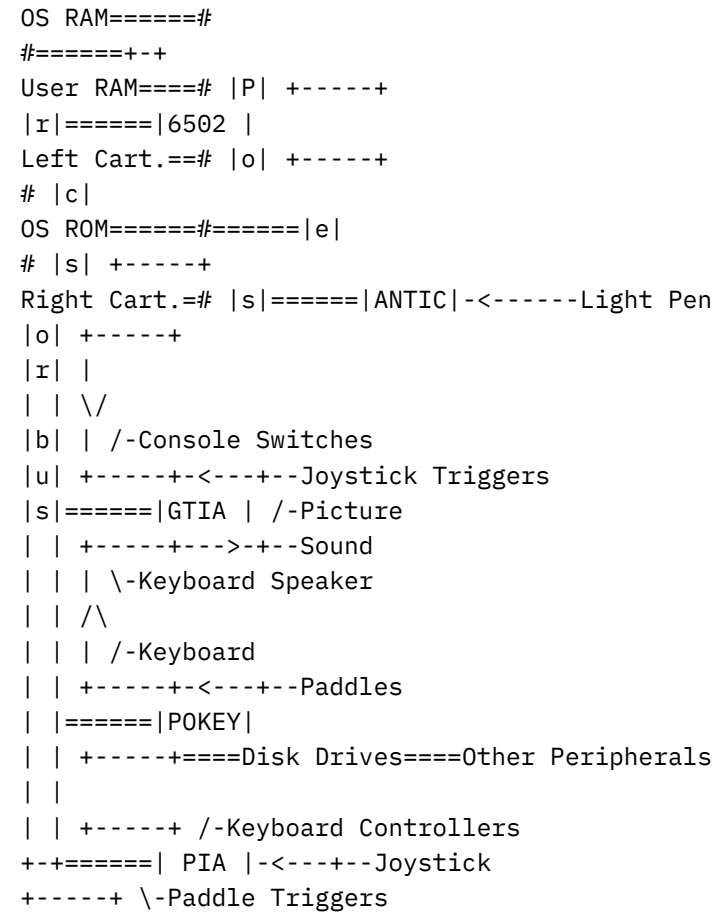
POKEY is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

The 130XE and XEGS contain a small additional LSI called FREDDIE. According to mailto:masstorage@closer.brisnet.org.au (Masstorage), "Freddy is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. Freddy also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a freddy but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from freddy, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to freddy for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say freddy does the bank switching is beyond me. An 800XL can look like a 130XE with that 16-pin chip installed (That's right NO freddy) and an extra 8 RAM

chips."

Hardware Arrangement



Beginners at using the 8-bit Atari platform may wish to contact Bill
Kendrick, mailto:kendrick@sonoma.edu, for his Newbie/Emulator FAQ.

The following is taken from Bill's Newbie/Emulator FAQ.
Graphics:
The Atari has maximum resolution of 320 x 192 (standard, non-overscanned
screen) x 2 colors. 160 x 192 x 4, 160 x 192 x 2, 160 x 96 x 4,
160 x 96 x 2, 80 x 48 x 4, 80 x 48 x 2, 40 x 48 x 4 graphics are also
supported. 40 x 24 x 256-character (128 normal, 128 inverse, character
set indirection available) text mode is standard (2 colors).
40 x 24 x 128-multi-colored-character (4 colors per character allowed,
the other 128 characters have 4th changed into a color 5) and
40 x 12 x 128-multi-colored-character screen modes are available.
GTIA graphics support 80 x 192 x 16 shade-only, 80 x 192 x 16 hue-only,
and 80 x 192 x 9 color screen modes.
Graphics Modes Summarized:
Mode Horiz.xVert.xColors text/graphics
0 40 x 24 x 2 text
1 20 x 24 x 5 text
2 20 x 12 x 5 text

3 40 x 24 x 4 graphics
4 80 x 48 x 2 graphics
5 80 x 48 x 4 graphics
6 160 x 96 x 2 graphics
7 160 x 96 x 4 graphics
8 320 x 192 x 4 graphics
9 80 x 192 x 16 luminence-only graphics
10 80 x 192 x 9 graphics
11 80 x 192 x 16 hue-only graphics
12 40 x 24 x 4-colored text
13 40 x 12 x 4-colored text
14 160 x 192 x 2 graphics
15 160 x 192 x 4 graphics
Normal (bordered), narrow (underscanned), and wide (overscanned) screen modes are available.
Screen modes can be mixed (by lines) down the screen using the Display List (a program which is executed by the ANTIC graphics chip every screen refresh (60 times per second on real NTSC Ataris).
Fine scrolling (both vertical and horizontal) can be enabled on any line on the screen.
All other screen attributes (color, player/missile horizontal position, screen width, player/missile/playfield priority, etc.) can be ajusted at any point down the screen via a "Display List Interrupt."
Four 8-bit wide, 128 or 256 byte high single color players, and four 2-bit wide, 128 or 256 byte high single color missiles are available.
A mode to combine the 4 missiles into a 5th 8-bit wide player is also available, as is a mode to XOR colors or blacken out colors when players overlap (good for making three colors out of two players!) Players and missiles have adjustable priority and collision detection.

Sound:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution, 8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4) can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only modes can be enabled for digitally sampled sound replay.
A fifth "voice" is produced by the internal speaker on Atari 400/800's (for keyclick and buzzer) and in the XL's and XE's this was (fortunately!) rerouted through the normal audio output, and the keyclick can be disabled.

[I'd like more system spec's here.]

Subject: 2.1) What is comp.sys.atari.8bit?

If you have Usenet newsgroup access you can access this discussion group through news:comp.sys.atari.8bit. This is an unmoderated newsgroup for discussion about the 8-bit Atari 400/800/XL/XE computing platform. All postings to news:comp.sys.atari.8bit automatically appear in the Info-Atari8 Digest and in INFO-A8.

comp.sys.atari was split into comp.sys.atari.8bit and comp.sys.atari.st in approximately 1986. To the best of my knowledge, there is no charter for comp.sys.atari.8bit, presumably because the custom of drafting charters for new newsgroups did not exist at that time.

news:comp.sys.atari.8bit is archived by the INFO-A8 listserv.

Subject: 2.2) What is comp.sys.atari.announce?

news:comp.sys.atari.announce is the moderated Usenet newsgroup for news items and announcements related to all Atari computing platforms. This is a low-volume, high-signal newsgroup, useful for reaching the widest possible audience when making 8-bit Atari announcements. Moderated by Yat Siu from mailto:lexicor@world.std.com

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Subject: 2.3) What is comp.sys.atari.advocacy?

news:comp.sys.atari.advocacy is the unmoderated Usenet newsgroup for advocating for or against the various Atari computing platforms. If you enjoy making comparisons between Atari 8-bit and other computing platforms, this is the place to do it.

Subject: 2.4) What is comp.sys.atari.programmer?

news:comp.sys.atari.programmer is the unmoderated Usenet newsgroup for topics in programming on the various Atari computing platforms, including the Atari 8-bit.

Subject: 2.5) What is comp.emulators.misc?

news:comp.emulators.misc is the unmoderated Usenet newsgroup for the discussion of emulating computing platforms on other computing platforms. All emulator discussion that does not involve the Apple][, the Commodore 64, or the WINE MS-Windows emulator (which each have their own emulator groups) may be found on news:comp.emulators.misc.

Subject: 2.6) What is comp.emulators.announce?

news:comp.emulators.announce is the moderated Usenet newsgroup for news items about emulating one computing platform on another. This is a low-volume, high-signal newsgroup, useful for reaching the widest possible audience when making 8-bit Atari emulator announcements. The moderator may be contacted at mailto:emulators-request@qualcomm.com

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Subject: 3.1) What is the Info-Atari8 Digest?

If you have Internet e-mail access you can access this discussion group through the Info-Atari8 Digest.

The Info-Atari8 Digest originates from

mailto:atari8@netcom.com

Subscription requests should be sent to the above address with the subject:

SUBSCRIBE | UNSUBSCRIBE (that is, one or the other)

The first line of the body of the letter should be the person's full name followed by his/her mailing address. For example:

Mike Todd snyder10@convex1.tcs.tulane.edu

To contribute to discussion threads in the Info-Atari8 Digest, send your posting to mailto:comp-sys-atari-8bit@cs.utexas.edu. Postings sent here automatically appear on news:comp.sys.atari.8bit and in INFO-A8.

Note that any posting sent to mailto:atari8@netcom.com will NOT be cross-posted to news:comp.sys.atari.8bit. The Moderator is presently working to correct this.

The Info-Atari8 Digest is archived by the INFO-A8 listserv.

Recent copies are also kept at ftp://ftp.kendall.mdcc.edu/pub/atari/info-a8/ (147.70.146.36) by Jason Duerstock.

The Info-Atari8 Digest Moderator is Mike Todd, mailto:snyder10@convex1.TCS.Tulane.EDU

Subject: 3.2) What is INFO-A8?

If you have BITNET or Internet e-mail access you can access this discussion group through INFO-A8.

The BITNET subscription commands are:
tell listserv at marist register <your real full name>
tell listserv at marist subscribe info-a8

The Internet subscription command is:
mailto:listerv@vm.marist.edu, message says
subscribe info-a8 <your real full name>

To contribute to discussion threads in INFO-A8, send your posting to mailto:comp-sys-atari-8bit@cs.utexas.edu. Postings sent here automatically appear on news:comp.sys.atari.8bit and in the Info-Atari8 Digest.

Any postings sent to mailto:info-a8@vm.marist.edu or to INFO-A8@MARIST will not reach news:comp.sys.atari.8bit, so don't send your postings there.

You may leave the list at any time by sending a "SIGNOFF INFO-A8" command to LISTSERV@MARIST, or by sending a message to mailto:listserv@vm.marist.edu that says "unsubscribe info-a8". Please note that this command must NOT be sent to INFO-A8@MARIST nor to mailto:info-a8@vm.marist.edu.

The archive of comp.sys.atari.8bit, the Info-Atari8 Digest, and INFO-A8:

You can obtain a list of the available archive files by sending an "INDEX INFO-A8" command to LISTSERV@MARIST or by sending a message to mailto:listserv@vm.marist.edu that says "index info-a8". These files can then be retrieved by means of a "GET INFO-A8 filetype" command, or by using the database search facilities of LISTSERV. Send an "INFO DATABASE" command for more information on the latter.

Recent copies are also kept at ftp://ftp.kendall.mdcc.edu/pub/atari/info-a8/ (147.70.146.36) by Jason Duerstock.

The INFO-A8 Moderators are:
HARRY@MARIST (A Harry Williams)
mailto:ravi@mcnc.org (Ravi Subrahmanyan)
mailto:billw@score.stanford.edu (Bill Westfield)

INFO-A8 was created on December 9, 1986.

Subject: 3.3) How can I access the Merit/UMich Archive by e-mail?

For more information on the Merit/UMich archive, see the section of this FAQ list on accessing this archive by FTP.

Downloading - BART

Brode's Archive Retrieval Thang - the Merit/UMich Archive e-mail file server

To learn about using BART to access the Merit/UMich Archive, send e-mail to: mailto:atari@atari.archive.umich.edu. The subject of the message doesn't matter, but let the body of your message be:

help
send 8bit/0index

If you receive nothing within a day (it should take just a few minutes), try including a line of this form:

path [your e-mail address]

BART automatically uuencodes binary files (so they may be mailed over the Internet) and splits up large files into parts of about 30K or less.

Uploading

Simply uuencode the file, (please split it into parts of 60 K or less) and mail the result to mailto:lenn@atari.archive.umich.edu. Please name

the parts in the subject line. This is really helpful as the parts
usually don't arrive in the proper sequence. Also, please include a
message labeled "file transmission," containing a short description of
the file, etc. Shar files are also acceptable, but uuencoded is preferred.

Subject: 3.4) How can I retrieve files from FTP sites by e-mail?

There are several general-purpose FTP mail-servers. These may be used to
retrieve any files available from anonymous FTP sites on the Internet.

1) mailto:ftpmail@decwrl.dec.com with no subject line, and two-line
body with line 1 help and line 2 quit

2) mailto:ftpmail@grasp.insa-lyon.fr (body: help) Please, European
users only.

3) mailto:bitftp@pucc.princeton.edu (body: help or ftplist for a
list of anonymous ftp sites)

Of the mail-servers listed here, I recommend this "BITFTP" server. To help you
get started using it, try this example of retrieving files from the Merit/Umich
Software Archives (through the barnone.citi.umich.edu mirror site). Send a
message to bitftp@pucc.princeton.edu that says exactly:

```
ftp barnone.citi.umich.edu
user anonymous
cd /afs/umich.edu/group/itd/archive/atari/8bit
dir
cd Telecomm
dir
get ft80v037.txt
get icet.txt
binary
get ft80v037.arc
get icet.arc
quit
```

4) mail BITFTP@DEARN or to mailto:BITFTP@vm.gmd.de (body: help or
ftplist for a list of anonymous ftp sites) (Europe only)

Subject: 3.5) How can I post to Usenet newsgroups by e-mail?

There are a several 'public' mail/News gateways. Each one has their own
ways for addressing syntax. The three most common ones are:

Site: cs.utexas.edu
Syntax: newsgroup-name@cs.utexas.edu
Example: To send to the newsgroup 'comp.sys.atari.8bit',
address the message to
comp-sys-atari-8bit@cs.utexas.edu

Site: newbase.cs.yale.edu
Syntax: newsgroup.name-news@newsbase.cs.yale.edu
Example: To send to the newsgroup 'comp.sys.atari.8bit',
address the message to
comp.sys.atari.8bit-news@newsbase.cs.yale.edu

Site: decwrl.dec.com
Syntax: newsgroup.name@decwrl.dec.com
Example: To send to the newsgroup 'comp.sys.atari.8bit',
address the message to
comp.sys.atari.8bit@decwrl.dec.com

Mail-to-news gateways of this sort tend to be overloaded.
Therefore, please do not use these gateways or any other similar
gateways if you can post to Usenet directly.

Subject: 3.6) How can I access the World Wide Web by e-mail?

Swiped from the WWW FAQ, which is maintained by mailto:boutell@netcom.com
(Thomas Boutell), here is how to access a web page by email:

mailto:server@mail.w3.org (preferred) or to
mailto:listserv@info.cern.ch (older address) containing
the following single line. (What you put on the subject line doesn't
matter; blank is OK. This line should go in the text of the message.)
You will receive as a reply a simple page intended to help you learn
more about the Web.

send http://www.earn.net/gnrt/www.html

Subject: 4.1) How can I access the Merit/UMich Archive by FTP?

The Merit/University of Michigan Software Archives hold a huge number
of files for many computing platforms, including the Atari 8-bit
computers. Our 8-bit Atari Archivist is Jody Lenn,
mailto:lenn@atari.archive.umich.edu; the Atari Archive as a whole is
maintained by Mickey Boyd, mailto:boydm@atari.archive.umich.edu.

The convention for Anonymous FTP sites is to accept "anonymous" as your
username, and your e-mail address as your password. All of the
FTP sites mentioned in the FAQ list follow this convention.

Downloading (Try the site nearest you first)
----
a) ftp://atari.archive.umich.edu/atari/8bit (141.211.120.11, United States)

b) ftp://wuarchive.wustl.edu/systems/atari/umich.edu/8bit
(128.252.135.4, United States)

c) ftp://src.doc.ic.ac.uk/computing/systems/atari/umich/8bit
(146.169.2.10, United Kingdom)
d)

ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit
(129.69.8.13, Germany)

e) ftp://ftp.orst.edu/pub/mirrors/archive.umich.edu/atari/8bit
(128.193.4.2, United States)

f) ftp://barnone.citi.umich.edu/afs/umich.edu/group/itd/archive/atari/8bit
(141.211.128.22, United States)

g) ftp://phlem.ph.kcl.ac.uk/pub/Atari8bit (137.73.4.24, United Kingdom)

h) ftp://ftp.kendall.mdcc.edu/pub/atari/umich.edu/8bit/
(147.70.146.36, United States)

Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

Uploading

Place uploads in ftp://atari.archive.umich.edu/atari/8bit/New

No uploads may be made to the Archive's mirror sites.

Remember to set file type to BINARY when uploading non-text files
(.arc, .com, .dcm, etc.) by FTP. Also, please upload a short .text file
describing what your upload is, so our 8-Bit Archivist will be sure to place
it in an appropriate permanent directory.

Note that the 8bit/New directory is "write-only."

Newly uploaded items may be found in the 8bit/Newitems subdirectory.

Subject: 4.2) What is the Boston Archive?

Here's an 8-bit Atari FTP site located at Boston University. It is
maintained by Adam Bryant, mailto:adb@albert.bu.edu. This site seems to
have seen no uploads for years, but there are some files here that aren't
on any of the other sites.

ftp://cs-ftp.bu.edu/PC/ATARI (128.197.13.20)

Subject: 4.3) What is the PVV Archive?

This is a mid-sized Atari FTP site maintained by Eyvind Bernhardsen,
mailto:eyvind@lise.unit.no. PVV stands for ProgramVareVerstedet, or The
Software Workshop, a student society at the University of Trondheim, Norway.

ftp://nova.pvv.unit.no/pub/Atari/8bit (129.241.36.207)

Uploads go to ftp://nova.pvv.unit.no/incoming/atari/8bit; Eyvind moves
them to the appropriate directory. Please include a .readme file with
each upload, so people know what they're downloading.

Subject: 4.4) What is the ClarkNet Archive?

This smallish 8-bit Atari FTP site is maintained by Kevin Atkinson,
mailto:kevina@clark.net.

ftp://ftp.clark.net/pub/atari (168.143.0.2)

Write to Kevin for uploading instructions.

A mirror of the ClarkNet Archive, kept by Jason Duerstock:
ftp://ftp.kendall.mdcc.edu/pub/atari/clark.net/ (147.70.146.36)

Subject: 4.5) What is the Gatekeeper's Archive?

This small FTP site offers most of the resources provided on the Atari
8-Bit Home Page. Kept by mailto:ipoorten@cs.vu.nl (Ivo van Poorten, The
Gatekeeper).

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit (192.31.231.43)

Subject: 4.6) What is the Closer To Home Archive?

Here is a fairly large FTP site in Australia kept by
mailto:Dave.Blears@closer.brisnet.org.au (Dave Blears).

ftp://closer.brisnet.org.au/pub/archive1/8_bit (203.4.149.97)

Support site for James Bradford's Super 8-bit Products including SuperDos,
SuperRam, Super800<->XL and much more.

Uploads go in ftp://closer.brisnet.org.au/pub/incoming

Subject: 4.7) What is the James King Archive?

Here is a growing 8-bit Atari FTP site kept by mailto:jeking7@delphi.com (James
King)

ftp://ftp.xmission.com/pub/users/j/jeking/8bit (198.60.22.3)

Uploads go in ftp://ftp.xmission.com/pub/users/j/jeking/uploads

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Subject: 5.1) What is the Cleveland Free-Net Atari SIG?

The Cleveland Free-Net is the hub system of the NPTN, the National
Public Telecomputing Network. It can be accessed by any of the following:
telnet://freenet-in-a.cwru.edu, telnet://freenet-in-b.cwru.edu, or
telnet://freenet-in-c.cwru.edu (129.22.8.32 or 129.22.8.51).
Type "go atari" to reach the Atari SIG.

Those who add their names to the Atari SIG user directories are automatically members of the official Atari user group C.A.I.N. - Central Atari Information Network.

The Cleveland Free-Net Atari SIG publishes the CAIN Newsletter, maintains the CAIN Home Page on the WWW, and keeps the "Who's Who in the Atari Community E-Mail Directory" listing. Send correspondence and press releases to mailto:xx004@cleveland.freenet.edu.

Subject: 5.2) What is the Youngstown Free-Net Atari SIG?

Youngstown Free-Net (Youngstown, Ohio USA)
telnet://visitor@yfn.ysu.edu (192.55.234.27)

Type "go atari" to reach the Atari SIG. Write to mailto:xx140@yfn.ysu.edu for more information.

Subject: 5.3) What is the National Capital Free-Net Atari SIG?

National Capital Free-Net (Ottawa, Canada)
telnet://guest@freenet.carleton.ca (134.117.1.25)

Type "go atari" to reach the Atari SIG. Write to Christopher Browne at mailto:aa454@Freenet.carleton.ca for more info.

Subject: 5.4) What is the Closer To Home BBS?

Kept by mailto:Dave.Blears@closer.brisnet.org.au (Dave Blears), this is a BBS in Australia which supports the 8-bit Atari.

telnet://guest@closer.brisnet.org.au (203.4.149.97)

Subject: 5.5) How can I access the World Wide Web by Telnet?

This section swiped from the WWW FAQ, which is kept by mailto:boutell@netcom.com (Thomas Boutell).

An up-to-date list of these is available on the Web as http://info.cern.ch/hypertext/WWW/FAQ/Bootstrap.html and should be regarded as an authoritative list.

telnet://telnet.w3.org
A telnettable browser provided by the W3 coalition.

telnet://www@www.cc.ukans.edu
Offers Lynx, a full screen browser which requires a vt100 terminal. Log in as www. Does not allow users to "go" to arbitrary URLs, so GET YOUR OWN COPY of Lynx and install it on your system if your administrator has not done so already. The

best plain-text browser, so move mountains if necessary to get
your own copy of Lynx!

telnet://www@www.njit.edu
(or telnet 128.235.163.2) Log in as www. A full-screen browser
in New Jersey Institute of Technology. USA.

telnet://www@www.huji.ac.il
A dual-language Hebrew/English database, with links to the rest
of the world. The line mode browser, plus extra features. Log
in as www. Hebrew University of Jerusalem, Israel.

telnet://sun.uakom.cs
Slovakia. Has a slow link, only use from nearby.

telnet://www@info.funet.fi
(or telnet 128.214.6.102). Log in as www. Offers several
browsers, including Lynx (goto option is disabled there also).

telnet://www@fserv.kfki.hu
Hungary. Has slow link, use from nearby. Login is as www.

Subject: 6.1) How can I retrieve files from the Merit/UMich Archive through
Gopher?

The Merit/UMich Archive has a native Gopher server. Try

gopher://gopher.archive.merit.edu:7055/11/atari/8bit

to connect directly to the Merit/UMich Archive's 8-bit Atari directory. I
personally recommend this method for downloading from the Merit/UMich
Archive.

There are also several mirror archive sites with Gopher servers:

gopher://wuarchive.wustl.edu:70/11/systems/atari/umich.edu/8bit

gopher://sunsite.doc.ic.ac.uk:70/1/0-Most-Packages/atari/umich/8bit

gopher://gaia.ucs.orst.edu:70/11/g-i-s/computer/zftparea/mirrors/archive.umich.
edu/atari/8bit

Subject: 7.1) What WWW pages support the 8-bit Atari?

Atari 8-Bit Computers FAQ and Vendor/Developer Lists
Michael Current, mailto:mcurrent@carleton.edu
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq.html

Atari 8-Bit Home Page
Ivo van Poorten, mailto:ipoorten@cs.vu.nl
http://www.cs.vu.nl/~ipoorten/Atari.8bit.Homepage/index.html

Atari 8-Bit Resort
http://www.uni-karlsruhe.de/~un55/8bit.html
Marek Tomczyk, mailto:Marek.Tomczyk@stud.uni-karlsruhe.de

Big Atari 8bit Home Page
Tomasz Tatar, mailto:tatar@student.uci.agh.edu.pl
http://www.uci.agh.edu.pl/student/airgrp/tatar/public_html/Atari/hp.html

Central Atari Information Network
Cleveland Free-Net Atari SIG, mailto:xx004@cleveland.freenet.edu
http://ace.cs.ohiou.edu/personal/mleair/cain.html

Rob Funk's pages
http://www.cis.ohio-state.edu/~funk/

CompuCat BBS
Neal Kinney, mailto:nkinney@netcom.com
ftp://ftp.netcom.com/pub/nk/nkinney/html/compucat.html

Classic Computer and Video Game Systems
http://www.gate.net/~cmwagner/atari8.html

Subject: 7.8) How can I access the Merit/UMich Archive by AFS?

Downloading

Just cd /afs/umich.edu/group/itd/archive/atari/8bit
[What is the propsero:// URL for this?]

Uploading

Just cp the file into /afs/umich.edu/group/itd/archive/atari/8bit/New
[What is the propsero:// URL for this?]

Subject: 7.9) What is #Atari8?

There is a channel on Internet Relay Chat for 8-bit Atari users. Its
name is #Atari8. Join #Atari8 on port 6667 (EFNet) and enjoy (if you
meet somebody there).

There should be a small bot called XE_BOT on this channel. While on
channel #Atari8 use the command
/msg XE_BOT help
for more information.

The latest information on #Atari8 and the XE_BOT may be found here:
http://www.uci.agh.edu.pl/student/robo1grp/tatar/public_html/Atari/irc.html

Channel #Atari8 and the XE_BOT are the work of Tomasz Tatar,
mailto:tatar@student.uci.agh.edu.pl.

Subject: 8.1) What is the CAIN Newsletter?

The Central Atari Information Network Newsletter is the monthly online magazine of the Cleveland Free-Net Atari SIG. The editor is Mark Leair of the Atari SIG. 8-bit computers support is provided by Michael Current and Craig Lisowski. For information, write to the Atari SIG at mailto:xx004@cleveland.freenet.edu.

Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into 100% printable ASCII characters, so that the file may be posted or e-mailed anywhere a text message can go. The 8-bit Atari is perfectly capable of UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
Merit/UMich: Archivers/uudecode.bas, Archivers/uudecode.doc
Boston: comm/uudecode.lst, comm/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
Merit/UMich: Archivers/yau.arc
Boston: comm/yau.uue, comm/yaue.uue, comm/yau.doc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
Merit/UMich: Utilities/uue.arc

Dumas UU-coder by John Dunning - should work w/BART-style split files.
Merit/UMich: Cc65/dumasuu.arc

Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that is common in the MS-DOS world. This is done to make the file shorter, so it takes up less space on your disk and it takes less time to transfer between computers. The archives contains several 8-bit Atari archivers fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
Merit/UMich: Archivers/superarc.arc - both Super Un-Arc & Super Arc
Archivers/suprarc2.arc - Super Arc
Archivers/supunarc.com - Super Un-Arc
Archivers/supunarc.uue - Super Un-Arc
Boston: {comm,util}/superarc.uue, {comm,util}/superarc.doc

Subject: 9.3) Okay, how about a .dcm file?

A .dcm file is a format unique to the 8-bit Atari which is used to convert entire disk images into files. To work with .dcm files you'll need:

Disk Communicator 3.2 by Bob Puff.
Merit/UMich: Archivers/dskcom32.arc or Archivers/diskcomm.arc (same thing!)
Boston: {util,comm}/diskcomm.uue

Subject: 9.4) What is an .xmo file?

.xmo stands for XMODEM. The idea was that the file was not plain text, but was a binary file. As a binary file, it had to be downloaded using a file transfer protocol such as XMODEM. The use of ".xmo" as a filename extender was popular once, but has been discouraged for years.

Subject: 10.1) What 8-bit Atari emulators exist for other computing platforms?

These are the emulators that are usable.

1) ST Xformer 2.55, from Branch Always (see companion Vendor/Developer List for complete contact info). A freeware 8-bit Atari emulator for the Atari ST.
Merit/UMich: /atari/Emulators/stxf255.lzh

2) PC Xformer, from Branch Always (see companion Vendor/Developer List for complete contact info). The 8-bit Atari emulator for DOS/Windows/OS/2. Versions 2.0 and 2.5 are freeware; 3.0 is the commercial version.

The following further info on PC Xformer provided by Bill Kendrick, mailto:kendrick@sonoma.edu. Contact him for his Newbie/Emulator FAQ.

2.0 emulates an Atari 800. It requires about 300K of free memory, 320x200x256 (MCGA/VGA/SVGA) graphics, and a 286 CPU. It does not support ROM files, disk image swapping within the program, player/missile graphics collision detection, sound, PC joystick support, modem/printer support, but is free.

2.5 is the replacement for 2.0. It emulates either an Atari 800 or an Atari 800XL. It requires about the same as 2.0. It does support ROM files and the PC speaker is used to emulate the old Atari 400/800 internal speaker clicks. It is also free.

3.0 is the first commercial release. It emulates an Atari 800, 800XL, or 130XE (128K RAM; I heard it was to do 320K but I think that was reduced). It requires a 386 and 512K of memory. It supports Sound Blaster, player/missile graphics collision detection, modem/printer and PC joystick support. It comes with a disk with the software, an ammendum to the printed documents, and a bunch of Atari 8-bit software (example programs: demos/games, and a few useful utilities). It supports disk swapping through a (currently) simple menu.

All versions support .XFD (Xformer disk) format disk images, and
all versions of PC Xformer support SIO2PC disk images (.ATR's).

PC Xformer 3.0 comes with a 36-page printed manual and reference.
It includes appendicies explaining graphics, sounds, colors, BASIC,
subdirectory paths (for MSDOS which in turn explains SpartaDOS/MyDOS),
a quick keyboard reference, ATASCII characters (all 128 drawn out),
the Atari editor, error codes, file IO (commands, devices, XIO calls)
as well as giving breif information on how to contact other Atari
users, common file extenders, and it includes a LARGE glossary
explaining Atari BASIC / TurboBASIC XL commands, Atari computer
terms, and general computer terms.

Merit/UMich: Xf2/xf2.zip, Xf2/xf25.zip

Of importance to PC Xformer users is:
DcmToDsk, freeware by Jason Duerstock. It converts most .DCM files into
SIO2PC .ATR's for use with SIO2PC and PC Xformer.
Merit/UMich: Sio2pc/dcm2dsk2.zip

Subject: 11.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal
programs available.

BobTerm 1.22, shareware by Bob Puff
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; excellent for BBSing
Merit/UMich: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
Merit/UMich: Telecomm/k65v37.arc - latest version
Telecomm/k65doc.arc - documentation
Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No

Backscroll buffer: No
Capture-to-disk: No
Summary: Combination VT100, XMODEM, Kermit; buggy at file Xfers
Merit/UMich: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Excellent at VT100 on the XEP80; 1200bps top speed
Merit/UMich: Telecomm/vt850b1.arc

FlickerTerm 80 0.37, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus
Merit/UMich: Telecomm/ft80v037.arc

Ice-T 2.0 XE (requires 128K) or 1.1 by IceSoft (Itay Chamiel)
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: XMODEM download
Autodial: Yes (2.0 XE) or No (1.1)
Backscroll buffer: Yes--8 screens (2.0 XE) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.0 XE) or No (1.1)
Summary: Excellent for high-speed VT100 emulation
Beta-test versions of both available from mailto:bruck@brachot.jct.ac.il

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Subject: 11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with an
Atari-format diskette. The following require a DOS and disk drive on the
Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
Merit/UMich: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
Merit/UMich: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
Merit/UMich: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett and Mark Vallevand - The latest version!
Merit/UMich: Diskutils/myutil.zip
PVV: utilities/disk/myutil.zip

While the above work with SS/DD 180K Atari-format disks, the following combination of utilities can be used to work with SS/SD 90K Atari-format disks, and is currently the best bet for reading SS/ED 128K Atari-format disks.

AnaDisk 2.07, shareware by Sydex - Reads/Writes "any" 5.25" diskette
Merit/UMich: Xf2/anad207.zip, Xf2/anadisk.txt
Deana by Nate Monson - converts AnaDisk dump files from Atari format
Merit/UMich: Xf2/deana.com, Xf2/deana.txt

Explanation --> According to mailto:preston.f.crow@dartmouth.edu,
"As best as I can figure it out, if your PC drive happens to read FM disks (I'm not sure what the criteria for that is), then you can read single density disks on your PC by dumping the contents to a file with AnaDisk, and then using Deana.com to convert the dump file into a usable format.
For enhanced density disks, Anadisk generally only reads the first portion of each sector, but it demonstrates that it is possible for a PC drive to read enhanced density disks."

Subject: 11.3) Can I read/write MS-DOS disks on an 8-bit Atari?

a) Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050 drive or equivalent. Very limited.
Merit/UMich: Diskutils/mule.arc, Diskutils/mule.exe, Diskutils/mule.txt

b) SIO2PC, described elsewhere in this FAQ List (section 12.4), can be used to read/write to a hard drive connected to an MS-DOS system. This can also be a very effective file-transfer solution.

c) The XF551 3.5" Upgrades from Computer Software Services (see the companion vendor/developer list) allow the Atari XF551 disk drive to read 720K 3.5" MS-DOS disks.

d) The Floppy Board, the add-on to the Black-Box from Computer Software Services (see the companion vendor/developer list), allows both low density (360K 5.25", 720K 3.5"), and, in the case of the Deluxe Version, high density (1.2M 5.25", 1.44M 3.5") external MS-DOS-standard floppy drives to be used on the Atari. A utility is included to read/write MS-DOS formatted floppies in all supported densities.

Subject: 11.4) How do I transfer files using a null modem cable?

This section by mailto:cb541@cleveland.Freenet.Edu (James R. Gilbert)

A: Simply put, you need a terminal program and an RS 232 port on each computer. The RS 232 ports need to be connected

together using a 'null modem cable'.

For up to 4800 bps, no flow control lines need be connected. Just cross the transmit and receive lines and join the grounds together. (Transmit is pin #2, receive is pin #3 and ground is pin #7 on the 25-pin port.)

The right hand pin on the 'long' side of a female 'D' connector is #1. There are 13 holes on this 'long' side, 12 holes on the 'short' side. The numbers go from #1 on the right to #13 on the left on the 'long' side and from #14 to #25 from right to left on the 'short' side. #25 is closest to being under #13. A male connector is the mirror image of this.

Most terminal programs allow a null connection, without a carrier detect. Notably, '850 Express!' does not.

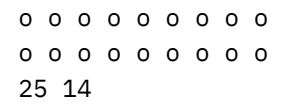
A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors and some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modem and plugging in the null modem cable. This also avoids the confusion of the wide variety of serial port jacks on different computers. Almost all computers connect into the modem via a DB25 connection.

The SIO port on the Atari cannot be used directly. An 850 Interface Module, P:R:Connection, Multi I/O, Black Box (by Computer Software Services) or similar device that provides an RS232 port must be used.

On the Atari, the port is a female DB9. So you need a male DB9 to male DB25 modem cable to connect to your modem. So why not use this cable as your null modem cable as well?

For higher speed connections, above about 9600 bps on the 8-bit, you need the flow control lines. You also need a Multi I/O or Black Box, which use the PBI (parallel bus), then you can go higher than 9600 bps.

Following are pin assignments for a DB25 pin RS 232 C port.



(Above is female, male is mirror image.)

1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

A high speed cable would need not only pins 2 and 3 crossed
but also pins 4 and 5 as well as 6 and 8. Or better
yet, make a true 25 wire, straight through cable and use
a commercial null modem. A commercial null modem is
just a small device with the correct lines already
crossed.

(DTE = Data Terminal Equipment, i.e., your computer.
DCE = Data Communications Equipment, i.e., your modem.)

Subject: 12.1) What 5.25" floppy disk drives are available?

Major contributors to this section:
mailto:Krishna@max.tiac.net (Glenn M. Saunders)
mailto:tatar@student.uci.agh.edu.pl (Tomasz M. Tatar)
mailto:Masstorage@closer.brisnet.org.au (James Bradford)
mailto:conradus@plearn.edu.pl (Konrad M. Kokoszkiewicz)

==> Atari 810
SS SD 19.2Kbps standard

==> Happy 810
SS SD Warp speed

==> Atari 1050
SS SD/ED 19.2Kbps standard

==> Happy 1050
SS SD/ED/DD Warp speed US Doubler/19.2 and 52k. track
buffering

==> Super Archiver 1050
SS SD/ED/DD Ultra Speed 50+K

==> Speedy 1050
SS SD/ED/DD 78K mode (European) unknown DOS restrictions

==> Supermax 1050
SS SD/ED/DD 19.2k and 52k (ultra speed)
by Super products. Compatiable with superdos and US Doubler

==> Lazer 1050
SS SD/ED/DD Another Happy clone; Compatible w/ US Doubler

==> Atari XF551
SS/DS SD/ED/DD 38K burst mode usable only with SpartaDOS X,
SuperDOS 5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2. XF DS system now
considered "standard".

==> CSS XF551
SS/DS SD/ED/DD US Doubler compatible. Updates drive to work
better and faster. Also 3.5" upgrade available

==> Percom Various/RFD
Various. Any IBM mech from SS/SD 5.25 to 720K 3.5" NOTE: no ED
19.2K standard only. Unique DS system

==> Percom AT-88
SS SD

==> Percom AT88-S1PD
printer port

==> Trak ATD1
SS SD

==> Trak ATD2
SS SD/DD
Built in Diagnostics. Track indicator. Write protect switch. Built in
parallel printer interface. 2k printer buffer (expandable). Optional
Turbo software on Eprom.

==> Trak AT-1
SS SD/DD Slave

==> Indus GT
SS SD/ED/DD Synchromesh mode usable with SpartaDOS X and
DOSXL only.

==> Astra Double-D?
SS/DS SD/DD? standard /LEDs and such

==> Rana 1000
SS SD/ED/DD standard /LEDs and such can format disks on a
stand alone basis

==> TOMS 720
double head disk drive, 5.25", with mounted interface Centronics,
chips: CPU 8085, WD2797, PIA 8255 (for handle Centronics), 32 KB ROM, 8 KB RAM
ROM contains: OS of drive, MYDOS 4.50 and some utilities (copy, format, etc.)
ROM is seen by computer as drive D1: (if drive is open), and D3: (when drive
has number D1:) or D4: (when drive has number D2:). It makes possible load DOS
from ROMdisk during booting system.
Formats of disks:
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB

- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
Transmition modes:
- normal - 19200 bps
- Turbo - 70000 bps
- Ultra Speed - 70000 bps
Also tracks buffering.

==> AS SN-360
double head disk drive, 5.25", CPU 8051, controler WD2797
19200 bps
Available formats:
- SS/SD - (FM) single sided, single density - 90 KB
- SS/ED - (MFM) single sided, enhanced density - 130 KB
- SS/DD - (MFM) single sided, double density - 180 KB
- DS/DD - (MFM) double sided, double density - 360 KB

==> TOMS 710
(The newest polish disk drive and probably the best one)
Similar to TOMS 720, one more format:
- double sided, 80 tracks, IBM (720 KB)
Transmition modes:
- standard 19200 bps
- TOMS Turbo (loaded from ROMdisk if drive is open) - 67000 bps
- Ultra Speed (QMEG-OS, SpartaDOS) - 67000 bps
Also tracks buffering.
ROMdisk contain:
- MYDOS 4.50
- COPY
- INIT
- TURBO - turn on/off TOMS Turbo mode
- BASIC - turn on/off Atari Basic
- AUTORUN.SYS - ramdisk
- README
Also TOMS Navigator instead of DUP.SYS. It is program similar to Norton
Commander on PCs.
IBM-ST copier on additional disk.

==> LDW Super 2000
SS SD/ED/DD 19200 bps or 38000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA-2001
SS SD/ED/DD 19200 bps or 38000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA-2002
SS/DS SD/ED/DD 19200 bps, 70000 with SpartaDOS
CPU 8040, ROM 4 KB, RAM 256 B

==> Floppy board various
Any standard very fast parallel

DOS-transparent. Requires Black Box. DS system configurable for
XF Percom or ATR style

==> HDI various
Any standard very fast SIO? European

==> SWP ATR-8000
Any standard standard except 1.2 meg and unique DS system
(HD) nice Z80 CP/M system in which CP/M drive acccess is parallel only
thus faster.

==> Atari 1450XLD drives
DS SD/ED DD? standard, requires DOS4. unusual DS system
Only prototypes exist.

==> KARIN MAXI
Double head disk drive 360 KB/5,25" or 720 KB/3,5", controller WD 1772.
Available formats:
= standard SS/SD 90 KB
= standard SS/ED 130 KB
= standard SS/DD 180 KB
= 'cylindric' DS/DD 360 KB (XF-551 uncompatible)
= 'cylindric' DS/QD 720 KB (TOMS-compatible; 720 KB drives only)
Any other capabilities depend on a special software.
Transmission mode:
- parallel: real speed 11.25 kilobytes per second with DOS or 22.5 kilo-
bytes per second with special track-copier.
Notes:
Because of the 1772-registers available in 6502 i/o pages ($D100),
the KARIN MAXI drives look full-programmable.
Preferred systems: My-DOS, SDX.

==> XFD-601B
Double head 360 KB/5,25" disk drive. Controller WD 1772, CPU 8051.
Available formats:
- standard SS/SD 90 KB
- standard SS/ED 130 KB
- standard SS/DD 180 KB
- standard DS/DD 360 KB (XF-551 compatible)
Transmission modes:
- normal 19200 bps
- Top Drive 1050 70000 bps
- Indus GT (synchromesh) 70000 bps (GTSYNC.COM and INDUS.SYS are not necessary;
full-compatibel with the SDX)
- Ultra Speed 70000 bps (full-compatible with the older SpartaDOS)
Notes:
Customized sector skew. In fact, the XFD-601B is a original clone of the
XF-551.

==> XFD-602B
The two XFD-601B drives in the one unit.

Subject: 12.2) How can I use 3.5" floppy disks with my 8-bit Atari?

to be written. volunteers?

- Amdek
- XF551 upgrades
- Floppy Board

==> Atari XF521
3.5" system Unreleased

Subject: 12.3) What do I need to connect a hard drive to my 8-bit Atari?

original by mailto:Krishna@max.tiac.net (Glenn M. Saunders)

Corvus ? 10 megabytes Fast but still relatively
slow I/O, kludge through
joystick ports for 800.
Rare
Supra/K-P N/A various Some limitations on drive
type and size and total
number of drives in sys.
FTe Multi I/O various 256 byter per sector
restriction. 256K and
1 meg ramdisk models.
Printer and modem, modem
will handle 19.2K bps
CSS Black Box various Will handle all SCSI drives.
Allows 9 drive access for
MYDOS. Currently the only
modem interface with CTS/RTS
hardware flow control. 19.2K
ready.
SWP ATR-8000 unknown limits Rare daughterboard for hard
drives. I/O is probably
fairly slow on this baby and
there may be DOS restrictions.

==> IDE/AT-BUS hard disk (still under construction)

Subject: 12.4) How can I use an IBM-PC as a storage device for my Atari?

Original by Dave Paterson, mailto:d.paterson2@genie.geis.com

SIO2PC is a cable and software combination that lets you use your PC as up
to 4 drives for your 8-bit. Drives can be SD, ED, DD or custom sizes up to
16 megs. SIO2PC also lets you redirect the printer output to your PC
printer or to a file on the PC. High speed drives are emulated (a la US
Doubler).

All these functions are transparent at the Atari end; you never notice the
difference between SIO2PC and regular drives, except that the SIO2PC drives
are faster than any others (except Ramdisks and PBI interface drives).

SIO2PC 3.19i is shareware by Nick Kennedy.
Merit/UMich: Sio2pc/sio319i.exe

Of importance to SIO2PC users is:
DcmToDsk, freeware by Jason Duerstock. It converts most .DCM files into
SIO2PC .ATR's for use with SIO2PC and PC Xformer.
Merit/UMich: Sio2pc/dcm2dsk2.zip

Subject: 13.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari
users should treat themselves to either MYDOS or SpartaDOS to appreciate the
power of the system. MYDOS is modelled after Atari DOS 2.0S/2.5, but provides
subdirectory and hard-drive support. SpartaDOS is a completely different
command-line DOS modelled after MS-DOS, though it is perfectly capable of
reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g is disk-based;
SpartaDOS X 4.21 is cartridge-based and includes many additional features.
SpartaDOS is available from Fine Tooned Engineering (see companion vendor/
developer list); MYDOS 4.53/4 is freeware from Wordmark Systems (Charles
Marslett and Bob Puff).
It is recommended that all 8-bit Atari users own at least DOS 2.5 for
complete compatibility with existing software, and then choose either SpartaDOS
or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on
the archives.
Merit/UMich: Os/dos25.arc (DOS 2.5)
Merit/UMich: Fte/fte32g.arc (SpartaDOS 3.2)
Merit/UMich: Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Subject: 13.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 Personal Computer (1979) 8-16K, membrane keyboard, 400/800 OS
800 Personal Computer (1979) 8-48K, two cartridge slots, 400/800 OS
1200XL Home Computer (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL Home Computer (1983) 16-64K, BASIC, PBI, XL OS
800XL Home Computer (1983) 64K, BASIC, PBI, XL OS
800XE Home Computer (1987?)~same as 130XE but 64K. Mostly eastern Europe.
65XE Personal Computer (1985) same as 800XL minus PBI
130XE Personal Computer(1985) same as 65XE with 128K plus ECI
XE Game System (1987) same as 65XE plus Missle Command, detach keybd

Peripherals:
410 Program Recorder -Japan and Hong Kong versions
810 Disk Drive -SS/SD 90K with DOS 1 or DOS 2.0S,MPI&Tandon vers.
820 Printer -40 col.

822 Thermal Printer -40 col.
825 80-Column Printer -req. 850
830 Acoustic Modem -300 baud req. 850, with Telelink I
835 Direct Connect Modem -300 baud, with Telelink II
850 Interface Module -4 9-pin serial, 1 15-pin parallel ports, beige &
black metal versions
1010 Program Recorder -Sanyo and Chelco versions
1020 Color Printer -40 col.(80 by command) print/plot in 4 colors
1025 80-Column Printer -7-pin dot matrix
1027 Letter-Quality Printer-80 col., letter quality
1029 Printer -7-pin dot matrix, same as Commodore MPS-801
1030 Direct Connect Modem -300 baud, with ModemLink
1050 Disk Drive -SS/ED 128K with DOS 3 or DOS 2.5
1064 -64K RAM module for 600XL
XC11 Program Recorder
XC12 Program Recorder
XM301 Modem -300 baud, with XE Term
XMM801 Printer -80 col. Ribbon: Mannesman/Tally MS80
XDM121 Printer -80 col.letter quality. Ribbon: Silver Reed CF130
XF551 Disk Drive -DS/DD 360K with DOS XE
XEP80 Interface Module -80 col. video display and DB25 parallel port
SX212 Modem -1200 baud, rarely with SX-Express! package

Atari 8-bit vaporware computers: (note some are more vaporous than others)
1200 1200XL internally, many slight cosmetic differences
800XLF 800XL incorporating a FREDDY chip (as in the XE's)
1250XLD Earlier concept of the 1450XLD
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL Earlier concept of the 1450XLD
1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D
1090 XL Expansion System-for PBI, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XTM201 -non-impact printer
XTC201 -non-impact color printer

Subject: 13.3) What are the power-supply requirements for my Atari
components?

As with the rest of this FAQ list, please let me know if any of this
information conflicts with the units you have. I'm also not sure how much
of this section is valid outside North America. If it's not valid where
you are, I need to hear from you!

The most important information is the voltage (in volts) required, and whether you need a transformer (AC output) or an adapter (DC output). The power (in watts) and current (in amperes) specifications of the original equipment as presented here should be regarded as minimum values. Higher-than-specified power and current capacities are entirely usable, and often preferable because such supplies run cooler and last longer.

Relevant law of physics:
Power (in watts) = current (in amps) * voltage (in volts)

9 V AC 5.4 VA (600 mA) Atari#CO62195 transformer:
1030

9 V AC ???? VA (??? A) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL,256K FTe MIO
9 V AC 18 VA (2.0 A) Atari#CA014748 transformer:
400,800,810,822,850,1010,1200XL,256K FTe MIO
9 V AC 18 VA (2.0 A) Atari#CA016804 transformer:
400,800,810,822,850,1010,1200XL,256K FTe MIO
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551,256K FTe MIO
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551,256K FTe MIO

9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027

24 V AC 3.6 VA (150 mA) Atari#CA016751 transformer:
830

5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982 adapter:
600XL,800XL,65XE,130XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CA024814 adapter:
600XL,800XL,65XE,130XE,XE Games System
5 V DC ??? A (??? W) Atari#CO81982 adapter:
XL/XE

6 V DC 300 mA (1.8 W) Atari#??????? adapter:
"410P"

9 V DC 500 mA (4.5 W) Atari#CO16353 adapter:
XEP80,SX212,2600
9 V DC 500 mA (4.5 W) Atari#CA014034 adapter:
XEP80,SX212,2600

9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,1 Meg FTe MIO,5200
11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter:
Indus GT

5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297 adapter:
1400XL,1450XLD

These draw their power from the SIO +5 V:
XM301 (60 mA),XC12;FTe P:R: Connection

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

The power supply requirements for the following are still needed:
??? V DC ???? A (???? W) Atari#CA060535 adapter:
835

XC11 program recorder (no brick needed -> internal or SIO source?)

Subject: 13.4) What are the pinouts for the...?

Serial I/O (SIO) Port (all machines):
2 4 6 8 10 12
1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H

1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400, North American 600XL, XE Game System):
3 1
5 4
2
1. Composite Luminance (not on 600XL)
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL,1200XL; grounded on 600XL)

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
1. (Joystick) Forward Input
2. (Joystick) Back Input
3. (Joystick) Left Input
4. (Joystick) Right Input
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3

7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

--850 R1-4 pinouts from: mailto:generic@rahul.net (Chris Rosenthal)
R1: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Data Terminal Ready (DTR, Ready Out)
2. Carrier Detect (CRX, In)
3. Send Data (out)
4. Receive Data (In)
5. Signal Ground
6. Data Set Ready (DSR, Ready In)
7. Request to Send (RTS, Out)
8. Clear to Send (CTS, In)

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive

5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

--850 P: pinout from: Jim Evans, mailto:donor@max.u.washington.edu
P: Parallel port (850 Interface Module):
8 7 6 5 4 3 2 1
15 14 13 12 11 10 9
1. Data Strob
2. D0
3. D1
4. D2
5. D3
6. D4
7. D5
8. D6
9.
10. Data pins pull up +5V
11. Ground
12. Fault
13. Busy
14. -
15. D7

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

Subject: 13.5) What BBS software can be used on the Atari?

This section by mailto:winston@merk.com (Winston Smith)

Here is the run down of ATARI 6502 8-BIT BBSes that I am aware of:

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
This BBS was written in BASIC by the Atari Computer
Enthusiasts computer club (was it the Michigan chapter?). It included

designs for a ring-detector. You needed a sector editor and had to
allocate message space by hand, hex byte by hex byte.

o FoReM BBS -- Friends of Rickey Moose BBS.
At the time, there were a lot of BBSes around
called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS
was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed
in BASIC and was somewhat crashy. I think that this is the
great-grandparent of the FOREM-XE BBSes that survive today.

Matt Singer, mailto:msinger@oe.fau.edu writes:
FoReM BBS derived from an early AMIS. When multiple message areas were
added the name was extended to FoReM 26M. Then, When OSS released BASIC
XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most
of the Assembler routines (where is he now?).

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported
features such as intra-line editors. Unfortunately, the coding of the
ABBCS was really poor. You could practically blow on your keyboard and
crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston,
Massachusetts, USA, area. I'm not sure whether his BBS for the
Atari 8-bit has been placed into the public domain or not. This BBS was
the first to support a RAMdisk, which Paul Swanson called a "V:" device
for "virtual disk". This BBS was written in Atari BASIC and required a
joystick hardware "dongle" device. This was notable as being one of the
first Atari 8-BIT BBSes that could actually go for a week without having
to be rebooted. Pointers to the message base were kept in an Atari "very
long string" (for which Atari BASIC is famous). The BBS would only have
problems (for the most part) if this string became corrupted.

o ATKEEP -- An Atari 8-bit version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of
the commercial BASIC XE cartridge to run. This BBS program was very
popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It
expects to be running under a SpartaDOS environment. This was a problem
until very recently, when the disk-based version of SpartaDOS was
re-released as shareware. This BBS program uses a "modem clock string"
rather than an R-Time 8 cartridge in order to retrieve the current time.
It also comes with an Atari BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC XE.
This version of FOREM BBS requires the commercial BASIC XE
cartridge in order to run. It is in the public domain and can import and
export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only,
control ATASCII graphics are reserved for message data-structure bytes).

FOREM-XE BBS is still currently in use as we speak, and may be reached via the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS,
which is the Keith Ledbetter companion project of the EXPRESS!-TERM terminal program of days gone by. I am not familiar with this program. I think that it is written in Action! and only supports XMODEM Checksum transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE--
demo version of the OASIS BBS program. OASIS is very crash-resistant and comes with a "dial out" screen so that the Sysop can use the BBS as a terminal program to call and fetch files without having to bring the BBS down and reload a terminal program. OASIS supports "Door programs" which it refers to as "OASIS PAL modules". This OASIS demo module comes with an excellent message system. The OASIS file system is one of the most complicated that I have ever seen. It consists of "file libraries" with suites of "file types". There is quite a bit of overhead involved in performing a download (which may be a good thing, as it discourages file hogs). There is a commercial version of OASIS called "OASIS IV" that performs networking. There was an OASIS network between Boston, Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word of the OASIS IV developers reaches the network from New Zealand or Canada.

o Frank Walters BBS -- I know nothing about this BBS except that Frank Walters wrote it.

OASIS IV, CARINA, and BBS-EXPRESS-PROFESSIONAL! are all commercial programs. I haven't heard anything about OASIS IV and CARINA for a while, but PRO!-BBS is still a viable commercial enterprise last that I had heard.

Subject: 14.1) What vendors, developers, or publishers support the 8-bit Atari?

1) See the "Atari 8-Bit Computers Vendors and Developers List." The latest version may be obtained in the following locations:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html
news:comp.sys.atari.8bit news:comp.answers news:news.answers
mailto:mail-server@rtfm.mit.edu, message says:
send usenet/news.answers/atari-8-bit/vendev
quit

You can also ask me for a copy at mailto:mcurrent@carleton.edu

2) "The Official **AC** Vendor List" is maintained by Atari Classics magazine's Advertising Editor, Bob Scholar,

mailto:r.scholar@genie.geis.com. This list focuses on North America, but all sources listed have been personally confirmed by the AC staff.

Subject: 14.2) Where is my nearest 8-bit Atari BBS?

The "ATARI CLASSICS Atari Bulletin Board System listing" is maintained by Lawrence Estep, AC's Telecommunications Editor, mailto:71450.1050@compuserve.com.

Subject: 14.3) Where is my nearest 8-bit Atari user group?

An 8-bit Atari user group listing is maintained by Atari Classics magazine's Exchange Editor, James King, mailto:jeking7@delphi.com.

Subject: 14.4) How do I use my new or emulated Atari?

"The Unofficial Atari 8bit Newbie / Stupid Question / Emulator Help FAQ" is maintained by Bill Kendrick, mailto:kendrick@sonoma.edu. You can write to Bill at New Breed Software, 59 Palm Lane, Novato, CA 94945.

Subject: 14.5) What prominent Atarians are reachable by e-mail?

The "Who's Who in the Atari Community E-Mail Directory" listing covers people involved in all of the Atari computing and gaming platforms. This file is maintained by Len Stys, SIG Manager of the Cleveland Free-Net Atari SIG. Write to the Atari SIG at mailto:xx004@cleveland.freenet.edu.

End of atari-8-bit/faq

4577. Stationfall

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-31 00:00:00 UTC
From: smrgoodw@reading.ac.uk
Message-ID: <3qh8qv$4n0@susscsc1.rdg.ac.uk>
Source record: 91303

I purchased a secondhand copy of Stationfall some time ago, minus instructions.
Recently I wanted to have a go at it but after a few hours I gathered that I
needed some coordinates which I believe are in the instructions.

Could anyone let me know what these coordinates are of the Space Station
you are trying to get to or does it depend on my copy?

Anyone who can help out, thanks.

- Joel G.

4578. ATR->DCM

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-31 00:00:00 UTC
From: GriffisC@dbm1.mpc.af.mil
Message-ID: <2FCC85A8@dbm1.mpc.af.mil>
Source record: 91304

For: kendrick@zippy.sonoma.edu (William Kendrick)

>But, unfortunately, there is no DSK2DCM (ATR -> DCM) converter.. actually,

So, what system would you prefer the ATR->DCM converter to run on? It would be easier to write an ATR-> Atari physical disk converter, I know how to write raw sectors to disk. Same for XFD...

I just got my PC XFormer 3.0 in the mail, and it is great! Has anyone gotten sparta/fte to run on it?
(By the way, I don't consider myself a pseudo-atarian, I have owned an atari 8bit for 13 years!)

ANYONE WHO CAN RUN ATARI SOFTWARE AND WISHES TO CONTRIBUTE to the Atari realm is wholly welcome! I don't think negativism is going to help keep our terrific hobby alive!

Craig
griffisc@dbm1.mpc.af.mil

4579. Re: DCM format

Newsgroup: comp.sys.atari.8bit
Date: 1995-05-31 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <D9FxFM.10t.0.-s@cs.vu.nl>
Source record: 91305

cmwagner@news.gate.net (Chad Wagner) writes:

>Well before I retaliate, I will make a notice that I never guaranteed
>this code to be portable. It is highly DOS specific, which was it's
>original intended platform, I made the code available so that others
>could port it and learn the format.

OK. Please don't get me wrong, I really appreaciate that!!

>>5.) Who says my terminal is 24 lines??? (OK. This is nitpicking)

>Examine the code closer, it is actually more toward a 25 line screen. 24
>lines of output, and 1 for the message to press any key.

Oops, you got me there! :)

>True. But it was a quick hack, it was nothing more than a hack, I wrote it
>quickly as possible to support the block types, I was going to put certain
>things into functions, but I haven't really had a chance. I don't think I
>will bother at all now.

Because of my reaction? or simply because it works for you?

>Well I guess if someone wants these encoder/decoder packages then they will
>have to just write them, my code isn't good enough. Isn't that what you are
>trying to say?

Not exactly. When I compiled it on an MSDOS machine it _did_ work, but it
outputted a mere 8MB (!) under Solaris. Anyway, you did a great job by
figuring out the DCM format. No hard feelings please about what I said.

Ivo